

**arexx**

COLLABORATORS

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# Contents

<b>1</b>	<b>arexx</b>	<b>1</b>
1.1	PolyEd · ARExx commands . . . . .	1
1.2	PolyEd · ARExx - ACTIVATEWINDOW . . . . .	2
1.3	PolyEd · ARExx - BACKSPACE . . . . .	2
1.4	PolyEd · ARExx - BLOCK . . . . .	2
1.5	PolyEd · ARExx - CHANGEWINDOW . . . . .	3
1.6	PolyEd · ARExx - CLOSE . . . . .	3
1.7	PolyEd · ARExx - COLUMN . . . . .	3
1.8	PolyEd · ARExx - COPY . . . . .	3
1.9	PolyEd · ARExx - CURSOR . . . . .	3
1.10	PolyEd · ARExx - CUT . . . . .	4
1.11	PolyEd · ARExx - DELETE . . . . .	4
1.12	PolyEd · ARExx - ERASE . . . . .	4
1.13	PolyEd · ARExx - FIND . . . . .	4
1.14	PolyEd · ARExx - FINDCHANGE . . . . .	5
1.15	PolyEd · ARExx - FINDNEXT . . . . .	5
1.16	PolyEd · ARExx - FINDPREVIOUS . . . . .	5
1.17	PolyEd · ARExx - GETATTR . . . . .	5
1.18	PolyEd · ARExx - GETCHAR . . . . .	7
1.19	PolyEd · ARExx - GETCURSORPOS . . . . .	7
1.20	PolyEd · ARExx - GETLINE . . . . .	7
1.21	PolyEd · ARExx - GETWORD . . . . .	7
1.22	PolyEd · ARExx - GOTOAUTOMARK . . . . .	8
1.23	PolyEd · ARExx - GOTOCOLUMN . . . . .	8
1.24	PolyEd · ARExx - GOTOLINE . . . . .	8
1.25	PolyEd · ARExx - LEARN . . . . .	8
1.26	PolyEd · ARExx - LINE . . . . .	8
1.27	PolyEd · ARExx - LOCKGUI . . . . .	8
1.28	PolyEd · ARExx - MOVEWINDOW . . . . .	9
1.29	PolyEd · ARExx - NEW . . . . .	9

---

1.30 PolyEd · ARexx - OPEN . . . . .	9
1.31 PolyEd · ARexx - PASTE . . . . .	9
1.32 PolyEd · ARexx - POSITION . . . . .	9
1.33 PolyEd · ARexx - PRINT . . . . .	10
1.34 PolyEd · ARexx - QUIT . . . . .	10
1.35 PolyEd · ARexx - REDO . . . . .	10
1.36 PolyEd · ARexx - SAVE . . . . .	10
1.37 PolyEd · ARexx - SAVEAS . . . . .	11
1.38 PolyEd · ARexx - SETATTR . . . . .	11
1.39 PolyEd · ARexx - SIZEWINDOW . . . . .	12
1.40 PolyEd · ARexx - TEXT . . . . .	12
1.41 PolyEd · ARexx - UNDO . . . . .	12
1.42 PolyEd · ARexx - UNLOCKGUI . . . . .	12
1.43 PolyEd · ARexx - UNZOOMWINDOW . . . . .	13
1.44 PolyEd · ARexx - WINDOWTOBACK . . . . .	13
1.45 PolyEd · ARexx - WINDOWTOFRONT . . . . .	13
1.46 PolyEd · ARexx - ZOOMWINDOW . . . . .	13

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# Chapter 1

## arexx

### 1.1 PolyEd · ARexx commands

PolyEd's ARexx commands

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Written by Robert Brandner

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Like every good program, PolyEd provides an ARexx Port. This guide describes all ARexx commands, PolyEd supports. For details about results, naming of ports etc. see the main guide (it's name depends on your preferred language).

Sorry, this guide is - at the moment - only available in english.

