

**ORexx**

**COLLABORATORS**

	<i>TITLE :</i> ORexx		
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**REVISION HISTORY**

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# Chapter 1

## ORexx

### 1.1 orexx.guide

O-REXX  
Version 1.0

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A Front-End for OmniPlay

CONTENTS:

Disclaimers  
Covering oneself info

Introduction  
Rambling by me

Requirements  
What you need

Installation  
Where you need it

Usage  
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To-Dos  
To-Do Information

Bugs  
Bugs? We don't need no stinkin' bugs!

Last Words  
Me, you, us

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## 1.2 disclaimers

DISCLAIMER: This software is DonationWare, by which I mean that it ↔  
is Freely

Distributable but Copyright 1994 by Aaron Weiss. All I really ask is that you keep the archive intact, except for the apig.library and the RexxReqtools directory, both of which may be left out if you so desire. Whatever else you do with it is fine by me. Obviously I won't refuse gifts of any sort if you \*really\* use this a lot, but even then, don't worry about it.

See

Last Words  
for details.

DISCLAIMER2: This program involves write-to-disk activity, including deleting. As ↔  
far

as I know it behaves properly in all of these tasks, but I post this warning just so you know before you run it. If you don't trust it right off the bat, it might be wise to try it out on some expendable files and/or directories to see if it operates in a satisfactory manner on your system. I will not be responsible if horrible things happen, but don't take this as any sort of foreshadowing: I don't expect any horrible things to happen!

## 1.3 introduction

Introduction

Congratulations on your download of O-REXX! Ah, I always wanted to say something like that. That felt good. The basic purpose of this program is to be a front-end to the program OmniPlay v. 1.231 by David Champion. You must have that program to use this one. More specifically, you must have that program for O-REXX to do anything useful. I wrote this program for two major reasons:

Major Reason #1) I download a lot of sounds via FTP, which are often in foreign formats, such as .AU or .WAV. I wanted a way to listen to and then convert them to .IFF format for use in other applications, such as systems sounds. I played around with AmiSox a bit and wrote some scripts to accomplish similar, but it was still awkward. I really wanted a nice GUI'ish way of doing it.

Major Reason #2) I wanted to get back into programming again, having dropped out several years ago when I moved from the more-easily-mastered C=64 to the more daunting Amiga. I have no delusions of grand C applications, or wild-eyed plasma tripping copper demos, just the ability to whip up little tools that I find the need for. I started looking at C, then got sidetracked into AREXX and have grown more quickly attached to that. Hence, this program is in AREXX.

Note that because of Reason #2, be forewarned:

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- 1) This is my second ever AREXX program. It is no work of genius, and may very well be coded much more poorly than need be. At this stage my goal is to get programs to work first and foremost.
- 2) AREXX is not the prime language to code program that use Intuition, but I did what I could. However, this means I had to use some external libraries to accomplish things. And because I know very little about either AREXX or Intuition, I may have overshot my needs; i.e. perhaps I could have accomplished some of what I did without using all the libraries that I did. Again, I did what I had to do at this stage of my knowledge. What this means is that you will need two other libraries for this program to work. See Requirements for further info.

## 1.4 requirements

### Requirements

O-REXX uses two external function libraries to provide my weak AREXX skills with some nifty Intuition functionality.

The first is called APIG, by Ronnie E. Kelly. The APIG library is included in this archive, as permitted by the APIG documentation. The entire APIG archive, should you want to investigate its capabilities for yourself, is available on Fred Fish disk #634.

The second library is REXXReqTools, written by Rafael D'Halleweyn. The entire archive is included in this one, as desired by Rafael.

## 1.5 installation

### Installation

- 1) Copy apig.library into your LIBS: directory.
  - 2) Copy rexxreqtools.library (in the REXXReqTools archive) to your LIBS: directory
  - 3) Copy the files "orexx.info" and "orexx" to wherever you want to access the icon from, if you want to access the icon at all. Note that the icon is a project which merely calles iconx to execute the script "orexx." Therefore, adjust the tooltype to reflect the proper location of your rx command (unless it is in the search path, otherwise it is usually in sys:rexxc/rx) and the proper location for wherever you copy the file orexx.rexx to.
  - 4) Copy the file orexx.rexx to wherever you want, as long as the icon tooltype points to it.
-

- 5) O-REXX contains two variables that define default paths. You should change these to suit your system setup. Although this is not necessary, it will make life much easier for you. It's simple, here's how:

Load orexx.rexx into a text editor (an ASCII text editor, such as Ed) There are two variable definitions at the top of the program, clearly demarkated by appropriate comments. You want to change the text between the single quotes (') to reflect the appropriate path on your system.

For example:

```
oplay='sound:oplay' <- this should be the path to call the OPlay program
```

The second variable defines the default starting drawer to open in. It makes sense to define this as wherever you tend to keep your sounds.

