

# **Proc-Handler**

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**COLLABORATORS**

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## Proc-Handler

### 1.1 Proc-Handler

	Proc-Handler V1.0
	Written by Jan Kautz
	Public Domain
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### 1.2 introduction

Introduction  
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Proc-Handler implements a virtual filesystem that allows you to retrieve information about processes, screens, ports, ... It is a virtual filesystem like the proc-filesystem under Linux or Plan 9.

That means you have access to the information via the filesystem. E.g. you want to list all screens opened at the moment. If you type "list proc:port", then you'll get a list of currently used ports. If you want to get to know more about the ports, chose one and then type "list proc:port/nameofport", which will give you all the details.

The advantage of a proc-filesystem is the fast access. Usually you have to

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start a programm to get some information about the system. As most of these tools are used by programmers (usually working in a shell), it is faster to type a shell-command, then to start a new programm.

The proc-filesystem also implements things like deleting a window or a screen. Therefore it has almost the same power as e.g. ARTM.

## 1.3 installation

Installation

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The Installation is very easy. Just copy the file "Proc-Handler" to L:  
Then move the two files "PROC" and "PROC.info" to sys:devs/dosdrivers, if you like it to be mounted on startup. Otherwise you'll have to move it to sys:storage/dosdrivers and mount it via workbench (double-click on icon) or via cli: "mount proc:". Now it is installed.

Now you can type "list proc:" and you'll get the main-directory of the proc-fs.

## 1.4 features

Features

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At the moment you can get information about the following things:

Device

Library

Port

Process

Resource

Screen

Sysinfo

You can have access via cli and via workbench.

Workbench: Double-click on the PROC-Icon. You will get an empty window. Switch to "show all files". Then you'll get icons in that window. Now you can click through it.

CLI: You have to use the list and the type commands. With "list proc:process" you'll get a list of all processes. Then you can use read the file belonging to a process, e.g. "type proc:process/7cf4f70\_CON".

At the moment you can delete windows, screens and processes with the normal AmigaDOS delete (or even with the Workbench)! For example "delete proc:process/7cf4f70\_CON" would delete the belonging task.

ATTENTION: It is always dangerous to delete something by hand!

## 1.5 devicelibraryresource

Available information:

Prio...: priority  
Version: version  
OpenCnt: opencounter  
NegSize: negative size  
PosSize: positive size

## 1.6 port

Available information:

Flags : signal, softint, ignore, action  
SigBit : number of signal-bit.  
    SigTask: task to be signalled  
or SoftInt: soft interrupt to be signalled.

## 1.7 process

Available information for processes:

Priority : priority of the process  
Owner : owner of the process (if you have installed MuFS)  
Stack : address of the stack  
Stacksize: size of the stack  
Signals : signal mask  
Received : received signals  
CurrentDir: address of current dir  
CIS: current input stream  
COS: current output stream  
ConsoleTask: task of console  
FileSystemTask: task of filesystem  
Window: shell window

Available information for tasks:

Priority : priority of the process  
Owner : owner of the process (if you have installed MuFS)  
Stack : address of the stack  
Stacksize: size of the stack  
Signals : signal mask

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Received : received signals

## 1.8 screen

You will get directories of the screens currently opened.

In these directories you'll get information about the  
 screen  
 and about  
 the  
 windows  
 opened on screen.

## 1.9 screen2

"ScreenInfo"-File:

Left : ... Top...: ... Dimension of the screen  
 Width: ... Height: ...

WBorderLeft : ... WBorderTop...: ... Dimension of the WindowBorder  
 WBorderRight: ... WBorderBottom: ...

BarHeight: ... BarVBorder: ... BarHBorder: ... Dimension of the Bar  
 MenuVBorder: ... MenuHBorder: ...

ViewPort: \$.....  
 DWidth...: ... DHeight : ... ViewPort-dimensions  
 DxOffset: ... DyOffset: ...  
 Modes...: screenmodes

RastPort: \$.....  
 BitMap: \$.....

Font : default font/size  
 Flags: screen-flags

## 1.10 window

Available Information about a window:

Left : ... Top...: ... dimension of the window  
 Width: ... Height: ...

MinWidth: ... MinHeight: ... max. and min. dimension of the window  
 MaxWidth: ... MaxHeight: ...

BorderLeft : ... BorderTop...: ... dimensions of the border  
 BorderRight: ... BorderBottom: ...

DetailPen: .. BlockPen: ..

Flags : window-flags

IDCMP : idcmp-flags

## 1.11 sysinfo

Sysinfo

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Kickstart V... (not correctly implemented)

CPU: 68030 FPU: <none>

Memory: not implemented

DMA Chip: not implemented

Graphic Chip: not implemented

## 1.12 bugs

Bugs

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I think there are no more bugs.

To Do

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- o make the SysInfo work

- o in a future release I'll have icons for the files, so the wb-access will be easier

- o add more information

## 1.13 source

Source

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I included the source-code of the proc-handler. It should be very useful for people writing a filesystem or a handler.

You may use this source for anything you want, if you don't remove the copyright and if you mention my name.

If you have any questions about the source, feel free to send me an email (please no snail-mail).

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## 1.14 author

Author

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The Proc-Handler was written by Jan Kautz. It was first developed under GNU-C. Then it was recompiled with the SAS/C 6.51 of a friend.

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## 1.15 Proc-Handler.guide - Disclaimer

Disclaimer

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