

amigaguide..hyper

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WRITTEN BY		July 23, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

amigaguide..hyper

1.1 amigaguide.adoc

```
AddAmigaGuideHost ()
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CloseAmigaGuide ()
ExpungeDataBases ()
ExpungeXRef ()
GetAmigaGuideMsg ()
LoadXRef ()
LockAmigaGuideBase ()
LockE ()
OpenAmigaGuide ()
OpenAmigaGuideAsync ()
OpenE ()
RemoveAmigaGuideHost ()
ReplyAmigaGuideMsg ()
SendAmigaGuideCmd ()
SendAmigaGuideContext ()
SetAmigaGuideContext ()
UnlockAmigaGuideBase ()
SetHyperHook ()
```

1.2 amigaguide.library/AddAmigaGuideHost

NAME

AddAmigaGuideHost - Add a dynamic node host.

SYNOPSIS

```
key = AddAmigaGuideHost ( hook, name, attrs);
d0      a0      d0      a1
```

```
AMIGAGUIDEHOST key;
struct Hook *hook;
STRPTR name;
struct TagItem *attrs;
```

FUNCTION

This function adds a callback hook to the dynamic node list.

INPUTS

hook - The callback hook.
 name - Name of the AmigaGuideHost database that you are adding.
 The name must be unique.
 attrs - Additional attributes. None are defined at this time.

RETURNS

key - Key to be passed to RemoveAmigaGuideHost() to remove a dynamic node host from the system.

EXAMPLE

```
/* Hook dispatcher */
ULONG __asm hookEntry(
    register __a0 struct Hook *h,
    register __a2 VOID *obj,
    register __a1 VOID *msg)
{
    /* Pass the parameters on the stack */
    return ((h->h_SubEntry)(h, obj, msg));
}

ULONG __saves
dispatchAmigaGuideHost(struct Hook *h, STRPTR db, Msg msg)
{
    struct opNodeIO *onm = (struct opNodeIO *) msg;
    ULONG retval = 0;

    switch (msg->MethodID)
    {
        /* Does this node belong to you? */
        case HM_FindNode:
        {
            struct opFindHost *ofh = (struct opFindHost *) msg;

            kprintf("Find [%s] in %s\n", ofh->ofh_Node, db);

            /* Return TRUE to indicate that it's your node, otherwise
             * return FALSE. */
            retval = TRUE;
        }
        break;

        /* Open a node. */
        case HM_OpenNode:
        {
            kprintf("Open [%s] in %s\n", onm->onm_Node, db);

            /* Provide the contents of the node */
            onm->onm_DocBuffer = TEMP_NODE;
            onm->onm_BuffLen = strlen(TEMP_NODE);

            /* Indicate that we were able to open the node */
            retval = TRUE;
        }
        break;
    }
}
```

```
/* Close a node, that has no users. */
case HM_CloseNode:
    kprintf("Close [%s] in %s\n", onm->onm_Node, db);

    /* Indicate that we were able to close the node */
    retval = TRUE;
    break;

/* Free any extra memory */
case HM_Expunge:
    kprintf("Expunge [%s]\n", db);
    break;

default:
    kprintf("Unknown method %ld\n", msg->MethodID);
    break;
}

return (retval);
}

main(int argc, char **argv)
{
    struct Hook hook;
    AMIGAGUIDEHOST hh;

    /* Open the library */
    if (AmigaGuideBase = OpenLibrary("amigaguide.library", 33))
    {
        /* Initialize the hook */
        hook.h_Entry = hookEntry;
        hook.h_SubEntry = dispatchAmigaGuideHost;

        /* Add the AmigaGuideHost to the system */
        if (hh = AddAmigaGuideHost(&hook, "ExampleHost", NULL))
        {
            /* Wait until we're told to quit */
            Wait(SIGBREAKF_CTRL_C);

            /* Try removing the host */
            while (RemoveAmigaGuideHost(hh, NULL) > 0)
            {
                /* Wait a while */
                Delay(250);
            }
        }

        /* close the library */
        CloseLibrary(AmigaGuideBase);
    }
}
```

SEE ALSO
RemoveAmigaGuideHost()

1.3 amigaguide.library/AmigaGuideSignal

NAME

AmigaGuideSignal - Obtain signal bit to Wait for an async AmigaGuide.

