MDARexx

COLLABORATORS			
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ACTION	*NAME*	*DATE*	*SIGNATURE*
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NUMBER	DATE	DESCRIPTION	NAME

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MDARexx

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```
                MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones
    =========================================================


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```

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```
Read Me First:
=============

This amigaguide file references another amigaguide file.  For
this handy feature to work, you must ensure two things:

    (1)   The main MegaD amigaguide document is titled:

              MegaD.Guide

    (2)   That same file (MegaD.Guide) is located in the same
          directory as this file.
```

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MegaD And ARexx

The major goal while writing MegaD 3.0 was to include ARexx
support. I would like to think that I have achieved this goal.
Every build-in command has an equivalent ARexx command, many
have extended arguments or like commands that offer better
control from the ARexx port.

This document describes all of the ARexx commands that may be used
with MegaD. You will also find a number of ARexx programs found
in the ARexx drawer of this archive. The usefulness of these
programs vary from simple demonstrations of command uses, to
powerful programs that can be used to backup directories to
floppies. It would be wise to look through this directory to see
if any are of use to you.

At last count there were 123 ARexx commands available for use
be used with MegaD. As you add Program Controls to MegaD, the
newly added Program Control becomes a new ARexx command. Lets
say that you add the Program Control <LhaPack> to your
preferences of MegaD. This Program control is designed to archive
selected files in directory windows. Now if you should need Lha
to Pack or archive a few files from within an ARexx program you
only need to call it from the program as:

    LhaPack

This is a little vague so I'll give you a short program using the
"LhaPack" Program Control from an ARexx script.

```
    -------------------------------------------------------
    /* example of LhaPack */

    OPTIONS RESULTS
    OPTIONS FAILAT 20

    ADDRESS MEGAD
    dbug            /* turn MegaD debug messages on */

    CloseWindows    /* close any open windows */
    Mark "Ram:"     /* open the ram disk */
    SAY RESULT      /* should display "Ram Disk:" */
    SelectAll       /* select everything */
    LhaPack         /* call the Program Control */
    -------------------------------------------------------
```

This would create an archive of all the files found in the Ram:
disk at that given time.

It is very important that you understand MegaD and how it works
before attempting to write an ARexx program for it. MegaD is
unique and it is very powerful. You will find that it can be
configured in ways that are only limited by your imagination.
With this versatility come many ways that an ARexx program can be
written to do the same thing.   It is also very possible to write
a program that will work fine on your machine, but if the program

is given to a friend with MegaD, it will fail due to the
differences of the two machines.

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@{ " About this document " link "About this document" }

ABootAdd

FiltersMinus

SelSrcDir

ABootEdit

FiltersPlus

SelSrcFile

ActiveDir

Find

SetColor

AddFilter

FreeFilter

SetDefault

AddFind

FreeFind

SetDevice

AddPattern

FreePattern

SetDisplay

AddProCtrl

FreePC

SetExport

```
                    AllBytes

                    FreeSpace

                    SetFlag

                    AllDir

                    FreeVolumes

                    SetKeypad

                    AllFiles

                    GoDeep

                    SetMenuDev

                    Child

                    Iconify

                    SetMisc

                    ClearAll

                    Label

                    SetNumber

                    CloseMark

                    LabelAlign

                    SetPreferences

                    CloseWindows

                    LabelTimes

                    SetPrint

                    ClrABoot

                    LabModify

                    SetProtect

                    ClrDir

                    Lock

                    SetScreen

                    ClrFiles

                    Mark
```

SetString

ClrPattern

Menu

SourceBytes

ClrSrc

MenuCheck

SourceDir

ClrSrcDir

Move

SourceFiles

ClrSrcFile

MoveAs

TXClose

Copy

NextItem

TXCloseAll

CopyAs

Open

TXFind

CopyFormat

OpenWindows

TXHex

CreateDir

OutputFile

TXPrintAll

dbug

OutputPrt

TXPrintWindow

Delete

Parent

TXRepeatFind

DelProCtrl

PrintSpooler

TXScrollDown

Dest

PrtText

TXScrollUp

DirCloseWindows

Quit

TXSideToSide

DirOpenWindows

Relabel

TXTopBottom

DiskIn

Rename

UnSelectItem

DiskOut

ResetAll

UpdateDir

DSelect

SaveAs

UseFilter

DumpPrefs

SavePreferences

UseFind

DUnselect

SearchText

UsePattern

Duplicate

SelABoot

ViewIcon

ExportFile

SelDir

ViewText

F7

SelectAll

VolPerScr

F8

SelectItem

VSelect

F9

SelFile

VUnselect

F10

SelPattern

FileComment

SelSrc

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MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

About this document

A few things are assumed in this document.

You are familiar with MegaD and the built in functions
you wish to use within MegaD through the ARexx port.

You are familiar with the ARexx programing language.

Case Sensitivity
         All commands and arguments are not case sensitive. So
         the call "dbug true" and "DBUG TRUE" will be
         interpreted the same.

Format   The descriptions of the commands and with arguments
         format follow these convections.

<>   Angle brackets enclose arguments that must be
         provided. For Instance, <file name> means that you
         must enter the appropriate file name in that Position.
         Unless square brackets surround the argument (see
         below), the argument is required. The command will not
         work unless it is specified.

[]   Square brackets enclose arguments and keywords that
         are optional. They will be accepted by the command
         but are not required.

         The following is an example:
             VolPerScr [<value> <value>]
         This translates to:
         VolPerScr may be called without arguments, But if
         arguments are supplied it requires two of them.

         In this document, the ARexx command will be listed to
         the far left of the text. If any arguments are used
         with the command they will be listed on the next line
         to the far left of the text with command. The
         paragraph to the right of the command describes the
         functions if it is unique to to ARexx.

Common commands
         If a command is not unique to ARexx it will have a
         simple description such as:
             Same as "Copy As".
         This tell the reader that this call will act the same
         as if you selected the function from a gadget or Menu
         selection. For more information on these types of
         commands, please refer to the MegaD.Guide file.

Errors
         Errors will set the result variable to a brief
         description of the error and set the RC code to 20.

Returns
         All commands that return a value, uses the result
         variable.

Debugging
         A special calls can be made to the MegaD ARexx port.
         This is:

                 dbug
                 TRUE
         or:

```
            dbug
            FALSE
      If "dbug TRUE" is sent, this will allow MegaD to open
      requestors to complain about ARexx calls that it does
      not understand.  If possible it will supply a list of
      values that it would understand.  Also, it will
      display the offending argument or command that has
      confused MegaD.  It is very helpful in writing and
      debugging ARexx programs.
      "dbug FALSE" will disable this feature.

MegaD ARexx Port
      The MegaD ARexx port is titled MEGAD.
```

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```
            MegaD ARexx Commands cross reference to build-in commands.

   ARexx Command              Corresponding Built-in Command
   =============              ==============================


            ABootAdd
                  ABoot Add

            ABootEdit
                  ABoot Edit

            ActiveDir
                  None

            AddFilter
                  None

            AddFind
                  None

            AddPattern
                  None

            AddProCtrl
                  None

            AllBytes
                  None

            AllDir
                  None

            AllFiles
                  None
```

```
Child
      None

ClearAll
      Clear All

CloseMark
      None

CloseWindows
      Close Windows

ClrABoot
      Clr ABoot

ClrDir
      Clr Dir

ClrFiles
      Clr Files

ClrPattern
      Clr Pattern

ClrSrc
      Clr Src

ClrSrcDir
      ClrSrcDir

ClrSrcFile
      ClrSrcFile

Copy
      Copy

Copy/Format
      Copy/Format

CopyAs
      Copy As

CreateDir
      Create Dir


dbug
      None

Delete
      Delete

DelProCtrl
      None

Dest
      None
```

```
DirCloseWindows
      DirCloseWindows

DirOpenWindows
      DirOpenWindows

DiskIn
      None

DiskOut
      None

DSelect
      None

DumpPrefs
      None

DUnselect
      None

Duplicate
      Duplicate


ExportFile
      Export File


F7
      None

F8
      None

F9
      None

F10
      None

FileComment
      File Comment

FiltersMinus
      Filters –

FiltersPlus
      Filters +

Find
      Find

FreeFilter
      None
```

```
FreeFind
      None

FreePattern
      None

FreePC
      None

FreeSpace
      None

FreeVolumes
      Free Volumes


GoDeep
      Go Deep


Iconify
      Iconify


Label
      Label

LabelAlign
      Label Align

LabelTimes
      Label Times

LabModify
      Lab. Modify

Lock
      None


Mark
      None

Menu
      None

MenuCheck
      None

Move
      Move

MoveAs
      Move As


NextItem
```

```
                  None


       Open
             Open...

       OpenWindows
             Open Windows

       OutputFile
             Output File

       OutputPrt
             Output Prt


       Parent
             None

       PrintSpooler
             Print Spooler

       PrtText
             Prt Text


       Quit
             Quit


       Relabel
             Relabel

       Rename
             Rename

       ResetAll
             Reset All


       SaveAs
             Save As...

       SavePreferences
             Save Preferences

       SearchText
             Search Text

       SelABoot
             Sel ABoot

       SelDir
             Sel Dir

       SelectAll
             Select All
```

```
SelectItem
      None

SelFile
      Sel File

SelPattern
      Sel Pattern

SelSrc
      Sel Src

SelSrcDir
      SelSrcDir

SelSrcFile
      SelSrcFile

SetColor
      Set Color...

SetDefault
      Set Default...

SetDevice
      None

SetDisplay
      Set Display...

SetExport
      Set Export

SetFlag
      None

SetKeypad
      Set Keypad...

SetMenuDev
      Set MenuDev...

SetMisc
      Set Misc...

SetNumber
      None

SetPreferences
      Set Preferences

SetPrint
      Set Print...

SetProtect
      Set Protect
```

```
SetScreen
      Set Screen...

SetString
      None

SourceBytes
      None

SourceDir
      None

SourceFiles
      None


TXClose
      TX Close

TXCloseAll
      TX Close All

TXFind
      TX Find

TXHex
      TX Hex

TXPrintAll
      TX PrintAll

TXPrintWindow
      TX PrintWindow

TXRepeatFind
      TX RepeatFind

TXScrollDown
      TX ScrollDown

TXScrollUp
      TX ScrollUp

TXSideToSide
      TX SideToSide

TXTopBottom
      TX TopBottom


UnselectItem
      None

UpdateDir
      Update Dir
```

```
                        UseFilter
                              None

                        UseFind
                              None

                        UsePattern
                              None


                        ViewIcon
                              View Icon

                        ViewText
                              View Text

                        VolPerScr
                              VolPerScr

                        VSelect
                              None

                        VUnselect
                              None
```

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```
                  Command:  ABootAdd

       Usage:  ABootAdd

Description:  Same as  ABoot Add  built-in.