#### Project-Related Commands

NEW	OPEN	SAVE
SAVEAS	CLOSE	PRINT
QUIT		

#### Block-Related Commands

BLOCK	CUT	COPY
PASTE	ERASE	

#### Cursor Positioning Commands

GOTOLINE	GOTOCOLUMN	CURSOR
LINE	COLUMN	POSITION
GOTOAUTOMARK	GETCURSORPOS	

#### Find and Replace Commands

FIND	FINDCHANGE	FINDNEXT
FINDPREVIOUS		

#### Text-Related Commands

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BACKSPACE	DELETE	GETCHAR
GETLINE	GETWORD	TEXT
UNDO	REDO	

#### Window-Related Commands

MOVEWINDOW	SIZEWINDOW	CHANGEWINDOW
WINDOWTOFRONT	WINDOWTOBACK	ACTIVATEWINDOW
ZOOMWINDOW	UNZOOMWINDOW	

#### Miscellaneous Commands

LOCKGUI	UNLOCKGUI	GETATTR
SETATTR	LEARN	

## 1.2 PolyEd · ARexx - ACTIVATEWINDOW

ACTIVATEWINDOW

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ACTIVATEWINDOW activates the first window of the project.

## 1.3 PolyEd · ARexx - BACKSPACE

BACKSPACE

SOW/S, SOL/S

BACKSPACE deletes the character left to the cursor. At the beginning of a line, the EOL character of the previous line is deleted, and so the previous and the current line are joined.

- SOW deletes to the start of the current word.
- SOL deletes to the start of the current line.

## 1.4 PolyEd · ARexx - BLOCK

BLOCK

START/S, FORGET/S

BLOCK starts or forgets block selection.

- START starts block selection. Following cursor movements will select the block. Then you may CUT, COPY or ERASE the block.
- FORGET forgets selection.

Inserting or deleting text, or any mouse actions by the user, have the same effect as BLOCK FORGET, So you should LOCKGUI, to avoid unwanted actions by the user.

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## 1.5 PolyEd · ARexx - CHANGEWINDOW

CHANGEWINDOW

LEFTEDGE/N, TOPEDGE/N, WIDTH/N, HEIGHT/N

CHANGEWINDOW changes the position and size of the first window of the project.

## 1.6 PolyEd · ARexx - CLOSE

CLOSE

FORCE/S

CLOSE closes the project and its window(s). If the project has been modified, the modified project requester comes up, asking the user if he wants to save the project first.

- FORCE suppresses the modified project requester.

## 1.7 PolyEd · ARexx - COLUMN

COLUMN

DELTA/N/A

COLUMN accepts positive and negative values, to move the cursor left or right relative to its current position.

## 1.8 PolyEd · ARexx - COPY

COPY

,

COPY places a duplicate of the currently selected block into the clipboard.

## 1.9 PolyEd · ARexx - CURSOR

CURSOR

UP/S, DOWN/S, LEFT/S, RIGHT/S

CURSOR moves the cursor up, down, left or right a single line or column position.

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## 1.10 PolyEd · ARexx - CUT

CUT

LINE/S,EOL/S

CUT removes the currently selected block from the project, and places it in the clipboard.

- LINE cuts the current line (incl. EOL)
- EOL cuts from current cursor position to end of line (excl. EOL)

## 1.11 PolyEd · ARexx - DELETE

DELETE

EOW/S,EOL/S

DELETE removes the character right to the cursor.

- EOW deletes to the end of the current word.
- EOL deletes to the end of line. In contrary to CUT EOL, DELETE EOL does not copy the deleted text to the clipboard.

## 1.12 PolyEd · ARexx - ERASE

ERASE

,

ERASE removes the selected block from the project.

## 1.13 PolyEd · ARexx - FIND

FIND

PROMPT/S,NEXT/S,PREVIOUS/S,TEXT/F

FIND searches for text that matches the specified text.

- PROMPT opens the Find requester, but does not search.
- NEXT searches for the next occurrence of findstring.
- PREVIOUS searches for the previous occurrence of findstring.
- TEXT sets findstring to specified text.

'FIND NEXT' finds the next occurrence of whatever findstring is.

'FIND foobar' sets findstring to 'foobar' but does not search.

'FIND NEXT foobar' sets findstring to 'foobar' and searches.

'FIND PROMPT' opens the Find requester.

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## 1.14 PolyEd · ARexx - FINDCHANGE

FINDCHANGE

PROMPT/S, FIND/K, CHANGE/K, ALL/S

Searches for text and replaces it by another text. This is done like replace from the menu, i. e. if the selected block matches findstring it is replaced by changestring, else nothing is done. Then the next occurrence of findstring is selected.