SYNOPSIS

```
signal = AmigaGuideSignal ( handle );  
d0      a0
```

```
ULONG signal;  
AMIGAGUIDECONTEXT handle;
```

FUNCTION

This function returns the signal bit to Wait on for AmigaGuideMsg's for a particular AmigaGuide database.

INPUTS

handle - Handle to a AmigaGuide system.

EXAMPLE

```
ULONG sigw, sigh;  
AMIGAGUIDECONTEXT handle;  
  
/* get the signal bit to wait on for a AmigaGuide message */  
sigh = AmigaGuideSignal(handle);  
  
/* add the signal bit into the total signals to wait on */  
sigw |= sigh;  
  
RETURNS  
signal - Signal bit to Wait on.  
  
SEE ALSO  
OpenAmigaGuideAsync(), GetAmigaGuideMsg(), ReplyAmigaGuideMsg()
```

1.4 amigaguide.library/CloseAmigaGuide

NAME

CloseAmigaGuide - Close a AmigaGuide client.

SYNOPSIS

```
CloseAmigaGuide ( handle );  
a0
```

```
AMIGAGUIDECONTEXT handle;
```

FUNCTION

Closes a synchronous, or asynchronous, AmigaGuide client.

This function will also close all windows that were opened for the client.

INPUTS

handle - Handle to an AmigaGuide client.

SEE ALSO

OpenAmigaGuide(), OpenAmigaGuideAsync()

1.5 amigaguide.library/ExpungeDataBases

NAME

ExpungeDataBases - Flush all buffers for all cached databases.

SYNOPSIS

```
ExpungeDataBases ( flush );
                  d0
```

BOOL flush;

FUNCTION

Flush the buffers for each cached AmigaGuide database.

INPUTS

flush - When set to TRUE, then the databases are also closed and removed from the cache list.

SEE ALSO

OpenAmigaGuide(), OpenAmigaGuideAsync(), CloseAmigaGuide()

1.6 amigaguide.library/ExpungeXRef

NAME

ExpungeXRef - Clear the cross reference table from memory.

SYNOPSIS

```
ExpungeXRef();
```

FUNCTION

This function unloads the cross reference table from memory.

SEE ALSO

LoadXRef()

1.7 amigaguide.library/GetAmigaGuideMsg

NAME

GetAmigaGuideMsg - Get messages from a particular AmigaGuide system.

SYNOPSIS

```
msg = GetAmigaGuideMsg ( handle );
d0      a0
```

```
struct AmigaGuideMsg *msg;
```

```
AMIGAGUIDECONTEXT handle;
```

FUNCTION

This function returns a SIPC message from the AmigaGuide system, if there is a message available.

INPUTS

handle - Handle to a AmigaGuide system.

EXAMPLE

```
AMIGAGUIDECONTEXT handle;
```

```
struct AmigaGuideMsg *agm;
```

```
/* get a AmigaGuide message */
```

```
while (agm = GetAmigaGuideMsg(handle))
```

```
{
```

```
    /* process the event */
```

```
    switch (agm->agm_Type)
```

```
    {
```

```
        case ToolCmdReplyID: /* a command has completed */
```

```
            if (agm->agm_Pri_Ret)
```

```
            {
```

```
                /* An error occurred, the reason is in agm_Sec_Ret.
```

```
                * The command string is in agm_Data
```

```
                */
```

```
            }
```

```
            break;
```

```
        case ToolStatusID: /* status message */
```

```
            if (agm->agm_Pri_Ret)
```

```
            {
```

```
                /* an error occurred, the reason is in agm_Sec_Ret */
```

```
            }
```

```
            break;
```

```
        default:
```

```
            break;
```

```
    }
```

```
    /* reply to the AmigaGuide message */
```

```
    ReplyAmigaGuideMsg(agm);
```

```
}
```

RETURNS

msg - Pointer to a SIPC message or NULL if no message was available.