    Example:  -

   Built-In:  ABoot Add

   See Also:
                  AddProCtrl
                  for adding AutoBoots through ARexx.
```

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```
     Command:  ABootEdit

       Usage:  ABootEdit [AutoBoot Title]

Description:  Same as  ABoot Edit  built-in.  If the Title of the
              AutoBoot is supplied as an argument, that AutoBoot
              will be deleted.
```

```
Example:      -

Built-In:    ABoot Edit

See Also:     -
```

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```
Command:    ActiveDir

  Usage:    ActiveDir

Description:  Will return the Active Directory name in the result
              variable or "" if none.

Example:      -

Built-In:    -

See Also:     -
```

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```
            Command:    AddFilter

  Usage:    AddFilter <TYPE> <IN | OUT> <Pattern>

Description:  Adds a filter to the current Filter list.
              The TYPE argument can be one of four types::

                  Name
                  Size
                  Date
                  Protect

              The IN | OUT argument can only be In or out.
              The Pattern field must be the correct type of pattern
              to match the TYPE argument.  All three arguments are
              required.

Example:      -

Built-In:    -

See Also:

                  FreeFilter

                  UseFilter

                  FiltersPlus
```

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```
              Command:   AddFind

     Usage:   AddFind <TYPE> <IN | OUT> <Pattern>

Description:   Adds a filter to the current Find list.
               The TYPE argument can be one of four types:

                   Name
                   Size
                   Date
                   Protect

               The IN | OUT argument can only be In or out.
               The Pattern field must be the correct type of pattern
               to match the TYPE argument.  All three arguments are
               required.

   Example:   -

   Built-In:   -

   See Also:
                   FreeFind

                   UseFind

                   Find
                    .
```

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```
              Command:   AddPattern

     Usage:   AddPattern <TYPE> <IN | OUT> <Pattern>

Description:   Adds a filter to the current Pattern list.

               The TYPE argument can be one of four types:

                   Name
                   Size
                   Date
                   Protect

               The IN | OUT argument can only be In or out.

               The Pattern field must be the correct type of pattern
               to match the TYPE argument.

               All three arguments are required.
```

```
   Example:    -

   Built-In:   -

   See Also:
                      FreePattern

                      UsePattern

                      SelPattern

                      ClrPattern
```

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```
   Command:    AddProCtrl

     Usage:    AddProCtrl <TYPE> <FLAGS> <SCREEN> <EXECUTE_TYPE> <TITLE>
                      <PATH:PROGRAM_NAME> <AFTER_NAME> <AFTER_LINE>
                      <OUT_FILE> <IN_FILE> <AUTOBOOT_EXTENSION>
                      <CONSOLE_WINDOW> <STACK_SIZE> <FUTURE>
                      <AUTOBOOT_CODE>

Description:  A very powerful function to add all types of Program
              Controls.  It requires 15 arguments in the above
              order.

              TYPES:

                  Can be one of four possibilities:

                      MenuSet
                      AutoBoot
                      UserGadget
                      ARexx

              FLAGS:

                  Can be NULL, one or a multiple of the following
                  selections:

                      SkipDir
                      SkipFile
                      WorkWithout
                      SkipInfo
                      CombineAll
                      WorkbenchFront
                      MegadFront
                      ReloadDir
                      QueryEndName

                  Multiple FLAGS must be separated by a vertical
                  bar <|> such as in:
```

```
                 SkipDir|SkipInfo

         SCREEN:

            Must be one of two possibilities:

                 MDScreen
                 WBScreen

         EXECUTE_TYPE:

            Must be one of three possibilities:

                 Execute
                 Hold
                 Workbench

         TITLE:

            This is a string identifyint this Program Control.
            It must be a unique name not previously defined
            as a built in command, ARexx command or as another
            Program Control.

         PATH:PROGRAM_NAME:

            This is the actual program that MegaD is to
            call during the execution of this Program
            Control.

         AFTER_NAME:

            This is any information you want inserted into
            the command line immediately after the program
            name, or NULL if it is to be left blank.

         AFTER_LINE:

            This is any information you want appended to the
            end of the command line, or NULL if it is to be
            left blank.

         OUT_FILE:

            This is a valid file name for the output file, or
            NULL if it is to be left blank.

         IN_FILE:

            This is a valid file name for the input file, or
            NULL if it is to be left blank.

         AUTOBOOT_EXTENSION:

            This is a file extension to use for matching the
            AutoBoot to.  To use the extension, the
            AUTOBOOT_CODE must be NULL.
```

CONSOLE_WINDOW:

    The purpose of this is to set the size of the
Console window. This MUST be the first of the
actual console line that defines the the device
and the size. i.e.

      CON:10/12/600/150

    There is no error checking to see if this is
correct. MegaD adds the rest of the Console line
before launching the Program Control. If you
wish to use the default size set this argument
to NULL.

STACK_SIZE:

    This is to set the stack size for the Program
Control. MegaD will always guarantee that the
launched program will have at least 4096 bytes of
stack any setting less than this will be ignored.
If this STACK_SIZE is not set MegaD will check to
see if there is a Workbench Icon for the launched
program and if this icon has a stack setting, if
so it will use that setting. If the icon stack
size is not available and STACK_SIZE was not set,
MegaD will use its own stack size for the launched
program. STACK_SIZE will override all other
settings except for the minimum 4096 bytes.

FUTURE:

    This is for future expansion. Leave NULL.

AUTOBOOT_CODE:

    Set this to either:

      NULL, or
      a string of HEX number

If you set it to a string of HEX number, that hex
number should be the same as the first bytes of the
file to use for a match to execute an AutoBoot with.

Example: /*
          ** Example of adding an AutoBoot with the ARexx port of
          ** MegaD.
          **
          ** This will create the AutoBoot so that anytime an IFF
          ** graphic file is double clicked the program Display
          ** will be called from the Sys:Utilities drawer.
          */

```
              /*
              ** If program is launched from MegaD the default address
              ** will be MEGAD. The next command must go to the REXX port.
              */

              address REXX

              option result  /* All return values are done though
                                 the result variable */

              address MEGAD  /* Send commands to the MEGAD port */

              @{ " dbug " link "dbug"} TRUE  /* Let MegaD display
                                                debugging messages
                                                on the MegaD Screen */

              /* test autoboot Hex codes */

              "addproctrl autoboot skipinfo|skipdir|workwithout MDScreen  ←
                 workbench SysDisplay sys:Utilities/Display NULL NULL NULL NULL  ←
                 NULL NULL NULL NULL 464f524d"

              ------------------------------------------------------------

   Built-In:  -

   See Also:  For more information on Program Controls, see

                    Program Control Window

              in the MegaD.Guide.
```

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```
    Command:  AllBytes

      Usage:  AllBytes

Description:  Will return in the result variable, the total of all
              bytes selected in both source and destination windows.

    Example:  -

   Built-In:  -

   See Also:  -
```

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```
    Command:  AllDir

      Usage:  AllDir
```

Description: Will return in the result variable, the total of all
                 directories selected in both source and destination
                 windows.

    Example: –

    Built-In: –

   See Also: –

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    Command: AllFiles

      Usage: AllFiles

Description: Will return in the result variable, the total of all
                 files selected in both the source and destination
                 windows.

    Example: –

    Built-In: –

   See Also: –

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              Command: Child

      Usage: Child <child_name>

Description: Will open a child directory window of the marked
                 directory. Child must have one argument and that
                 argument is the name of the child directory you wish
                 to open. It will return the actual directory name of
                 the directory opened or "" if the directory could not
                 be found.

    Example: –

    Built-In: –

   See Also:
                 Mark

                 Lock

                 Dest

                 Parent

SelectItem

UnSelectItem

CloseMark

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```
   Command:   ClearAll

     Usage:   ClearAll

Description:   Same as  Clear All  built-in.

   Example:   -

   Built-In:    Clear All

   See Also:   -
```

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```
             Command:   CloseMark

     Usage:   CloseMark

Description:   Will close the marked directory window.  Does not free
               the memory of that directory.

   Example:   -

   Built-In:   -

   See Also:
```

Mark

Lock

Dest

Parent

Child

SelectItem

UnSelectItem

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```
   Command:   CloseWindows

     Usage:   CloseWindows

Description:   Will Close all open directory windows.

   Example:   -

  Built-In:    Close Windows

  See Also:   -
```

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```
   Command:   ClrABoot

     Usage:   ClrABoot [AutoBoot Title]

Description:   Will unselect items in the open directory window that
               match the AutoBoot criteria.  If no argument is
               supplied, the Clr AutoBoot function will be called
               in interactive mode requiring the user to define the
               AutoBoot to select by.  If an argument is suppled it
               should be the Title of the AutoBoot to use to unselect
               by.

   Example:   -

  Built-In:    Clr ABoot

  See Also:   -
```

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```
   Command:   ClrDir

     Usage:   ClrDir

Description:   Same as  Clr Dir  built-in.

   Example:   -

  Built-In:    Clr Dir

  See Also:   -
```

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```
  Command:   ClrFiles

    Usage:   ClrFiles

Description:   Same as  Clr Files  built-in.

  Example:   -

  Built-In:   Clr Files

  See Also:   -
```

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```
              Command:   ClrPattern

    Usage:   ClrPattern

Description:   Same as  Clr Pattern  built-in.

  Example:   -

  Built-In:   Clr Pattern

  See Also:
              AddPattern

              FreePattern

              UsePattern
```

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```
  Command:   ClrSrc

    Usage:   ClrSrc

Description:   Same as  Clr Src  built-in.