- PROMPT opens the Find & Change requester, but does not search.
- FIND sets findstring to specified text.
- CHANGE sets changestring to specified text.
- ALL searches and changes from current cursor position to end of text.

'FINDCHANGE FIND foobar CHANGE hello' sets findstring to 'foobar', changestring to 'hello' and does a find & replace.  
'FINDCHANGE' does a find & replace with current findstring and changestring.

## 1.15 PolyEd · ARexx - FINDNEXT

FINDNEXT

,

FINDNEXT finds the next occurrence of findstring.

## 1.16 PolyEd · ARexx - FINDPREVIOUS

FINDPREVIOUS

,

FINDPREVIOUS finds the previous occurrence of findstring.

## 1.17 PolyEd · ARexx - GETATTR

GETATTR

OBJECT/A, NAME, FIELD

GETATTR obtains information about the attributes of an object.

- OBJECT specifies the object type to obtain information on.
- NAME specifies the name of the object.
- FIELD specifies which field should be checked for information.

In the above OBJECT you may seek information on the attributes of any of the following items:

- APPLICATION
- PROJECTS
- PROJECT <name>
- MACROS
- MACRO <name>

If the destination variable is a stem variable, the following fields are available:

APPLICATION consists of the following nodes (an aspect of APPLICATION you can seek sub-information about):

- VERSION      Contains the current version information.
- SCREEN      Contains the name of the public screen, PolyEd resides in.
- CURRENT      Contains the name of current project's arexx port.
- AREXX      Contains the name of PolyEd's global port.
- VAR\_BLOCKSTARTLINE      These four nodes ...
- VAR\_BLOCKSTARTCOL      ... contain the beginning ...
- VAR\_BLOCKENDLINE      ... and end of ...
- VAR\_BLOCKENDCOL      ... the selected block.
- VAR\_FINDSTRING      Contains the findstring FIND, FINDCHANGE, FINDNEXT and FINDPREVIOUS look for.
- VAR\_CHANGESTRING      Contains the changestring, FINDCHANGE uses.
- FLAG\_IGNORECASE      Contains the status of 'Ignore Case?'.
- FLAG\_WHOLEWORDS      Contains the status of 'Whole Words?'.
- VAR\_ARRANGEMODE      Contains the status of window arrange style ( 0=stacked, 1=vertical, 2=horizontal, 3=full size )
- FLAG\_LEARNING      Contains the status of 'Learn macro'.
- VAR\_RIGHTBORDER      Contains right border value (from settings).
- VAR\_TABWIDTH      Contains Tab width value (from settings).
- FLAG\_OVERWRITE      Contains the status of 'Overwrite?'.
- FLAG\_AUTOINDENT      Contains the status of 'Auto indent?'.
- FLAG\_TABISSPACES      Contains the status of 'TAB is spaces?'.
- FLAG\_CREATEICONS      Contains the status of 'Create icons?'.
- VAR\_FULLLINES      Contains the status of 'Full Lines' ( 0=ignore, 1=word wrap ).
- VAR\_AUTOSAVE      Contains the status of 'Auto Save' ( 0=never, 1=every 5 min, 2=every 10 min, 3=every 15 min, 4=every 30 min, 5=every hour ).
- VAR\_BACKUPS      Contains the status of 'Backups' ( 0=none, 1=last version, 2=infinite ).
- VAR\_SAVEAS      Contains the status of 'Save as' ( 0=ASCII, 1=IFF FTXT ).

PROJECTS.COUNT contains the number of projects; PROJECTS.0 through PROJECTS.n contain the name of the project.

PROJECT consists of the following nodes:

- AREXX      Contains the ARExx port of the project.
  - FILENAME      Contains the complete filename of the project.
  - PATH      Contains the path portion of the filename.
  - FILE      Contains the file portion of the filename.
  - LINES      Contains the number of lines of the project.
  - CHANGES      Contains the number of cchanges mode to the
-

project (since last save).

MACROS.COUNT contains the number of macros; MACROS.0 through MACROS.n contain the name of the macro.

MACRO consists of the following nodes:

- FILENAME Contains the filename of the macro.
- HOTKEY Contains the macros hotkey.