SEE ALSO

OpenAmigaGuideAsync(), AmigaGuideSignal(), ReplyAmigaGuideMsg()

1.8 amigaguide.library/LoadXRef

NAME

LoadXRef - Load a cross reference table.

SYNOPSIS

```
success = LoadXRef(lock,name);  
d0      a0    a1
```

```
LONG success;  
BPTR lock;  
STRPTR name;
```

FUNCTION

This function loads the specified cross reference table from disk into memory.

INPUT

lock - Lock on the directory that the file resides in. May be NULL.
name - Name of the file to load.

RESULT

-1 - Indicates that the load was aborted by a ^C
0 - Failure to load.
1 - Successful load.
2 - Already loaded.

SEE ALSO

ExpungeXRef()

1.9 amigaguide.library/LockAmigaGuideBase

NAME

LockAmigaGuideBase - Lock an AmigaGuide client for exclusive access.

SYNOPSIS

```
key = LockAmigaGuideBase ( handle );  
d0      a0  
LONG key  
HYPERCONTEXT handle;
```

FUNCTION

This functions locks an AmigaGuide client for exclusive access.

So far, there is no reason for developers to make calls to this function, since all public functions already do the arbitration.

INPUTS

handle - Handle to an AmigaGuide client.

RETURNS

key - Key to be passed to UnlockAmigaGuideBase() to unlock the client.

SEE ALSO

UnlockAmigaGuideBase()

1.10 amigaguide.library/LockE

NAME

LockE -- Search the given environment and lock a directory or file

SYNOPSIS

```
lock = LockE( path,  name,  accessMode )
D0          A0      D1      D2
```

```
BPTR lock;
BPTR path;
STRPTR name;
LONG accessMode;
```

FUNCTION

A filing system lock on the file or directory 'name' is returned if possible.

If the accessMode is ACCESS_READ, the lock is a shared read lock; if the accessMode is ACCESS_WRITE then it is an exclusive write lock. Do not use random values for mode.

If LockE() fails (that is, if it cannot obtain a filing system lock on the file or directory) it returns a zero.

Tricky assumptions about the internal format of a lock are unwise, as are any attempts to use the fl_Link or fl_Access fields.

INPUTS

path - pointer to a path list. If this entry is NULL, then the path given in the AmigaGuide/Path environment variable is searched (this variable is only loaded at library open time).

```
SetEnv AmigaGuide/Path "WORK:Docs/Libs WORK:Docs/Devs"
```

name - pointer to a null-terminated string
accessMode - integer

RESULTS

lock - BCPL pointer to a FileLock.

SEE ALSO

```
dos.library/Lock(), dos.library/UnLock(), dos.library/DupLock()
dos.library/ChangeMode(), dos.library/NameFromLock()
dos.library/DupLockFromFH()
```

1.11 amigaguide.library/OpenAmigaGuide

NAME

OpenAmigaGuide - Open a synchronous AmigaGuide database.

SYNOPSIS

```
handle = OpenAmigaGuide ( nag, control );
```

d0 a0 a1

```
AMIGAGUIDECONTEXT handle;
struct NewAmigaGuide *nag;
struct MsgPort *control;
```

FUNCTION

Opens a AmigaGuide database, complete with the first viewing window, for synchronous activity.

Before you call `OpenAmigaGuide()`, you must initialize a `NewAmigaGuide` structure. `NewAmigaGuide` is a structure that contains all the information needed to open a database. The `NewAmigaGuide` structure must be retained until the call returns.

The function will not return until the user closes all the windows.

INPUTS

`nag` - Pointer to an instance of a `NewAmigaGuide` structure. That structure is initialized with the following data.

`nag_Lock`

Lock on the directory that the database is located in.
Not needed if `nag_Name` contains the complete path name.

`nag_Name`

Name of the AmigaGuide database.

`nag_Screen`

Screen to open the viewing windows on, NULL for the Workbench screen.

`nag_PubScreen`

Pointer to the name of the public screen to open on.
Must already be opened.