  Example:   -

  Built-In:   Clr Src

  See Also:   -
```

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```
   Command:   ClrSrcDir

     Usage:   ClrSrcDir

Description:   Same as  ClrSrcDir  built-in.

   Example:   -

  Built-In:    ClrSrcDir

  See Also:   -
```

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```
   Command:   ClrSrcFile

     Usage:   ClrSrcFile

Description:   Same as  ClrSrcFile  built-in.

   Example:   -

  Built-In:    ClrSrcFile

  See Also:   -
```

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```
   Command:   Copy

     Usage:   Copy

Description:   Same as  Copy  built-in.

   Example:   -

  Built-In:    Copy

  See Also:   -
```

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```
   Command:   CopyFormat

     Usage:   CopyFormat
```

Description: Same as Copy/Format built-in.

  Example: –

 Built-In: Copy/Format

 See Also: –

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  Command: CopyAs

   Usage: CopyAs

Description: Same as Copy As built-in.

  Example: –

 Built-In: Copy As

 See Also: –

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  Command: CreateDir

   Usage: CreateDir [directory_name]

Description: Same as Create Dir built-in if called without
              any arguments. If an argument is supplied, it
              will create new directories in the "Dest"ination
              directory windows with the [directory_name]
              argument.

  Example: –

 Built-In: Create Dir

 See Also: –

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  Command: dbug

   Usage: dbug [TRUE | FALSE]

Description: To help in debugging ARexx commands sent to the MEGAD
              port. When a command fails, a small window will open

```
                            on the MegaD Screen giving the command or argument
                            that failed and any possible information that might
                            help.  If called without arguments it will default to
                            TRUE.

       Example:     -

       Built-In:    -

       See Also:    -
```

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```
      Command:    Delete

        Usage:    Delete

  Description:    Same as  Delete  built-in.

      Example:    -

      Built-In:    Delete

      See Also:    -
```

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```
      Command:    DelProCtrl

        Usage:    DelProCtrl <Program_Control_Title>

  Description:    Must be supplied an argument that equals the title of
                  one of the program controls set within MegaD.  It will
                  not allow you to delete an element of a Menu Set.


                  -----------------------------------------------------------------

      Example:    DelProCtrl "LHA Pack"

                  -----------------------------------------------------------------

      Built-In:    -

      See Also:    -
```

1.35   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
                    Command:   Dest

        Usage:   Dest <TRUE | FALSE>

Description:   Will select or unselect the "Dest"ination gadget of a
               marked window.

      Example:   -

    Built-In:   -

    See Also:
                    Mark

                    Lock

                    Parent

                    SelectItem

                    UnSelectItem

                    CloseMark

                    Child
```

1.36 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   DirCloseWindows

      Usage:   DirCloseWindows

Description:   Same as  DirCloseWindows  built-in.

    Example:   -

  Built-In:    DirCloseWindows

  See Also:    -
```

1.37 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   DirOpenWindows

      Usage:   DirOpenWindows

Description:   Same as  DirOpenWindows  built-in.

    Example:   -
```

```
Built-In:    DirOpenWindows
```

```
See Also:    -
```


1.38   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:    DiskIn
```

```
     Usage:    DiskIn
```

```
Description:    Will open a small window that reads: "Waiting for disk
                insert message".  This is for writing scrips that will
                wait for disk to be inserted into any floppy disk
                drive.

                Should the user select the Window Close Gadget of this
                window "ABORT" will be returned in the result variable.
```

```
   Example:    -
```

```
  Built-In:    -
```

```
  See Also:    -
```


1.39   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:    DiskOut
```

```
     Usage:    DiskOut
```

```
Description:    Will open a small window that reads: "Waiting for disk
                removed message".  This is for writing scrips that
                will wait for disk to be removed from any floppy disk
                drive.

                Should the user select the Window Close Gadget of this
                window "ABORT" will be returned in the result variable.
```

```
   Example:    -
```

```
  Built-In:    -
```

```
  See Also:    -
```


1.40   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
     Command:    DSelect

       Usage:    DSelect <Device_name>

 Description:    Requires an argument that will match an item in the
                 Device List.  If it is found it will select that item
                 in the list.  It will return the title of the selected
                 item if found or it will return "" in the result
                 variable if it is not found.

     Example:    -

    Built-In:    -

    See Also:    -
```

1.41   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
               Command:    DumpPrefs

       Usage:    DumpPrefs [filename]

 Description:    Creates an actual ARexx Script that can be run to set
                 preferences.  The purpose for this function is to
                 create a file that demonstrate the use of
                   AddProCtrl
                 ,

                   SetNumber
                 ,
                   SetString
                 ,
                   SetDevice
                   and
                   FreePC
                 .

                 A user can also scan the output to get a visual idea
                 of how the current preferences are set.  An optional
                 filename can be supplied to direct the output to a
                 file, the default is to the "PRT:" device.
     Example:    -

    Built-In:    -

    See Also:    -
```

1.42   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   DUnselect

     Usage:   DUnselect <Device_name>

Description:   Requires an argument that will match an item in the
               Device List.  If it is found it will unselect that
               item in the list.  It will return the title of the
               unselected item if found or it will return "" in
               the result variable if it is not found.

   Example:   -

   Built-In:   -

   See Also:   -
```

1.43   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   Duplicate

     Usage:   Duplicate

Description:   Same as  Duplicate  built-in.

   Example:   -

   Built-In:    Duplicate

   See Also:   -
```

1.44   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   ExportFile

     Usage:   ExportFile

Description:   Same as  Export File  built-in.

   Example:   -

   Built-In:    Export File

   See Also:   -
```

1.45   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
  Command: F7

    Usage: F7

Description: Performs the same action as pressing the F7 key.  This
             action will toggle through open Text Windows, if any.

    Example: -

   Built-In: -

   See Also: -
```

1.46   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
  Command: F8

    Usage: F8

Description: Performs the same action as pressing the F8 key.  This
             action will toggle the Main Control Window forward or
             back of the screen.  It will also set the display list in
             the control window to show "Devices, Assigns And Drives."

    Example: -

   Built-In: -

   See Also: -
```

1.47   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
  Command: F9

    Usage: F9

Description: Performs the same action as pressing the F9 key.  This
             action will toggle the Main Control Window forward or
             back of the screen.  It will also set the display list in
             the control window to show "Volumes In Memory."

    Example: -

   Built-In: -

   See Also: -
```

1.48   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command: F10

     Usage: F10

Description: Performs the same action as pressing the F10 key.  This
             action will toggle the Main Control Window forward or
             back of the screen.  If "F10 Close Control Window" is
             check in the Preferences, Set Defaults Window then this
             command will close or reopen the Main Control Window.

   Example: -

   Built-In: -

   See Also: -
```

1.49   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   FileComment

     Usage:   FileComment

Description:   Same as  File Comment  built-in.

   Example:   -

   Built-In:   File Comment

   See Also:   -
```

1.50   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   FiltersMinus

     Usage:   FiltersMinus

Description:   Same as  Filters -  built-in.

   Example:   -

   Built-In:   Filters -

   See Also:   @{ " AddFilter  " link "AddFilter"}
              @{ " FreeFilter " link "FreeFilter"}
              @{ " UseFilter  " link "UseFilter"}.
```

1.51   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
              Command:   FiltersPlus

    Usage:   FiltersPlus

Description:   Same as  Filters +  built-in.

   Example:   -

  Built-In:   Filters +

  See Also:
                 AddFilter

                 FreeFilter

                 UseFilter
                  .
```

1.52   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
              Command:   Find

    Usage:   Find

Description:   Same as  Find  built-in.

   Example:   -

  Built-In:   Find

  See Also:
                 AddFind

                 FreeFind

                 UseFind
                  .
```

1.53   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
              Command:   FreeFilter

    Usage:   FreeFilter

Description:   Will free all Filters created by the ARexx function
             AddFilter.

   Example:   -
```

```
Built-In:    -

See Also:
                AddFilter

                UseFilter

                FiltersMinus
              .
```

1.54 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
              Command:   FreeFind

    Usage:   FreeFind

Description:  Will free all Find Filters created by the ARexx
              function AddFind.

   Example:   -

  Built-In:   -

  See Also:
                AddFind

                UseFind

                Find
              .
```

1.55 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
              Command:   FreePattern

    Usage:   FreePattern

Description:  Will free all Pattern Filters created by the ARexx
              function AddPattern.

   Example:   -

  Built-In:   -

  See Also:
                AddPattern
```

```
                  UsePattern
             .
```

1.56   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
                Command:   FreePC

       Usage:   FreePC <Type>

Description:   Frees the complete list of Program Controls from the
               version of MegaD which is currently running.  A Type
               must be supplied.  The types of Program Controls that
               can be sent are:

                  AutoBoot
                  ARexx
                  MenuSet
                  UserGadget

               The main purpose of this command is to clear all
               Program Controls before resetting with the AddProCtrl
               command.

     Example:   -

    Built-In:   -

    See Also:
                  DumpPrefs
```

1.57   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
     Command:   FreeSpace

       Usage:   FreeSpace

Description:   Will return the free disk space of the volume
               associated with the active directory in the result
               variable.

     Example:   -

    Built-In:   -

    See Also:   -
```

1.58   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   FreeVolumes

     Usage:   FreeVolumes

Description:   Same as  Free Volumes  built-in.

   Example:   -

   Built-In:    Free Volumes

   See Also:   -
```

1.59   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   GoDeep

     Usage:   GoDeep

Description:   Same as  Go Deep  built-in.

   Example:   -

   Built-In:    Go Deep

   See Also:   -
```

1.60   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   Iconify

     Usage:   Iconify

Description:   Will Iconify MegaD. If MegaD is already iconified, it
               will un-iconify.  Any ARexx command to MegaD will un-
               iconify MegaD.  MegaD is incapable of performing most
               task without its graphic interface open, it will un-
               iconify so that it can perform the command sent
               through the ARexx port.

   Example:   -

   Built-In:    Iconify

   See Also:   -
```

1.61   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   Label

      Usage:   Label

Description:   Same as  Label  built-in.

    Example:   -

   Built-In:    Label

   See Also:   -
```

1.62   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   LabelAlign

      Usage:   LabelAlign

Description:   Same as  Label Align  built-in.