See the demo program 'getattr.ped' for how to use this complex command.

## 1.18 PolyEd · ARexx - GETCHAR

GETCHAR

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GETCHAR returns the character right to (or under) the cursor.

## 1.19 PolyEd · ARexx - GETCURSORPOS

GETCURSORPOS

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GETCURSORPOS returns the position of the cursor. The following nodes are returned when using a stem variable:

- LINE Contains the line, the cursor is in.
- COLUMN Contains the column the cursor is in.

## 1.20 PolyEd · ARexx - GETLINE

GETLINE

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GETLINE returns the contents of the line, under the cursor.

## 1.21 PolyEd · ARexx - GETWORD

GETWORD

,

GETWORD returns the word under the cursor.

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## 1.22 PolyEd · ARexx - GOTOAUTOMARK

GOTOAUTOMARK

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GOTOAUTOMARK moves to the cursor to the position where the last change was made to the project.

## 1.23 PolyEd · ARexx - GOTOCOLUMN

GOTOCOLUMN

COLUMN/N/A

GOTOCOLUMN moves the cursor to the specified position.

## 1.24 PolyEd · ARexx - GOTOLINE

GOTOLINE

LINE/N/A

GOTOLINE moves the cursor to the specified line.

## 1.25 PolyEd · ARexx - LEARN

LEARN

FILE/K, STOP/S

LEARN allows PolyEd to build an ARexx macro consisting of the actions the user performs.

- FILE specifies where the macro is to be saved.
- STOP tells PolyEd to stop learning.

## 1.26 PolyEd · ARexx - LINE

LINE

DELTA/N/K

LINE accepts positive or negative arguments to move the cursor up or down relative to its current position.

## 1.27 PolyEd · ARexx - LOCKGUI

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LOCKGUI

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LOCKGUI inhibits the graphical user interface of PolyEd.

## 1.28 PolyEd · ARexx - MOVEWINDOW

MOVEWINDOW

LEFTEDGE/N, TOPEDGE/N

MOVEWINDOW is used to change the position of the first window of the project. A value of -1 means no change or don't care.

## 1.29 PolyEd · ARexx - NEW

NEW

,

NEW creates a new project.

## 1.30 PolyEd · ARexx - OPEN

OPEN

FILENAME/K

OPEN opens the specified text into a new project (if there is an unmodified new project around it will be opened into that).

- FILENAME specifies the file to be opened.

## 1.31 PolyEd · ARexx - PASTE

PASTE

,

PASTE puts the contents of the clipboard into the project - at the cursor position.

## 1.32 PolyEd · ARexx - POSITION

POSITION

SOF/S, EOF/S, SOL/S, EOL/S, SOW/S, EOW/S, SOV/S, EOVS

POSITION moves the cursor to the position specified by the argument:

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- SOF moves it to the beginning of the file.
- EOF moves it to the end of the file.
- SOL moves it to the beginning of the current line.
- EOL moves it to the end of the current line.
- SOW moves it to the start of the current word.
- EOW moves it to the end of the current word.
- SOV moves it to the top of the current view.
- EOv moves it to the end of the current view.

### 1.33 PolyEd · ARexx - PRINT

PRINT

FILENAME/K

PRINT prints the contents of the current project. If FILENAME is set, the text is print to the specified file instead of the printer.

- FILENAME specifies a file where the text shall be printed to.

### 1.34 PolyEd · ARexx - QUIT

QUIT

FORCE/S

QUIT ends PolyEd. For every modified project a modified project requester comes up.

- FORCE suppresses the modified project requesters.

### 1.35 PolyEd · ARexx - REDO

REDO

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REDO allows you to undo the UNDO command.

### 1.36 PolyEd · ARexx - SAVE

SAVE

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SAVE saves the current project to its current filename. If the project is unnamed, a file requester comes up, asking the user for a name for the project.

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## 1.37 PolyEd · ARexx - SAVEAS

SAVEAS  
NAME/K

This command saves the current project to the specified filename. If no name is specified, a file requester comes up, asking the user for a filename for the project.

- NAME specifies the name to that the project should be saved. The name should be placed in quotes.