`nag_HostPort`

Name of the applications' ARexx port (currently not used).

`nag_ClientPort`

Base name to use for the databases' ARexx port.

`nag_Flags`

Used to specify the requirements of this database. The flags are defined in `<libraries/amigaguide.h>`.

`HTF_LOAD_INDEX`

This flag only applies to an asynchronous open.
Force the index of the database to always be loaded. The AmigaGuide system maintains two date stamps, one for the last time that the database was opened and the other for the last time that the database was accessed by the user. The hyper system makes several calculations based on the current date stamp and the other two date stamps to determine what portions of the database need to be

pre-cached.

HTF_LOAD_ALL

Load the entire database, and all its nodes into memory.

HTF_CACHE_NODE

Don't flush a node from memory after the user is finished viewing it.

HTF_CACHE_DB

Don't remove buffers when closed. This will cause the buffers to remain until the library is expunged or the ExpungeDataBases() function is performed.

nag_Context

NULL terminated array of context nodes, in the form of:

```
/* context array */
STRPTR context[] =
{
    "MAIN",
    "INTRO",
    "GADGETS",
    NULL
};
```

The context array is not copied, but referenced, therefore must remain static throughout the useage of the AmigaGuide system. This array is only referenced when using the SetAmigaGuideContext() function.

nag_Node

Node to start at (does not work with OpenAmigaGuideAsync()).

nag_Line

Line to start at (does not work with OpenAmigaGuideAsync()).

nag_Extens

Used by V36 and beyond to pass additional arguments.

nag_Client

This is a private pointer, MUST be initialized to NULL.

control - SIPC control port. This field MUST always be set to NULL.

EXAMPLE

```
/* Short example showing synchronous AmigaGuide access */
LONG ShowAmigaGuideFile (STRPTR name, STRPTR node, LONG line)
{
    struct NewAmigaGuide nag = {NULL};
    AMIGAGUIDECONTEXT handle;
    LONG retval = 0L;
```

```

    /* Fill in the NewAmigaGuide structure */
    nag.nag_Name = name;
    nag.nag_Node = node;
    nag.nag_Line = line;

    /* Open the AmigaGuide client */
    if ( handle = OpenAmigaGuide(&nag, NULL))
    {
    /* Close the AmigaGuide client */
    CloseAmigaGuide(handle);
    }
    else
    {
    /* Get the reason for failure */
    retval = IoErr();
    }

    return (retval);
}

```

RETURNS

handle - Handle to a AmigaGuide system.

SEE ALSO

OpenAmigaGuideAsync(), CloseAmigaGuide(), ExpungeDataBases()

1.12 amigaguide.library/OpenAmigaGuideAsync

NAME

OpenAmigaGuideAsync - Open an asynchronous AmigaGuide database.

SYNOPSIS

```

handle = OpenAmigaGuideAsync ( nag, attrs );
d0      a0  d0

```

```

AMIGAGUIDECONTEXT handle;
struct NewAmigaGuide *nag;
struct TagItem *attrs;

```

FUNCTION

Opens an AmigaGuide database for asynchronous use.

The NewAmigaGuide structure, and its pointers, must stay valid until an ActiveToolID or ToolStatusID message is received by the calling process.

This function actually spawns OpenAmigaGuide() as another process, so, for further documentation, refer to the OpenAmigaGuide() function.

INPUTS

nag - Pointer to a valid NewAmigaGuide structure.
(see OpenAmigaGuide() for documentation on its useage).

future - Future expansion, must be set to NULL for now.

RETURNS
 handle - Handle to an AmigaGuide system.

SEE ALSO
 OpenAmigaGuide(), CloseAmigaGuide()

1.13 amigaguide.library/OpenE

NAME
 OpenE -- Search the given environemnt and open a file for IO.

SYNOPSIS
 file = OpenE (path, name, accessMode)
 D0 A0 D1 D2

BPTR file;
 BPTR path;
 STRPTR name;
 LONG accessMode;

FUNCTION
 The named file is opened and a file handle returned. If the accessMode is MODE_OLDFILE, an existing file is opened for reading or writing. This call should not be used to create a file.