    Example:   -

   Built-In:    Label Align

   See Also:   -
```

1.63   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   LabelTimes

      Usage:   LabelTimes

Description:   Same as  Label Times  built-in.

    Example:   -

   Built-In:    Label Times

   See Also:   -
```

1.64   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   LabModify
```

```
      Usage:   LabModify

Description:   Same as  Lab. Modify  built-in.

    Example:   -

   Built-In:    Lab. Modify

   See Also:   -
```

1.65   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
               Command:   Lock

     Usage:   Lock <TRUE | FALSE>

Description:   Will "Lock" the marked window.

    Example:   -

   Built-In:   -

   See Also:
                  Mark

                  Dest

                  Parent

                  SelectItem

                  UnSelectItem

                  CloseMark

                  Child
                 .
```

1.66   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
               Command:   Mark

     Usage:   Mark <directory_name>

Description:   Will do whatever is necessary to open a directory for
               the supplied directory name.

               Mark requires one argument, the directory name to open.
               The actual name of the directory loaded will be
```

returned in the result variable.

Once the directory has been "Mark"ed, certain actions
can be taken on the physical state of the directory
window.

- The "Dest"ination gadget can be selected with the
call "Dest TRUE" or in can be unselected with the
call "Dest FALSE".

- The "Lock" Gadget can be modified in the same
manner with "Lock TRUE" or "Lock FALSE".

- The parent directory of the Marked directory can
be opened with a call to "Parent". The actual
name of the Parent directory will be returned in
the result variable.

- A child directory can be opened from the Marked
directory.

- A single directory item can be selected or
unselected from the marked window by name.

```
Example:   /*  Mark Demo
           **  This file demonstrates the uses of
           **
             Mark
            ,
             Dest
            ,
             Lock
            ,
             Child
            ,
             Parent
            ,
           **
             SelectItem
             and
             UnSelectItem
                        */
           options results

           ADDRESS MEGAD
           dbug TRUE

           /* open window to the Ram Disk: and Mark it */

             Mark
             'ram:'

           /* display actual name of opened directory */
           SAY result
```

```
/* save name for later */
rootname = result

/* User select the Marked directory's 'Dest'ination gadget */

  Dest
  TRUE

/* Select the Marked directory's 'Lock' gadget */

  Lock
  TRUE

/* move to the subdirectory */

  child
  t

/* display actual name */
say result

/* save name for later */
childname = result

/* Mark the child directory */

  Mark
  "'"result"'"

/* User select the Marked directory's 'Dest'ination gadget */

  Dest
  TRUE

/* Select the Marked directory's 'Lock' gadget */

  Lock
  TRUE

/* Move to the parent directory */

  parent
                /* display actual name */
say result

/* Mark the Parent directory */

  Mark
  "'"result"'"

/* Flash the T directory 40 times */
DO 40


  SelectItem
  t
```

```
              UnSelectItem
                t
            END


              Mark
              "'"childname"'"

          /* close the child */

              CloseMark

              Mark
              "'"rootname"'"

          /* close the parent */

              CloseMark
                            ------------------------------------------------------------


    Built-In:   -

    See Also:
                Parent

                Dest

                Lock

                SelectItem

                UnSelectItem

                CloseMark

                Child
```

1.67   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   Menu

     Usage:   Menu <Menu_Path>

Description:   Will let you select any MegaD non-ViewText menu item
               by its titles.

               You must supply one argument for <Menu>. This will not
               work on on "Checkable" menus, for those see MenuCheck.
               The argument must read exactly as the menu reads, and
               must be in the following format:

                 MenuTitle,MenuItem
```

```
                           - or -

               MenuTitle,MenuItem,MenuSubItem

               -------------------------------------------------------------

   Example:    "Menu Project,Color..."
               "Menu 'Output,Disk Label,Alignment'"

               NOTE: The extra single quotes are needed due to the
                     space found in "Disk Label".

               -------------------------------------------------------------

   Built-In:   -

   See Also:   -
```

1.68 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:    MenuCheck

     Usage:    MenuCheck <Menu_path> <Check | UnCheck>

Description:    Will let you select any MegaD non-text menu item by
               its titles.

               You must supply two arguments for <MenuCheck>.  The
               first argument is the title of the menu.  The second
               argument is either Check or UnCheck.

               -------------------------------------------------------------

   Example:    "Menu 'Windows,Use Snapshot' Check"
               "Menu 'Show,Sort on,Name' UnCheck"

               -------------------------------------------------------------

   Built-In:   -

   See Also:
```

1.69 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:    Move

     Usage:    Move

Description:    Same as  Move  built-in.
```

```
    Example:    -

  Built-In:    Move

  See Also:    -
```

1.70   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   MoveAs

      Usage:   MoveAs

Description:   Same as  Move As  built-in.

    Example:    -

  Built-In:     Move As

  See Also:    -
```

1.71   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   NextItem

      Usage:   NextItem <Attribute> [Clear]

Description:   This will find the next selected item in any of the
               open directory windows,  and will return the file
               attribute of that file item in the result variable.

               <NextItem> requires one argument and can use a second
               argument.The first argument must be one of the
               following:

                    Filename    (returns filename only)
                    Path        (return path only)
                    Name        (return full path and filename)
                    Size        (return size)
                    Date        (return date)
                    Protection  (return protection flags)
                    Comment     (return comment)
                    Type        (return Directory or File)

               The second optional argument will UnSelect that item
               in the list.  This argument can be anything to trigger
               the unselecting of the directory item.

               ------------------------------------------------------------

    Example:   do forever
```

```
                        NextItem Name
                        if result = "" then leave
                        Say result

                        NextItem Size
                        Say result

                        NextItem Comment
                        Say result

                        /* Clear the item */
                        NextItem Type clear
                        Say result

                    end

                    ------------------------------------------------------------
```

Built-In: –

See Also: –

1.72   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   Open

     Usage:   Open [filename]

Description:   If no argument is sent, MegaD will open the ASL
               requestor for selection of a new .pf file.  If the
               [filename] argument is supplied, MegaD will open and
               use the preference file.  Only valid .pf files should
               be sent to this function.

   Example:   –

   Built-In:    Open...

   See Also:   –
```


1.73   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   OpenWindows

     Usage:   OpenWindows

Description:   Same as  Open Windows  built-in.

   Example:   –
```

```
    Built-In:    Open Windows

    See Also:    -
```

1.74   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:    OutputFile

      Usage:    OutputFile

 Description:    Same as  Output File  built-in.

    Example:    -

    Built-In:    Output File

    See Also:    -
```

1.75   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:    OutputPrt

      Usage:    OutputPrt

 Description:    Same as  Output Prt  built-in.

    Example:    -

    Built-In:    Output Prt

    See Also:    -
```

1.76   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
              Command:    Parent

      Usage:    Parent

 Description:    Will move to the parent of the marked windows.  It
                will return the actual directory name of the directory
                opened or "" if the there was not a parent directory.

    Example:    -

    Built-In:    -
```

```
      See Also:
                        Mark

                        Dest

                        Lock

                        SelectItem

                        UnSelectItem

                        CloseMark

                        Child
```

1.77   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
     Command:   PrintSpooler

       Usage:   PrintSpooler

Description:   Same as  Print Spooler  built-in.

     Example:   -

    Built-In:    Print Spooler

    See Also:   -
```

1.78   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
     Command:   PrtText

       Usage:   PrtText

Description:   Same as  Prt Text  built-in.

     Example:   -

    Built-In:    Prt Text

    See Also:   -
```

1.79   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   Quit

     Usage:   Quit

Description:   Will quit MegaD.  It will fail if other program have
               been lunched with MegaD or if there are visitors on
               MegaD's public screen.

   Example:   -

   Built-In:   Quit

   See Also:   -
```

1.80   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   Relabel

     Usage:   Relabel

Description:   Same as  Relabel  built-in.

   Example:   -

   Built-In:   Relabel

   See Also:   -
```

1.81   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   Rename

     Usage:   Rename [filename]

Description:   If no argument is sent, this will operate the same as
               the "Rename" built-in command.

               If an argument is sent, the argument must be the
               filename you wish to rename the first selected item to.
               Once it is renamed, the item will be unselected.

               If Keep .info is selected, the .info file will be
               renamed also.

               ------------------------------------------------------------

   Example:   DO FOREVER

                  NextItem Filename
```

```
                    if result = "" then leave

                    ELSE DO
                       /* add underscore for new name */
                       name = '_' || result

                       /* Rename will unselect the first
                          selected item */
                       Rename name
                    END

              /* skip the next selected item */
              END

              -------------------------------------------------------------
```

     Built-In: Rename

     See Also: RenameOther.rexx script

1.82   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

      Command: ResetAll

        Usage: ResetAll

   Description: Same as Reset All built-in.

      Example: -

     Built-In: Reset All

     See Also: -

1.83   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

      Command: SaveAs

        Usage: SaveAs [filename]

   Description: If no argument is sent, MegaD will open the ASL
                  requestor for selection of a new .pf file. If the
                  [filename] argument is supplied, MegaD will save the
                  current preference file as the filename supplied.
                  MegaD preference files should be saved with a .pf
                  extension.

      Example: -

     Built-In: Save As...

```
      See Also:   -
```

1.84   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
      Command:   SavePreferences

        Usage:   SavePreferences

  Description:   Same as  Save Preferences  built-in.

      Example:   -

     Built-In:    Save Preferences

     See Also:   -
```

1.85   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
      Command:   SearchText

        Usage:   SearchText

  Description:   Same as  Search Text  built-in.

      Example:   -

     Built-In:    Search Text

     See Also:   -
```

1.86   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
      Command:   SelABoot

        Usage:   SelABoot

  Description:   Will select items in the open directory window that
                 match the AutoBoot criteria.

                 If no argument is supplied, the  Sel ABoot
                 function will be called in interactive mode requiring
                 the user to define the AutoBoot to select by.

                 If an argument is suppled it should be the TITLE of
                 the AutoBoot to use to select by.
```

```
   Example:     -

   Built-In:    Sel ABoot

   See Also:    -
```

1.87   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:    SelDir

     Usage:    SelDir

Description:    Same as  Sel Dir  built-in.

   Example:     -

   Built-In:    Sel Dir

   See Also:    -
```

1.88   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
            Command:    SelectItem

     Usage:    SelectItem <Directory_item_name>

Description:    This requires one argument, which should match one of
                the directory items in the marked window.