## 1.38 PolyEd · ARexx - SETATTR

SETATTR  
OBJECT/A, NAME, FIELD, NEWVALUE

SETATTR manipulates the aspects of an object.

- OBJECT specifies the object type to manipulate.
- NAME specifies the handle of the object.
- FIELD specifies which field should be modified.
- NEWVALUE specifies the new value for that field. Watch out; some fields require numeric values, some require strings.

In the above OBJECT you may set attributes of any of the following items:

- APPLICATION
- PROJECT <name>

Valid values for FLAG\_xxx fields are 0 and 1, where 0 means no/off/false and 1 means yes/on/true. All modifications are immediately made visible to the user.

If OBJECT is APPLICATION the following fields may be manipulated:

- VAR\_FINDSTRING findstring for FIND, FINDCHANGE, FINDNEXT and FINDPREVIOUS
- VAR\_CHANGESTRING changestring for FINDCHANGE
- FLAG\_IGNORECASE status of 'Ignore Case?'
- FLAG\_WHOLEWORDS status of 'Whole Words?'
- VAR\_ARRANGEMODE status of window arrange style  
( 0=stacked, 1=vertical, 2=horizontal, 3=full size )
- VAR\_RIGHTBORDER right border value
- VAR\_TABWIDTH Tab width value
- FLAG\_OVERWRITE status of 'Overwrite?'
- FLAG\_AUTOINDENT status of 'Auto indent?'
- FLAG\_TABISSPACES status of 'TAB is spaces?'
- FLAG\_WORDWRAP status of 'Wordwrap?'
- FLAG\_CREATEICONS status of 'Create icons?'

If OBJECT is PROJECT the following fields may be manipulated:

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- `FLAG_HIDDEN`      0=Reveal project, 1=Hide project

Examples:

```
'SETATTR APPLICATION FIELD VAR_TABWIDTH NEWVALUE 6' sets the Tab Width to 6.
'SETATTR APPLICATION FIELD FLAG_WORDWRAP NEWVALUE 1' activates Wordwrap.
'SETATTR APPLICATION FIELD VAR_FINDSTRING NEWVALUE foobar' lets further searches
look for foobar.
'SETATTR APPLICATION FIELD CURRENTPROJECT NEWVALUE foobar' makes the project
named foobar the current one.
'SETATTR PROJECT foobar FLAG_HIDDEN 1' hides project foobar.
'SETATTR PROJECT foobar FLAG_HIDDEN 0' reveals project foobar.
```

### 1.39 PolyEd · ARexx - SIZEWINDOW

`SIZEWINDOW`  
`WIDTH/N, HEIGHT/N`

`SIZEWINDOW` allows to change the size of the project's first window.

### 1.40 PolyEd · ARexx - TEXT

`TEXT`  
`NEWLINE/S, TEXT/F`

`TEXT` inserts the specified text at the current cursor position of the project.

- `NEWLINE` begins a new line *before* the text is inserted.
- `TEXT` specifies the text to be inserted. If the text contains spaces, or if there are spaces at the beginning or end of the text, you should explicitly use the keyword, because otherwise leading and trailing spaces are stripped off by the argument parser.

### 1.41 PolyEd · ARexx - UNDO

`UNDO`  
`,`

`UNDO` undoes actions of the user. `UNDO` can be undone by `REDO`. See also menu item `'Edit/Undo'`.

### 1.42 PolyEd · ARexx - UNLOCKGUI



UNLOCKGUI

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UNLOCKGUI undoes LOCKGUI allowing GUI events to resume.

### 1.43 PolyEd · ARexx - UNZOOMWINDOW

UNZOOMWINDOW

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UNZOOMWINDOW unshrinks the project's first window (see ZOOMWINDOW).

### 1.44 PolyEd · ARexx - WINDOWTOBACK

WINDOWTOBACK

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WINDOWTOBACK moves the project's first window behind all other windows.

### 1.45 PolyEd · ARexx - WINDOWTOFRONT

WINDOWTOFRONT

,

WINDOWTOFRONT moves the project's first window in front of all other windows.

### 1.46 PolyEd · ARexx - ZOOMWINDOW

ZOOMWINDOW

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ZOOMWINDOW makes the project's first window very small. Use UNZOOMWINDOW to unshrink it again.