The 'name' can be a filename (optionally prefaced by a device name), a simple device such as NIL:, a window specification such as CON: or RAW: followed by window parameters, or "*", representing the current window. Note that as of V36, "*" is obsolete, and CONSOLE: should be used instead.

If the file cannot be opened for any reason, the value returned will be zero, and a secondary error code will be available by calling the routine IoErr().

INPUTS
 path - pointer to a path list. If this entry is NULL, then the path given in the AmigaGuide/Path environment variable is searched (this variable is only loaded at library open time).

SetEnv AmigaGuide/Path "WORK:Docs/Libs WORK:Docs/Devs"

name - pointer to a null-terminated string
 accessMode - integer

RESULTS
 file - BCPL pointer to a FileHandle

SEE ALSO
 dos.library/Close(), dos.library/ChangeMode(),
 dos.library/NameFromFH(), dos.library/ParentOfFH(),
 dos.library/ExamineFH(), dos.library/Open()

1.14 amigaguide.library/RemoveAmigaGuideHost

NAME

RemoveAmigaGuideHost - Remove a dynamic node host.

SYNOPSIS

```
use = RemoveAmigaGuideHost ( key, attrs)
d0      a0      a1
```

```
LONG use;
AMIGAGUIDEHOST key;
struct TagItem *attrs;
```

FUNCTION

This function removes a dynamic node host, that was added by AddAmigaGuideHost(), from the system.

INPUTS

key - Key that was returned by AddAmigaGuideHost().
 attrs - Additional attributes. None are defined at this time.

RETURNS

use - Number of outstanding clients of this database. You can not exit until use==0.

SEE ALSO

AddAmigaGuideHost()

1.15 amigaguide.library/ReplyAmigaGuideMsg

NAME

ReplyAmigaGuideMsg - Reply to an AmigaGuide message.

SYNOPSIS

```
ReplyAmigaGuideMsg ( msg );
a0
```

```
struct AmigaGuideMsg *msg;
```

FUNCTION

This function is used to reply to an AmigaGuide SIPC message.

INPUTS

msg - Pointer to a SIPC message returned by a previous call to GetAmigaGuideMsg().

SEE ALSO

OpenAmigaGuideAsync(), AmigaGuideSignal(), GetAmigaGuideMsg()

1.16 amigaguide.library/SendAmigaGuideCmd

NAME

SendAmigaGuideCmd - Send a command string to a AmigaGuide system.

SYNOPSIS

```
success = SendAmigaGuideCmd ( handle, cmd, future );
d0      a0      d0      d1
```

```
BOOL success;
AMIGAGUIDECONTEXT handle;
STRPTR cmd;
ULONG future;
```

FUNCTION

This function sends a command string to an AmigaGuide system. The command can consist of any valid AmigaGuide action command.

The following are the currently valid action commands:

ALINK <name> Load the named node into a new window.

LINK <name> Load the named node.

RX <macro> Execute an ARexx macro.

RXS <command> Execute an ARexx string file. To display a picture, use 'ADDRESS COMMAND DISPLAY <picture name>', to display a text file 'ADDRESS COMMAND MORE <doc>'.

CLOSE Close the window (should only be used on windows that were started with ALINK).

QUIT Shutdown the current database.

INPUTS

handle - Handle to an AmigaGuide system.
cmd - Command string.
future - Future expansion, must be set to NULL for now.

EXAMPLE

```
/* bring up help on a particular subject */
SendAmigaGuideCmd(handle, "LINK MAIN", NULL);
```

RETURNS

success - Returns TRUE if the message was sent, otherwise returns FALSE.

SEE ALSO

SetAmigaGuideContext()

1.17 amigaguide.library/SendAmigaGuideContextgaguide.library/SendAmigaGuideCon

NAME

SendAmigaGuideContext - Align an AmigaGuide system on the context ID.

SYNOPSIS

```
success = SendAmigaGuideContext ( handle, future );
d0          a0          d0
```

```
BOOL success;
AMIGAGUIDECONTEXT handle;
ULONG future;
```

FUNCTION

This function is used to send a message to an AmigaGuide system to align it on the current context ID.