                It a match is found, the actual name will be returned
                in the result variable.  If no match is found, the
                result will be set to "".

   Example:     -

   Built-In:    -

   See Also:
                   Mark

                   Dest

                   Lock

                   UnSelectItem

                   CloseMark

                   Child
```

```
                    Parent
```

1.89   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SelectAll

     Usage:   SelectAll

Description:   Same as  Select All  built-in.

   Example:   -

  Built-In:    Select All

  See Also:   -
```

1.90   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SelFile

     Usage:   SelFile

Description:   Same as  Sel File  built-in.

   Example:   -

  Built-In:    Sel File

  See Also:   -
```

1.91   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
              Command:   SelPattern

     Usage:   SelPattern

Description:   Same as  Sel Pattern  built-in.

   Example:   -

  Built-In:    Sel Pattern

  See Also:
                    FreePattern

                    AddPattern
```

```
                     UsePattern
                  .
```

1.92   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SelSrc

     Usage:   SelSrc

Description:   Same as  Sel Src  built-in.

   Example:   -

   Built-In:    Sel Src

   See Also:   -
```

1.93   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SelSrcDir

     Usage:   SelSrcDir

Description:   Same as  SelSrcDir  built-in.

   Example:   -

   Built-In:    SelSrcDir

   See Also:   -
```

1.94   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SelSrcFile

     Usage:   SelSrcFile

Description:   Same as  SelSrcFile  built-in.

   Example:   -

   Built-In:    SelSrcFile

   See Also:   -
```

1.95   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SetColor

     Usage:   SetColor

Description:   Same as  Set Color...  built-in.

   Example:   -

  Built-In:    Set Color...

  See Also:   -
```

1.96   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SetDefault

     Usage:   SetDefault

Description:   Same as  Set Default...  built-in"

   Example:   -

  Built-In:    Set Default...

  See Also:   -
```

1.97   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
             Command:   SetDevice

     Usage:   SetDevice <subscript> <Path String> <Title String>

Description:   Sets one of the Device Gadget's path and title
               elements for the version of MegaD which is currently
               running.

               A subscript and two strings are required to set this.
               There are 45 possible Device Gadgets.  If the element
               needs to be blanked send "NULL" as String.

   Example:   -

  Built-In:   -

  See Also:
               ARexxPrefsList.txt
                file for possible subscripts and
               valid Values for the elements.
```

1.98   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:    SetDisplay

     Usage:    SetDisplay

Description:    Same as  Set Display...   built-in"

   Example:    -

  Built-In:     Set Display...

  See Also:    -
```

1.99   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:    SetExport

     Usage:    SetExport

Description:    Same as  Set Export   built-in.

   Example:    -

  Built-In:     Set Export

  See Also:    -
```

1.100   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
             Command:    SetFlag

     Usage:    SetFlag <subscript> <value>

Description:    Sets one of the preferences flags for the version of
                MegaD which is currently running.

   Example:    -

  Built-In:    -

  See Also:
                  ARexxPrefsList.txt
                   file for a complete
                list of valid subscripts and the possible values.
```

1.101 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SetKeypad

     Usage:   SetKeypad

Description:   Same as  Set Keypad...   built-in.

   Example:   -

  Built-In:    Set Keypad...

  See Also:   -
```

1.102 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SetMenuDev

     Usage:   SetMenuDev

Description:   Same as  Set MenuDev...   built-in.

   Example:   -

  Built-In:    Set MenuDev...

  See Also:   -
```

1.103 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SetMisc

     Usage:   SetMisc

Description:   Same as  Set Misc...   built-in.

   Example:   -

  Built-In:    Set Misc...

  See Also:   -
```

1.104   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
                    Command:    SetNumber

        Usage:    SetNumber <subscript> <Value>

 Description:    Sets one of the number elements of preferences for the
                 version of MegaD which is currently running.

                 A subscript and the value to set this to must be supplied.
                 Values are not range checked so the ARexx script should
                 guarantee that only valid values are sent.

      Example:    -

      Built-In:    -

      See Also:
                    ARexxPrefsList.txt
                  file for possible subscripts
                and valid Values for the elements.
```

1.105   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
      Command:    SetPreferences

        Usage:    SetPreferences

 Description:    Same as  Set Preferences   built-in.

      Example:    -

      Built-In:    Set Preferences

      See Also:    -
```

1.106   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
      Command:    SetPrint

        Usage:    SetPrint

 Description:    Same as  Set Print...   built-in.

      Example:    -

      Built-In:    Set Print...

      See Also:    -
```

1.107   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SetProtect

     Usage:   SetProtect

Description:   Same as  Set Protect   built-in.

   Example:   -

   Built-In:    Set Protect

   See Also:   -
```

1.108   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SetScreen

     Usage:   SetScreen

Description:   Same as  Set Screen...   built-in.

   Example:   -

   Built-In:    Set Screen...

   See Also:   -
```

1.109   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   SetString

     Usage:   SetString <subscript> <String>

Description:   Sets one of the string elements of preferences for the
               version of MegaD which is currently running.

               A subscript and the a string to set this to must be
               supplied. If the element needs to be blanked send "NULL"
               as the String.

   Example:   -

   Built-In:   -

   See Also:   ARexxPrefsList.txt file for possible and valid Values
```

```
                      for the elements.
```

1.110   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
              Command:   SourceBytes

     Usage:   SourceBytes

Description:   Will return the total bytes of source files selected.
               It will also return the bytes selected in directories if the

                GoDeep
                 commands has been issued.  The total will be
               returned in the result variable.

    Example:   -

   Built-In:   -

   See Also:   -
```

1.111   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   SourceDir

      Usage:   SourceDir

Description:   Will return the total number of directories selected
               in source windows in the result variable.

    Example:   -

   Built-In:   -

   See Also:   -
```

1.112   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   SourceFiles

      Usage:   SourceFiles

Description:   Will return the total number of files selected in the
               source windows in the result variable.

    Example:   -
```

```
   Built-In:   -

   See Also:   -
```

1.113   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   TXCloseAll

     Usage:   TXCloseAll

Description:   Same as  TX Close All  built-in.

   Example:   -

   Built-In:   TX Close All

   See Also:   -
```

1.114   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   TXClose

     Usage:   TXClose

Description:   Same as  TX Close   built-in.

   Example:   -

   Built-In:   TX Close

   See Also:   -
```

1.115   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   TXFind

     Usage:   TXFind

Description:   Same as  TX Find   built-in.

   Example:   -

   Built-In:   TX Find

   See Also:   -
```

1.116   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   TXHex

      Usage:   TXHex

Description:   Same as  TX Hex   built-in.

    Example:   -

   Built-In:    TX Hex

   See Also:   -
```

1.117   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   TXPrintAll

      Usage:   TXPrintAll

Description:   Same as  TX PrintAll   built-in.

    Example:   -

   Built-In:    TX PrintAll

   See Also:   -
```

1.118   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   TXPrintWindow

      Usage:   TXPrintWindow

Description:   Same as  TX PrintWindow   built-in.

    Example:   -

   Built-In:    TX PrintWindow

   See Also:   -
```

1.119   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
    Command:   TXRepeatFind
```

```
     Usage:   TXRepeatFind

Description:   Same as  TX RepeatFind   built-in.

   Example:   -

  Built-In:    TX RepeatFind

  See Also:   -
```

1.120   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   TXScrollDown

     Usage:   TXScrollDown

Description:   Same as  TX ScrollDown   built-in.

   Example:   -

  Built-In:    TX ScrollDown

  See Also:   -
```

1.121   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   TXScrollUp

     Usage:   TXScrollUp

Description:   Same as  TX ScrollUp   built-in.

   Example:   -

  Built-In:    TX ScrollUp

  See Also:   -
```

1.122   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   TXSideToSide

     Usage:   TXSideToSide

Description:   Same as  TX SideToSide   built-in.

   Example:   -
```

```
Built-In:    TX SideToSide

See Also:    -
```

1.123   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   TXTopBottom

     Usage:   TXTopBottom

Description:   Same as  TX TopBottom   built-in.

   Example:    -

   Built-In:    TX TopBottom

  See Also:    -
```

1.124   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
              Command:   UnSelectItem

     Usage:   UnSelectItem <Directory_item_name>

Description:   This requires one argument, which should match one of
               the directory items in the marked window.

               If a match is found, the actual name will be returned
               in the result variable.  If no match is found the result
               will be set to "".  The item will be left unselected.

   Example:    -

   Built-In:    -

  See Also:
                   Mark

                   Dest

                   Lock

                   SelectItem

                   CloseMark

                   Child

                   Parent
```

1.125   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   UpdateDir

     Usage:   UpdateDir

Description:   Same as  Update Dir   built-in.

   Example:   -

  Built-In:    Update Dir

  See Also:   -
```

1.126   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
              Command:   UseFilter

     Usage:   UseFilter [Dest]

Description:   This will use the filters created by AddFilter.

              An optional argument, <Dest>, can be supplied.
              If this argument is supplied.  The filter will
              be attached to all "Dest"ination windows only.

              If the "Dest" argument is not supplied.  The
              filters will become global to all windows
              (source and "Dest"ination).

   Example:   -

  Built-In:   -

  See Also:
                    AddFilter

                    FreeFilter

                    FiltersPlus
```

1.127   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
              Command:   UseFind

     Usage:   UseFind [DirFile | File | Dir] <Save_file_name>
```

```
Description:    This will use the Find Filters created by AddFind.

                It requires one argument, and an optional argument
                can be supplied.  The required argument must be one
                of the following:

                     DirFile
                     File
                     Dir

                This argument will set what types of directory items
                to find.

                The optional argument is for a file name to save the
                found directory items names to.  If supplied this
                should be a full Path and file name.

   Example:     -

   Built-In:    -

   See Also:
                     AddFind

                     FreeFind
```

1.128   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
                Command:    UsePattern

     Usage:    UsePattern [Select | UnSelect] <Dest>

Description:    This will use the Pattern Filters created by
                AddPattern.

                It requires one argument, and an optional argument
                can be supplied.  The required argument must be one
                of the following:

                     Select
                     UnSelect

                This will select or unselect matches to the patterns.

