

**MDARexx**

**COLLABORATORS**

	<i>TITLE :</i> MDAR <sub>exx</sub>		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 24, 2025	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## MDARexx

### 1.1 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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

Read Me First, please...

Introduction  
About this document

Index  
Cross Reference

Examples

### 1.2 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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.

### 1.3 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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  
debug          /* 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.

John L. Jones

---

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 USA

## 1.4 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```
@{ " 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
debug	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	

## 1.5 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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 programming language.

Case Sensitivity

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

Format

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

<>

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:

```
debug TRUE
```

or:

```
debug FALSE
```

If "debug 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.

"debug FALSE" will disable this feature.

#### MegaD ARexx Port

The MegaD ARexx port is titled MEGAD.

## 1.6 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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
debug	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

## 1.7 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: ABootAdd

Usage: ABootAdd

Description: Same as ABoot Add built-in.

Example: -

Built-In: ABoot Add

See Also: AddProCtrl for adding AutoBoots through ARexx.

## 1.8 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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: -

## 1.9 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: ActiveDir

Usage: ActiveDir

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

Example: -

Built-In: -

---

See Also: -

## 1.10 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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

## 1.11 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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     .

## 1.12 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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

## 1.13 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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 */

@{ " debug " link "debug"} 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.

## 1.14 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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: -

## 1.15 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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: -

## 1.16 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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: -

## 1.17 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

---

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

## 1.18 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: ClearAll

Usage: ClearAll

Description: Same as Clear All built-in.

Example: -

Built-In: Clear All

See Also: -

## 1.19 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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

## 1.20 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: CloseWindows

Usage: CloseWindows

Description: Will Close all open directory windows.

Example: -

Built-In: Close Windows

See Also: -

## 1.21 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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 supplied it should be the Title of the AutoBoot to use to unselect by.

Example: -

Built-In: Clr ABoot

See Also: -

## 1.22 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: ClrDir

Usage: ClrDir

Description: Same as Clr Dir built-in.

Example: -

---

Built-In: Clr Dir

See Also: -

### 1.23 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: ClrFiles

Usage: ClrFiles

Description: Same as Clr Files built-in.

Example: -

Built-In: Clr Files

See Also: -

### 1.24 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: ClrPattern

Usage: ClrPattern

Description: Same as Clr Pattern built-in.

Example: -

Built-In: Clr Pattern

See Also: AddPattern  
FreePattern  
UsePattern

### 1.25 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: ClrSrc

Usage: ClrSrc

Description: Same as Clr Src built-in.

Example: -

Built-In: Clr Src

See Also: -

---

## 1.26 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: ClrSrcDir

Usage: ClrSrcDir

Description: Same as ClrSrcDir built-in.

Example: -

Built-In: ClrSrcDir

See Also: -

## 1.27 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: ClrSrcFile

Usage: ClrSrcFile

Description: Same as ClrSrcFile built-in.

Example: -

Built-In: ClrSrcFile

See Also: -

## 1.28 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: Copy

Usage: Copy

Description: Same as Copy built-in.

Example: -

Built-In: Copy

See Also: -

## 1.29 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: CopyFormat

---

Usage: CopyFormat

Description: Same as Copy/Format built-in.

Example: -

Built-In: Copy/Format

See Also: -

### 1.30 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: CopyAs

Usage: CopyAs

Description: Same as Copy As built-in.

Example: -

Built-In: Copy As

See Also: -

### 1.31 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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: -

### 1.32 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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: -

### 1.33 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

Command: Delete

Usage: Delete

Description: Same as Delete built-in.

Example: -

Built-In: Delete

See Also: -

### 1.34 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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 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 supplied 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 exist */
```

```
  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 ←
  filename
  this will create a string that looks somewhat like this:
  'a "df0:19921218/md"'
  */
  filename = insert(dirname, '/')
  filename = insert(filename, filename)
  string = insert("a ", "' 'filename' ")
  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 */

```

### 1.138 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

```

DLPrint.rexx:
=====

```

```

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

```

```

address REXX

```

```

options results

```

```

address MEGAD
  debug

```

```

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

```

### 1.139 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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
  debug 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

```

## 1.140 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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

debug 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

```

## 1.141 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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
  debug

  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

```

## 1.142 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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
END

```

### 1.143 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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 */

```

## 1.144 MegaD 3.1 ARexx Commands Copyright © 1993 John L. Jones

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
```