This function effectively does a:

```
SendAmigaGuideCmd(handle 'LINK ContextArray[contextID]', NULL);
```

INPUTS

```
handle - Handle to an AmigaGuide system.
future - Future expansion, must be set to NULL for now.
```

EXAMPLE

```
struct IntuiMessage *imsg;

...

case RAWKEY:
    switch (imsg->Code)
    {
    case 95:
        /* bring up help on a particular subject */
        SendAmigaGuideContext(handle, NULL);
        break;
    ...
    }
    break;

...
```

RETURNS

```
success - Returns TRUE if the message was sent, otherwise returns
FALSE.
```

SEE ALSO

```
SetAmigaGuideContext(), SendAmigaGuideCmd()
```

1.18 amigaguide.library/SetAmigaGuideContextmigaguide.library/SetAmigaGuideCont

NAME

SetAmigaGuideContext - Set the context ID for an AmigaGuide system.

SYNOPSIS

```
success = SetAmigaGuideContext ( handle, context, future );
d0          a0          d0          d1
```

```
BOOL success;
AMIGAGUIDECONTEXT handle;
ULONG context;
ULONG future;
```

FUNCTION

This function, and the `SendAmigaGuideContext()` function, are used to provide a simple way to display a node based on a numeric value, instead of having to build up a slightly more complex command string.

INPUTS

`handle` - Handle to an AmigaGuide system.
`context` - Index value of the desired node to display.
`future` - Future expansion, must be set to NULL for now.

EXAMPLE

```
/* sample context table */
STRPTR ContextArray[] =
{
    "MAIN",
    "FILEREQ",
    "PRINT",
    "ABOUT",
    NULL
};

/* quickie defines */
#define HELP_MAIN 0
#define HELP_FILEREQ 1
#define HELP_PRINT 2
#define HELP_ABOUT 3

...

struct NewAmigaGuide nag = {NULL};

/* initialize the context table */
nag.nag_Context = ContextArray;

...

/* bring up help on a particular subject */
SetAmigaGuideContext(handle, HELP_ABOUT, NULL);
```

RETURNS

`success` - Returns TRUE if a valid context ID was passed, otherwise returns FALSE.

SEE ALSO

`SendAmigaGuideContext()`, `SendAmigaGuideCmd()`

1.19 amigaguide.library/UnlockAmigaGuideBase

NAME

UnlockAmigaGuideBase - Unlock a locked AmigaGuide client.

SYNOPSIS

```
UnlockAmigaGuideBase ( key );
    d0
LONG key;
```

FUNCTION

This functions unlocks a locked AmigaGuide client.

So far, there is no reason for developers to make calls to this function, since all public functions already do the arbitration.

INPUTS

key - Key returned by LockAmigaGuideBase().

SEE ALSO

LockAmigaGuideBase()

1.20 hyper.library/SetHyperHook

NAME

SetHyperHook - Initialize a callback hook. *** OBSOLETE ***

SYNOPSIS

```
success = SetHyperHook ( handle, kind, hook, data);
d0      a0  d0      a1      a2
```

```
LONG success;
HYPERCONTEXT handle;
LONG kind;
VOID (*hook)();
VOID **data;
```

FUNCTION

This function is used to establish a client callback hook for the HyperText library.

INPUTS

handle - Handle to a hypertext system.
kind - Kind of hook to install.

HTH_OPEN

Function to be called to get access to a new node.

HTH_CLOSE

Function to be called to terminate access to a node.

hook - A pointer to the function to call. A NULL hook can be specified to turn off a hook.

data - A pointer to the data to pass to the function. Should be the same for each hook, but can be different.

RETURNS

success - TRUE if the hook was installed, FALSE if there was a failure.

BUGS

Don't use these functions. They are obsolete. Instead use the new calls, `AddHyperHost()` and `RemoveHyperHost()`.

SEE ALSO

`AddHyperHost()`, `RemoveHyperHost()`