                The optional argument is to limit the selection to
                "Dest"ination directories only.  The optional argument
                for this is <Dest>

   Example:     -

   Built-In:    -

   See Also:
```

```
                AddPattern

                FreePattern

                SelPattern

                ClrPattern
```

1.129   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   ViewIcon

     Usage:   ViewIcon

Description:   Same as  View Icon   built-in.

   Example:   -

  Built-In:    View Icon

  See Also:   -
```

1.130   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   ViewText

     Usage:   ViewText

Description:   Same as  View Text   built-in.

   Example:   -

  Built-In:    View Text

  See Also:   -
```

1.131   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
   Command:   VolPerScr

     Usage:   VolPerScr <Value> <Value>

Description:   This will set the limits for the Volumes Per Screen
               and the limits for the Windows Per Volume.

               If called without arguments, it will call the built
               in function  VolPerScr .
```

                    If arguments are supplied, there needs to be Two
                    values. The two values must be greater than 0 and
                    less than 10. The first value will set the Volumes
                    Per Screen limit. The Second value will set the
                    Windows Per Volume limit.

      Example: VolPerScr 3 4

                    This would set the Volumes Per Screen limit to 3, and
                    the Windows Per volume to 4.

    Built-In: VolPerScr

    See Also: -

1.132   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

      Command: VSelect

        Usage: VSelect <Volume_Name>

Description: This requires one argument. That argument should
                    match one of the items listed in the Volumes In Memory
                    list.

                    If the item is found, it will be marked selected and
                    the name of the volume will be returned in the result
                    variable.

                    If it is not found the result variable will be set
                    to "".

      Example: -

    Built-In: -

    See Also: -

1.133   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

      Command: VUnselect

        Usage: VUnselect <Volume_Name>

Description: This requires one argument. That argument should

match one of the items listed in the Volumes In Memory
list.

If the item is found, it will be marked unselected, and
the name of the volume will be returned in the result
variable.

If it is not found the result variable will be set to "".

Example:

Built-In:

See Also: -

1.134   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
Examples:
========

   @{ " BackupMD.rexx          " link "backupMD.rexx"}
   @{ " ChangePreferences.rexx " link "ChangePreferences.rexx"}
   @{ " DLPrint.rexx           " link "DLPrint.rexx"}
   @{ " MarkDemo.rexx          " link "MarkDemo.rexx"}
   @{ " MDARexxStart.rexx      " link "MDARexxStart.rexx"}
   @{ " NextItem.rexx          " link "NextItem.rexx"}
   @{ " OpenSE.rexx            " link "OpenSE.rexx"}
   @{ " Parse.rexx             " link "Parse.rexx"}
   @{ " RenameOther.rexx       " link "RenameOther.rexx"}

   @{ " ARexxPrefsList.txt     " link "ARexxPrefsList.txt"}
```

1.135   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
                backupMD.rexx:
=============

/* This script will back up my 5 source code directories to a floppy disk.
   I keep the source code for MegaD in MD: MDP: COM: SP: and RX:.
   If you should want to use this script to backup a directory you should
   change the directory names to something more useful.  The script expect
   a blank disk or a disk that has only been used by this script.
   Do not create your own directory on this disk or the script will fail.
*/


lhaFileName = "odds&ends:commands/lha" /* where to find the LHA program */

arguments = "md mdp com rx sp"  /* Back up assign directories */

options results
```

```
signal on syntax
if ~show("L","rexxsupport.library") then call addlib"rexxsupport.library",0,-30

address MEGAD

                  dbug
                  TRUE

                  freevolumes
                  /* clear out the directory buffers and close directory windows */

/* be sure that the sort is on Name */
"
                  MenuCheck
                  'show,sort on,name' Check"


                  diskin
                  /* wait for a disk to be inserted into a drive.  The script  ←
                      expect DF0: */
if result = "ABORT" then exit /* user closed window */

"
                  Mark
                  DF0:"  /* Load the disk in drive DF0: and keep track of it for  ←
                      ARexx calls */
if result == "" then exit /* the root disk directory did not load */
volumename = result      /* keep track of the real volume name */

                  dest
                  TRUE           /* Select the Dest gadget of the Marked window */
dirname = date(s)     /* get the current date from ARexx to use as a directory  ←
   name   */

                  unselectItem
                  "'"dirname"'"    /* check for directory with this name */
if result ~= "" then do   /* The directory already exsist */
  say dirname "exist, can not create directory"
  exit 0
end

/* before we add this directory lets find out what the last date was */

                  selDir
                    /* select all directories in all open directory windows */
lastdir = ""
do forever

                  nextItem
                  name clear     /* get the next selected item and unselect it */
  if result = "" then leave /* no more selected directories */
  lastdir = result       /* Save the last directory name */
end

if lastdir ~= "" then do    /* The name of the directory are sorted dates */
  lastdir = right(lastdir,8)  /* grab the last 8 characters of the directory name  ←
      */
```

```
  year = substr(lastdir,3,2)  /* Pull the pieces out of the name to make  */
  month = substr(lastdir,5,2) /* a date filter */
  day = substr(lastdir,7,2)
end


                CreateDir
                "'"dirname"'"        /* create a directory with the sorted date  ←
                    string */


                child
                "'"dirname"'"        /* move to child */
dirname = insert(volumename,dirname)

                mark
                "'"dirname"'"         /* mark the child directory */

                lock
                TRUE              /* lock the window so we can't lose it,
                 it is still set as "Dest" */

/* set up the patterns for selecting files */

                FreePattern
                 /* start with a blank list */

                AddPattern
                name in md#?.c

                AddPattern
                name in md#?.h

                AddPattern
                name in #?.lnk

                AddPattern
                name in #?.rexx

                AddPattern
                name in smakefile

                AddPattern
                name out #?protos.h  /* Please note: You may create as many  ←
                    filters
                 as you wish with ARexx */

/* if lastdir is not "" then we have already backed up to this disk
   I usually back up everything to the first directory of the new backup disk
   then each future backup is only of the files changed since the first backup
   This way I can recover from one disk and usually have 5 or 6 backup on one disk
*/
if lastdir ~= "" then do
  /* we need to move the last sorted directory string around into a
     date filter which is the opposite format */
  string = insert('-',day)    /* add '-' to define Less Than date */
  string = insert(string,'-')
```

```
  string = insert(string,month)
  string = insert(string,'-')
  string = insert(string,year) /* by now the string should look like -18-12-99 */

                AddPattern
                date out string
  /* another note about patterns and ARexx.  At this point we have a total of
    7 filters, 5 IN type, 2 OUT type,  6 are name filters,
    one is a date filter.  There is one that will select only the "smakefile"
    should one exist.  There are no limits to the number of Filters you
    wish to use with ARexx.
  */
end



do while arguments ~= ""
  PARSE VAR arguments filename arguments  /* pull one of the arguments */
  filename = STRIP(filename)      /* strip the spaces */
  arguments = STRIP(arguments)
  assign = insert(filename,':')   /* add the ':' for the assigned name */

                mark
                assign                  /* Open and Mark the Assigned directory */

                UsePattern
                select          /* use all of the patterns to select items
                      in the open directory window */

                sourcebytes
                /* get how many bytes were selected */
  bytes = result
  if bytes ~= 0 then do          /* files were selected by the filters */
    /* create a special User gadget to call */
    /* A special "Flags to add after Program Name" field to create the .lha  ←
        flagname
      this will create a string that looks somewhat like this:
        'a "df0:19921218/md"'
    */
    flagname = insert(dirname,'/')
    flagname = insert(flagname,filename)
    string = insert("a ",'"'flagname'"')
    string = insert("UserGadget combineAll MDscreen Execute LHAPACK odds&ends: ←
        commands/lha ",'"'string'"');
    string = insert(string," NULL NULL NULL NULL NULL NULL NULL NULL");

                addproctrl
                string /* this creates LHAPACK */

    LHAPACK        /* Call the program control we have just added */

                delproCtrl
                LHAPACK  /* remove this Program Control */

    bytes = bytes%110
    Call delay(bytes)/* LHA packs 110 bytes to a floppy per tick (1/50 sec) */
            /* or 420 bytes to the ram disk on an A3.10/25 */
```

```
                /* This was added to prevent multiple LHA running trying */
                /* to write to one floppy at one time.*/
  end

                CloseMark
                /* close the Marked directory */
end


                UpdateDir
                /* update the current Dest directory */
exit 0

syntax:
  if(rc ~= 0) then do
    say "at syntax"
    say "rc = " rc
    end
  exit 0
```


1.136   MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
                ChangePreferences.rexx:
=====================

/*  */
options results

ADDRESS MEGAD
dbug TRUE

/* See
                ARexxPrefsList.txt
                for Subscript definitions and possible values */

/* Set PF_CONFIRM_QUIT (16)  to TRUE (1) */

                SetFlag
                16 1

/* Set PF_TAB_WIDTH (9) to the value of 4 */

                SetNumber
                9 4

/* Set PF_CREATE_DIR_NAME (21) to "A_New_Directory_Name" */

                SetString
                21 "A_New_Directory_Name"

/* Set first device gadget (0) to Path of "'Ram Disk:T'" and
  set Title to "'Temp Dir'" */
```

```
                    SetDevice
                    0 "'Ram Disk:T'" "'Temp Dir'"