For example:

```
path='sounds:samples/' <- this is the directory where samples reside
```

Note that the '/' MUST follow a pathname that ends in directory, but not one that is only a volume. In other words, path='sounds:' will work if that is where you keep your sounds,

but path='sounds:samples' will NOT work properly, it MUST be path='sounds:samples/'

Once you've adjusted these two variables, save the file as orexx.rexx and quit the editor. You're done with that part. It's not that hard, really, it's harder to explain that to do. YOU only need to do it the first time, obviously, unless you change your system around at a later date.

## 1.6 usage

### USAGE

First off, I recommend you get familiar with OmniPlay, at least by reading its documentation. Since O-REXX is basically a front-end, you should learn the meanings and usage of the various OmniPlay settings from the OmniPlay docs. That said, you can run O-REXX either via my supplied icon or from the shell (as you would any AREXX script. That is, "rx orexx.rexx". Once started, you will be presented with an initial file requestor. Choose the files that you want to 'use' from here. You may select one or multiple files - just hold down the shift key when you click on each filename to select multiple files. Should you hit CANCEL rather than OK the program will quit (NOTE: This is only true for the \*first\* instance of file selection. If you return to file selection later on and hit CANCEL you will merely retain your previous set of files).

Main Menu Bar

After initially selecting your files you are presented with the main menu bar. It contains the following choices:

ALL

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New

Quit

Modify Settings

Play One

View Current Settings

Save File(s) as IFF

Lastly, I suggest you check out the  
Special Discussion on Selecting Files  
.

## 1.7 all

ALL - This button will go ahead and play all the files you've selected. You may hit CTRL-C in the output window to interrupt play of the current file and move to the next one. Note that if you've set the Information setting to "None" then there will be no output window, and therefore no way to interrupt the file playing.

## 1.8 new

New - Brings you back to the file requestor to choose new file(s). Note again that choosing CANCEL at the new file requestor will return you to the main menu bar with no change in your file choices. See the  
Special Discussion on Selecting Files  
for  
a more detailed look.

## 1.9 quit

Quit - Will quit. Immediately.

## 1.10 modifysettings

Modify Settings - This is where you should read the OmniPlay docs. This button will bring you to another set of buttons which allow you to select various OmniPlay settings and alter them. There are two bars of setting buttons, the first containing settings more likely to be altered and the second with those less likely. The



'More' button switches between the two.

Note the following:

- 1) If you alter a value but do NOT hit return the old value will remain.
- 2) Any alterations to any of the settings will affect both playback and/or saving of all the files.

## 1.11 playone

Play One - This button will pop up a list of chosen files, from which you may choose one to play. You may continue to choose whichever ones you like until you close the window with its close gadget.

## 1.12 viewsettings

View Current Settings - Will pop up a requestor revealing the current settings of all the OmniPlay settings modifiable in the Modify Settings buttons.

## 1.13 saveiff

Save file(s) as IFF - The real reason I wrote this program in the first place! After selecting this you will be given the option of saving ALL or just one file from those that you selected earlier with the file requestor.

ALL - Will ask for a destination drawer to save all the files to. Will then ask if you want to delete the originals. This is useful if you don't have enough disk space for all the originals and all the converted files. All files will be saved with the same filenames as the originals with the extension '.iff' appended to the end.  
NOTE: Cancelling the destination drawer requestor will return you to the main menu.

Select One - Will present you with a list of files, from which you may choose one to save. You will be presented with a file req. which allows you to choose the path and filename of the destination file. Cancelling this requestor will return you to the file list. You may save as many as you like until you click the close gadget to return to the main menu.  
NOTE: If you select a destination file

that is the same path and filename as the original, it will replace the original with the new IFF format version.

## 1.14 selectingfiles

### Special Discussion on Selecting Files

There are three manners in which you may select files.

- 1) Select a file, hit OK
- 2) Multiple select a group of files, hit OK
- 3) Enter a pattern

The first 2 are self-explanatory, but allow me to explain the third. These Reqtools file requestors don't seem to support multiple filename selection by pattern matching, so I've added it in myself, because one may very well want to convert a pattern of files. You enter the pattern as the filename, following AmigaDOS' standard pattern rules. The pattern you enter will be run through the list command (make sure you have the c:list command, though it's likely that you do!), so you'll have to enter a pattern that AmigaDOS understands. Some quick examples:

```
a#? - will select all files starting with 'a'
a#?.wav - will select all files starting with 'a' and ending in '.wav'
(a#?.wav|d#?.wav|r#?.wav) will select all files a#?.wav OR d#?.wav OR r#?.wav
~(a#?.wav|d#?.wav|r#?.wav) will select all files that do NOT match this pattern
```

This can be a convenient way to select files if you need to select a large number of them.

## 1.15 todos

### TO-DOS

I plan to re-write this program in E for increased speed and efficiency, as well as with a new and better GUI.

Otherwise, open to suggestions. I have my ideas, but I'd like to hear anyone else's suggestions.

## 1.16 bugs

### Bugs

Anything's possible. Seems to work OK for me, but clearly something could pop-up that I'm not expecting. Let me know if you find any.

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## 1.17 lastwords

LAST WORDS

Well, that's it for me. Enjoy this program, spread it around,  
spit on it, stamp on it, worship it - anything you like.  
Please feel free to contact me with comments or questions.

-Aaron Weiss

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