/* free All ARexx Program Controls */
/* Commented out to prevent lost or your ARexx Program Controls */
/*
                    freePC
                    ARexx */
```

1.137 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
                    ARexxPrefsList.txt:
==================


/*
                    SetString
                    position values */
NOT_USED                                0
PF_SOURCE_ICON_NAME                     1
NOT_USED                                2
PF_FILTER_1                             3
PF_FILTER_2                             4
PF_FILTER_3                             5
PF_FILTER_4                             6
PF_FILTER_5                             7

PF_DIR_OUTPUT_NAME                      8
PF_EX_OUTPUT_NAME                       9

PF_PATTERN_1                            10
PF_PATTERN_2                            11
PF_PATTERN_3                            12
PF_PATTERN_4                            13
PF_PATTERN_5                            14


PF_FIND_1                               15
PF_FIND_2                               16
PF_FIND_3                               17
PF_FIND_4                               18
PF_FIND_5                               19

PF_FIND_FILENAME                        20

PF_CREATE_DIR_NAME                      21
PF_SEARCH_TEXT_NAME                     22
PF_SEARCH_TEXT_FILE                     23
PF_PACK_QUERY_NAME                      24
PF_DICTIONARY_NAME                      25
PF_PATH_FILENAME                        26

/* SPOOL ARexx commands */
PF_SP_QUIT                              27
```

```
PF_SP_ADDJOB                            28
PF_SP_ADDJOBDEL                         29
PF_SP_STOP_CURRENT                      30
PF_SP_STOP_ALL                          31
PF_SP_PORT_NAME                         32

/* Communicate to MDPrefs the current Save As filename */
PF_SAVE_PATH                            33 /* will not work in ARexx */
PF_SAVE_FILE                            34 /* will not work in ARexx */



/*
                SetFlag
                values */

/* FALSE = 0, TRUE = any non-zero value */
PF_ACTIVE_WINDOW_TO_FRONT               0 /* TRUE or FALSE */
PF_AUTO_COLOR_SWITCH                    1 /* TRUE or FALSE */
PF_AUTO_RESIZE                          2 /* TRUE or FALSE */
PF_AUTO_UPDATE                          3 /* TRUE or FALSE */
PF_COL_GADGET_BACK                      4 /* Valid Pen Number */
PF_COL_BORDER1                          5 /* Valid Pen Number */
PF_COL_BORDER2                          6 /* Valid Pen Number */
PF_COL_GADGET_TEXT                      7 /* Valid Pen Number */
PF_COL_DIRECTORY                        8 /* Valid Pen Number */
PF_COL_FILE                             9 /* Valid Pen Number */
PF_COL_INFO                            10/* Valid Pen Number */
PF_COL_SELECTED                        11/* Valid Pen Number */
PF_COL_TEXT1                           12/* Valid Pen Number */
PF_COL_TEXT2                            13      /* Valid Pen Number */
PF_COL_TITLE                            14      /* Valid Pen Number */
PF_COL_UNSELECTED                       15      /* Valid Pen Number */
PF_CONFIRM_QUIT                         16      /* TRUE or FALSE */
PF_DATE_TYPE                            17      /* TRUE or FALSE */
PF_DECIMAL_IS_COMA                      18      /* TRUE or FALSE */
PF_ICONIZED_AT_START                    19      /* TRUE or FALSE */
PF_MESSAGES_OFF                         20      /* TRUE or FALSE */
PF_APP_ICON_ON_WORKBENCH                21      /* TRUE or FALSE */
PF_PANIC_BUTTON                         22      /* TRUE or FALSE */
PF_SAVE_WIN_POSITIONS                   23      /* TRUE or FALSE */
PF_SAVE_AT_CLOSING                      24      /* TRUE or FALSE */
PF_WARN_IF_REPLACING                    25      /* TRUE or FALSE */
PF_SCREEN_TYPE                          26
/* "Workbench Screen"  = 0 */
/* "Hires" = 1 */
/* "Hires-Interlace" = 2 */
/* "SuperHires" = 3 */
/* "SuperHires-Lace"= 4   *



PF_SIMPLE_REFRESH_WINDOWS               27      /* TRUE or FALSE */
PF_THOUSAND_SEPARATOR                   28
/* "1,000,000"  = 0 */
/* "1.000.000"  = 1 */
/* "1 000 000"  = 2 */
/* "1000000"    = 3 */
```

```
PF_TODAY_YESTERDAY                      29        /* TRUE or FALSE */
PF_TWELVE_HOUR_CLOCK                    30        /* TRUE or FALSE */
PF_WARN_BEFORE_COPY                     31        /* TRUE or FALSE */
PF_WARN_BEFORE_DELETE                   32        /* TRUE or FALSE */
PF_WARN_BEFORE_MOVE                     33        /* TRUE or FALSE */
PF_WARN_IF_DELETING_PROTECTED           34        /* TRUE or FALSE */
PF_WARN_IF_REPLACING_LARGER             35        /* TRUE or FALSE */
PF_WARN_IF_REPLACING_NEWER              36        /* TRUE or FALSE */


PF_DISPLAY_ORDER                        37
/* "List directories first" = 0 */
/* "List files first" = 1 */
/* "List items mixed" = 2 */


PF_DISPLAY_PRI_NAME                     38        /* 0 - 4 */
PF_DISPLAY_PRI_SIZE                     39        /* 0 - 4 */
PF_DISPLAY_PRI_DATE                     40        /* 0 - 4 */
PF_DISPLAY_PRI_PROTECTION               41        /* 0 - 4 */
PF_DISPLAY_PRI_COMMENT                  42        /* 0 - 4 */


/* used from MegaD only flags */
PF_ICON_HIDE_COMMAND_GAD                43        /* TRUE or FALSE */
PF_ICON_HIDE_FILE_INFO                  44        /* TRUE or FALSE */
PF_ICON_HIDE_DEV_GAD                    45        /* TRUE or FALSE */
PF_GRID_DOWN                            46        /* 1 - 255 */
PF_GRID_ACROSS                          47        /* 1 - 255 */
PF_LIMIT_VOLUME                         48        /* 1 - 255 */
PF_LIMIT_WINDOWS                        49        /* 1 - 255 */
PF_DEST_CONTROL                         50        /* TRUE or FALSE */


                                                 /* system Filters */
PF_FILTER_OUT_1                         51        /* TRUE or FALSE */
PF_FILTER_OUT_2                         52        /* TRUE or FALSE */
PF_FILTER_OUT_3                         53        /* TRUE or FALSE */
PF_FILTER_OUT_4                         54        /* TRUE or FALSE */
PF_FILTER_OUT_5                         55        /* TRUE or FALSE */
PF_FILTER_ACTIVATE_1                    56        /* TRUE or FALSE */
PF_FILTER_ACTIVATE_2                    57        /* TRUE or FALSE */
PF_FILTER_ACTIVATE_3                    58        /* TRUE or FALSE */
PF_FILTER_ACTIVATE_4                    59        /* TRUE or FALSE */
PF_FILTER_ACTIVATE_5                    60        /* TRUE or FALSE */
PF_FILTER_TYPE_1                        61
PF_FILTER_TYPE_2                        62
PF_FILTER_TYPE_3                        63
PF_FILTER_TYPE_4                        64
PF_FILTER_TYPE_5                        65
/* "Name" = 0 */
/* "Size" = 1 */
/* "Date" = 2 */
/* "Protect" = 3 */



/* export flags */
PF_EX_SEND_FILENAME                     66        /* TRUE or FALSE */
PF_EX_SEND_VOLUMENAME                   67        /* TRUE or FALSE */
PF_EX_SEND_PATHNAME                     68        /* TRUE or FALSE */
PF_EX_SEND_TYPE                         69        /* TRUE or FALSE */
```

```
PF_EX_SEND_DATE                         70         /* TRUE or FALSE */
PF_EX_SEND_SIZE                         71         /* TRUE or FALSE */
PF_EX_SEND_BLOCKS                       72         /* TRUE or FALSE */
PF_EX_SEND_PROTECTION                   73         /* TRUE or FALSE */
PF_EX_SEND_COMMENT                      74         /* TRUE or FALSE */
PF_EX_APPEND                            75         /* TRUE = append *
PF_EX_SEND_FILE_DIR                     76         /* 0 = send both, *
                                                   /* 1 = send files */
                                                   /* 2 = send directories */


PF_EX_FIELD_SEPARATOR                   77         /* character value */
PF_EX_RECORD_SEPARATOR                  78         /* character value */


PF_TWO_WINDOW_MODE                      79         /* TRUE or FALSE */

/* system Patterns */
PF_PATTERN_OUT_1                        80         /* TRUE or FALSE */
PF_PATTERN_OUT_2                        81         /* TRUE or FALSE */
PF_PATTERN_OUT_3                        82         /* TRUE or FALSE */
PF_PATTERN_OUT_4                        83         /* TRUE or FALSE */
PF_PATTERN_OUT_5                        84         /* TRUE or FALSE */
PF_PATTERN_ACTIVATE_1                   85         /* TRUE or FALSE */
PF_PATTERN_ACTIVATE_2                   86         /* TRUE or FALSE */
PF_PATTERN_ACTIVATE_3                   87         /* TRUE or FALSE */
PF_PATTERN_ACTIVATE_4                   88         /* TRUE or FALSE */
PF_PATTERN_ACTIVATE_5                   89         /* TRUE or FALSE */
PF_PATTERN_TYPE_1                       90
PF_PATTERN_TYPE_2                       91
PF_PATTERN_TYPE_3                       92
PF_PATTERN_TYPE_4                       93
PF_PATTERN_TYPE_5                       94
/* "Name" = 0 */
/* "Size" = 1 */
/* "Date" = 2 */
/* "Protect" = 3 */




/* system Finds */
PF_FIND_OUT_1                           95         /* TRUE or FALSE */
PF_FIND_OUT_2                           96         /* TRUE or FALSE */
PF_FIND_OUT_3                           97         /* TRUE or FALSE */
PF_FIND_OUT_4                           98         /* TRUE or FALSE */
PF_FIND_OUT_5                           99         /* TRUE or FALSE */
PF_FIND_ACTIVATE_1                      100        /* TRUE or FALSE */
PF_FIND_ACTIVATE_2                      101        /* TRUE or FALSE */
PF_FIND_ACTIVATE_3                      102        /* TRUE or FALSE */
PF_FIND_ACTIVATE_4                      103        /* TRUE or FALSE */
PF_FIND_ACTIVATE_5                      104        /* TRUE or FALSE */
PF_FIND_TYPE_1                          105
PF_FIND_TYPE_2                          106
PF_FIND_TYPE_3                          107
PF_FIND_TYPE_4                          108
PF_FIND_TYPE_5                          109
/* "Name" = 0 */
/* "Size" = 1 */
/* "Date" = 2 */
/* "Protect" = 3 */
```

```
PF_FIND_WHAT                          110
/* "Find Directory & Files" = 0 */
/* "Find Files only" = 1 */
/* "Find Directories only" = 2 */


PF_F10_CLOSE_CONTROL                  111    /* TRUE or FALSE */


PF_SCREEN_DEPTH                       112
/* "4 color screen" = 0 */,
/* "8 color screen" = 1 */,
/* "16 color screen" = 2 */



PF_MAIN_CYCLE_CURRENT                 113 /* cannot use in ARexx */

PF_USE_SYSTEM_ICON                    114    /* TRUE or FALSE */
PF_RETURN_KEYPAD                      115    /* TRUE or FALSE */
PF_WARN_IF_REPLACING_PREFS            116    /* TRUE or FALSE */
PF_DISPLAY_SOURCE_INFO                117    /* TRUE or FALSE */
PF_DISPLAY_MEMORY                     118    /* TRUE or FALSE */
PF_DISPLAY_SELECTED                   119    /* TRUE or FALSE */



                    SetNumber
                    values
PF_CURRENT_MENU_SET                   0
PF_LABEL_HEIGHT                       1
PF_LABEL_WIDTH                        2
PF_SCREEN_HEIGHT                      3 /* not used */
PF_SCREEN_WIDTH                       4 /* not used */

PF_ASL_LEFT                           5 /* ASL Requestor */
PF_ASL_TOP                            6 /* ASL Requestor */
PF_ASL_WIDTH                          7 /* ASL Requestor */
PF_ASL_HEIGHT                         8 /* ASL Requestor */

PF_TAB_WIDTH                          9 /* 1 - 20 */
PF_WORD_WRAP_WIDTH                    10     /* 0 or 20 - 999 */
```

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```
            DLPrint.rexx:
============

/* Automate printing labels for each disk inserted into drive DF0: */

address REXX

options results

address MEGAD
```

```
                        dbug
                     do forever

                     diskin
                      if result == "ABORT" then leave
   "
                     mark
                     df0:"

                     selectall

                     NextItem
                     Name /* will test for at lease one item on the disk to print  ←
                         label for */
   if result ~= "" then
                     label

                     freeVolumes
                   end
```

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```
                  MarkDemo.rexx:
=============

/*  Mark Demo
   This file demonstrates the uses of

                     Mark
                     ,
                     Dest
                     ,
                     Lock
                     ,
                     Child
                     ,
                     Parent
                     ,

                     SelectItem
                     and
                     UnSelectItem
                     .
   Outside of this, this program is pretty much useless
*/
options results

ADDRESS MEGAD

                     dbug
                     TRUE

/* open window to the Ram Disk: and Mark it */
```

```
                    Mark
                    'ram:'
/* display actual name of opened directory */
  SAY result
/* save name for later */
  rootname = result
/* User select the Marked directory's 'Dest'ination gadget */

                    Dest
                    TRUE
/* Select the Marked directory's 'Lock' gadget */

                    Lock
                    TRUE
/* move to the subdirectory */

                    child
                    t
/* display actual name */
  say result
/* save name for later */
  childname = result
/* Mark the child directory */

                    mark
                    "'"result"'"
/* User select the Marked directory's 'Dest'ination gadget */

                    Dest
                    TRUE
/* Select the Marked directory's 'Lock' gadget */

                    Lock
                    TRUE
/* Move to the parent directory */

                    parent
                    /* display actual name */
  say result
/* Mark the Parent directory */

                    mark
                    "'"result"'"
/* Flash the T directory 40 times */
  DO 40

                    SelectItem
                    t

                    UnSelectItem
                    t
    END

                    mark
                    "'"childname"'"
/* close the child */
```

```
                    CloseMark

                    mark
                    "'"rootname"'"
/* close the parent */

                    CloseMark
```

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```
                MDARexxStart.rexx:
=================

/*  MegaD will look for the MDARexxStart.rexx file in its home directory
  when it is first run. If it is found it will be executed.

  This ARexx program will clear all of the internal strings to NULL.
*/
ADDRESS REXX

OPTION RESULT

ADDRESS MEGAD


                dbug
                TRUE

/* Send output to a console window on the MegaD Screen */
call close 'STDOUT'
call open 'STDOUT','con:0/12/640/100/MegaD RX/SCREEN MEGAD', 'W'

subscript = 0
DO 40
  SAY 'Clearing string 'subscript' to NULL'

                SetString
                subscript NULL
  subscript = subscript + 1
  END
```

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```
                NextItem.rexx:
============

/* example of NextItem */

ADDRESS REXX
```

```
CALL CLOSE 'STDOUT'
CALL OPEN 'STDOUT','con:0/12/640/100/MegaD RX/SCREEN MEGAD', 'W'

OPTIONS RESULTS
OPTIONS FAILAT 20
SIGNAL ON FAILURE

ADDRESS MEGAD

                dbug

                CloseWindows
                 /* close any open windows */

                Mark
                "Ram:"   /* open the ram disk */
SAY RESULT

                SelectAll
                  /* select everything */

DO FOREVER

                NextItem
                Name
  IF RESULT = "" THEN LEAVE
  SAY RESULT

                NextItem
                Filename
  SAY RESULT

                NextItem
                Path
  SAY RESULT

                NextItem
                Size
  SAY RESULT

                NextItem
                Date
  SAY RESULT

                NextItem
                Comment
  IF RESULT ~= "" THEN SAY RESULT

                NextItem
                Type clear  /* Clear the item */
  SAY RESULT
  END
EXIT

failure:
  IF RC ~= 0 THEN SAY "Script Failed, RC = " RC
  EXIT
```

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```
                 OpenSE.rexx:
===========

/* Open file from Arguments */
/* this is an example of how to modify '
                Parse.rexx
               '
  to perform a more useful task, it will open files to the SAS/C editor.
  I call this from an ARexx Program Control. The Program Control has the
  following items checked.

  Skip selected directories
  Work without selected items
  Skip .info files
  Combine all selected on one line
  Workbench screen to front at start

*/

IF ~SHOW("L","rexxsupport.library") THEN CALL ADDLIB"rexxsupport.library",0,-30
OPTIONS RESULTS

/****************************************************************/
/* set specific for the program that we will use this script with */
/****************************************************************/
open_command = 'OW'
port_name = 'SC_SE'
program_name = '"SC:C/SE"'

arguments =  ARG(1)
/* if no arguments were sent test for the port and if it is
  not available run the program without an argument */
if arguments = "" then do
  if ~show("P",port_name) then do
    ADDRESS COMMAND 'run ' || program_name
    END
  EXIT
  END
DO WHILE arguments ~= ""
  /* test for quote at first of name */
  /* if it starts with a Quote it ends with a Quote */
  delim = " " /* default to space as a delimiter */
  IF LEFT(arguments,1) = '"' THEN delim = '"'
  ELSE  arguments = " " || arguments /* add space to front */
  PARSE VAR arguments (delim) filename (delim) arguments
  filename = STRIP(filename)
  arguments = STRIP(arguments,L)
  if ~show("P",port_name) then do
    ADDRESS COMMAND 'run ' || program_name || ' ' || filename
    ADDRESS COMMAND 'WaitForPort ' || port_name
    END
```

```
  else do
    ADDRESS (port_name)
    open_command filename || d2c(13) /* return character require for SE */
    END
END
```

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```
                 Parse.rexx:
==========

/* parse command line */
/* To use this with MegaD, add an ARexx Program Control that will call this
  Drag select a few files in an open directory window, select a ARexx button
  that will call this script.

  It will display each selected item in the console window that will open.
  The program has little value except for demonstrating how to parse
  information sent from MegaD.  See
                 OpenSE.rexx
                 for
  another example.
*/

/* open output to MegaD screen */
CALL CLOSE 'STDOUT'
CALL OPEN 'STDOUT','con:0/12/640/100/MegaD RX/SCREEN MEGAD', 'W'

arguments =  ARG(1)
/* test for quote at first of name */
DO WHILE arguments ~= ""

  /* if it starts with a Quote it ends with a Quote */
  delim = " " /* default to space as a delimiter */
  IF LEFT(arguments,1) = '"' THEN delim = '"'
  ELSE  arguments = " " || arguments /* add space to front */
  PARSE VAR arguments (delim) filename (delim) arguments
  filename = STRIP(filename)
  arguments = STRIP(arguments,L)
  SAY filename
END

value = Delay(5 * 50) /* Five second delay to see window on MegaD screen */
```

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```
                 RenameOther.Rexx:
================

/* example of Rename */
```

```
/*
   This program will rename every other item in a slected directory
   to the same name with an underscore at the front.  If you want to
   test this out use the ARexx program MakeLikeFiles.rexx, it will create
   a number of files in the T: directory with the name likeFile1, likeFile2...

   A user wanted a quick way to rename a number of animation frames so that he
   could use every other file, and so, this program was written.
*/
ADDRESS REXX

OPTIONS RESULTS
OPTIONS FAILAT 20
SIGNAL ON FAILURE

ADDRESS MEGAD

                  dbug
                  /* First, we need to make sure that the items are sorted by Name  ←
                     */
"
                  MenuCheck
                  'show,sort on,name' Check"
directory  = ARG(1)
if directory = '' then exit
/*****************************************************************************
The directory argument can be sent in one of two ways
Selected Directory in MegaD window
  ARexx Gadget Program Control should have only the below two items checked
    Skip selected files
    Skip .info files
  and the Path and Program name should be the correct path to this script.
  This will require the user to select at least one directory to rename
  every other file to have an underscore in front of it.
User Input required
  ARexx Gadget Program Control should have only the below five items checked
    Skip select4d directories
    Skip selected files
    work without selected items
    skip .info files
    Query for 'Flags to add'
  and the Path and Program name should be the correct path to this script.
  This method will require a valid Path to the correct directory to
  be typed by the user.
*****************************************************************************/


                  CloseWindows
                   /* close any open windows */

                  Mark
                  directory  /* open the ram disk */
IF RESULT = '' then exit

                  SelectAll
                     /* select everything */
```

```
/* disable directory sorting or we will be rename files renamed once before */
"
                  MenuCheck
                  'show,sort on,none' Check"

DO FOREVER

                  NextItem
                  Filename
  if result = "" then leave
  ELSE DO
    name = '_' || result

                  Rename
                  name  /* Rename will unselect the first selected item */
    END
  /* skip the next selected item */

                  NextItem
                  Filename clear /* unselect the next item too */
  IF RESULT = "" then leave
  END

/* re-enable the sorting on Name */
"
                  MenuCheck
                  'show,sort on,name' Check"
/* force and update of the window */
"
                  Menu
                  'show,Reset All'"

exit

failure:
  if RC ~= 0 then say "Script Failed, RC = " RC
  exit
```