THOR_Rexx

COLLABORATORS

	TITLE : THOR_Rexx		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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```

1.2 THOR_REXX/--background--

```
NOTES
All function will set the THOR.LASTERROR variable on error. It will
contain a description of why the function returned an error code.
```

All funtions will return a error level of 30 on failure. The reason
for the failure is described in THOR.LASTERROR.

1.3   THOR_REXX/BEEP

```
NAME
    BEEP -- Will flash the current THOR screen.

SYNOPSIS
    BEEP

FUNCTION
    This function will simply flash the screen THOR is
    running on.  On OS 2.1 and higher, this flash is
    configurable in the Sound program.

INPUTS

RESULT
    0 - success

EXAMPLE

NOTES
    New for THOR 2.0

BUGS

SEE ALSO
```

1.4   THOR_REXX/CHANGEWINDOW

```
NAME
    CHANGEWINDOW - change the size and position of windows

SYNOPSIS
    CHANGEWINDOW WINDOW/A,LEFTEDGE/N,TOPEDGE/N,WIDTH/N,HEIGHT/N

FUNCTION
    This function will change the size and position of the given
    window indentifier to the values you supply.

INPUTS
    This function takes the following arguments:

    WINDOW - This is a string that will identify which window
            you will change.  Currently, these identifiers are
            defined:

            MAINWINDOW - The main reader window
            CONFWINDOW - The window with the list of
                        conferences
```

```
                    NEWFILESWINDOW - The window with the list of
                                     new files
                    MSGLISTWINDOW - The window listing the messages
                                     in each conference
                    DOCKWINDOW - The function dock window (can not be resized)

                    LEFTEDGE - The new left edge position of the window
                    TOPEDGE  - The new top edge position of the window
                    WIDTH    - The new width of the window
                    HEIGHT   - The new height of the window
```

```
RESULT
    0   -   Success
    5   -   Window was not open on the screen
    30  -   Failure
```

```
EXAMPLE
```

```
NOTES
    If one of the LEFTEDGE, TOPEDGE, WIDTH or HEIGHT arguments is
    missing, THOR will not change the already existing value for
    the missing argument(s).
```

```
BUGS
```

```
SEE ALSO
```

1.5 THOR_REXX/CLOSEPROGRESS

```
                NAME
    CLOSEPROGRESS -- Close a progress bar window
```

```
SYNOPSIS
    CLOSEPROGRESS REQ/N/A
```

```
FUNCTION
    Close a progress bar window that was opened with
            OPENPROGRESS
             .
```

```
INPUTS
    REQ/N/A - The number returned in result from
            OPENPROGRESS
             *must*
        be supplied to this function.
```

```
RESULT
    0 - success
    30 - failure
```

```
EXAMPLE
    See
            UPDATEPROGRESS
             for detailed example.
```

```
NOTES
    New for THOR 2.0

BUGS

SEE ALSO

            OPENPROGRESS
            ,
            UPDATEPROGRESS
```

1.6 THOR_REXX/CURRENTMSG

```
NAME
    CURRENTMSG -- return information about current message

SYNOPSIS
    CURRENTMSG STEM/A

FUNCTION
    Will return in stem variables information about the current message.
    Currently, the following information will be returned:

    <stem>.BBSNAME   - The System/BBS this message is on.
    <stem>.CONFNAME  - The conference name this message is in.
    <stem>.MSGNR     - The message number of the message. This is the
                       internal message number in the THOR database.

    Further information about a message can be obtained with
    READBRMESSAGE.

INPUTS
    STEM - Base name of the stem variables to put data in. Must be in
           uppercase.

RESULT
    0  - success.
    30 - failure.

EXAMPLE

    CURRENTMSG stem MSG
    if(rc ~= 0) then
    do
        say THOR.LASTERROR
        exit
    end

    say 'System/BBS name of message:' MSG.BBSNAME
    say 'Conf name of message:' MSG.CONFNAME
    say 'Message number:' MSG.MSGNR

    exit
```

```
NOTES
    New for THOR 2.0.

BUGS

SEE ALSO
    READBRMESSAGE
```

1.7 THOR_REXX/CURRENTSYSTEM

```
                NAME
    CURRENTSYSTEM -- Get current System and Conference.

SYNOPSIS
    CURRENTSYSTEM STEM/A

FUNCTION
    This function will return the current System which is open or
    the selected System in Startup Window.  If there's a current
    conference, this will also be returned.
    Currently, the following information will be returned:

    <stem>.BBSNAME    - The current BBS/System.
    <stem>.CONFNAME   - The current conference. Note: Will be empty ("")
                        if there is no current conference.
INPUTS
    STEM - Base name of the stem variables to put data in. Must be in
           uppercase.

RESULT
    0  - success.
    1  - success, but no System was open.
    30 - failure.

EXAMPLE

    CURRENTSYSTEM stem CURRENT

    if(rc = 30) then
    do
        say THOR.LASTERROR
        exit
    end
    say CURRENT.BBSNAME

    if(CURRENT.CONFNAME ~= "") then
        say CURRENT.CONFNAME

    exit

NOTES
    New for THOR 1.22.

    Renamed from CURRENTBBS to CURRENTSYSTEM. The old CURRENTBBS will
    still work for backwards compatibility, but all script authors
```

are advised to use CURRENTSYSTEM instead.

BUGS

SEE ALSO

CURRENTMSG

1.8 THOR_REXX/GETCLIP

NAME
    GETCLIP -- Get a string from the system clipboard.

SYNOPSIS
    GETCLIP UNIT/N,MAXCHARS/N

FUNCTION
    This function will return in result a string currently
    in the supplied clipboard unit.

INPUTS
    UNIT/N - The clipboard unit to get the string from.
        Can be in the range of 0-255, although 0 is the unit
        supported with pasting etc. Defaults to unit 0.
        If the unit supplied is out of the allowed range, 0
        will be used.
    MAXCHARS/N - Maximum number of characters to get from the
        clipboard. Defaults to 1000.

RESULT
    0 - success
    5 - No characters were read from the clipboard.
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.0

BUGS

SEE ALSO

PUTCLIP

1.9 THOR_REXX/GETCOMMANDINFO

NAME
    GETCOMMANDINFO -- Return information on available commands.

```
SYNOPSIS
    GETCOMMANDINFO COMMAND=CMD,STEM/A

FUNCTION
    Command to return information on available commands. If the command
    parameter is given, the template for the command will be returned in
    the STEM variable. If the command is not given, all commands and
    templates will be returned. The data will be put into the following
    variables:

    <stem>.COUNT      - Number of commands.
    <stem>.n          - Name of command 'n'.
    <stem>.n.TEMPLATE - Template for command 'n'.

INPUTS
    COMMAND - Command to get template for. If this parameter isn't given,
              all commands with templates will be returned.
    STEM -    Base name of the stem variables to put data in. Must be in
              uppercase.

RESULT
    0  - success
    30 - failure

EXAMPLE

    GETCOMMANDINFO command
            REQUESTLIST
             stem TEMP
    if(rc ~= 0) then
    do
        say THOR.LASTERROR
        exit
    end

    say 'Template for
            REQUESTLIST
             command:' TEMP


    GETCOMMANDINFO stem INFO
    if(rc ~= 0) then
    do
        say THOR.LASTERROR
        exit
    end

    say "The number of ARexx commands in THOR:" INFO.COUNT

    do i=1 to INFO.COUNT
        say "Command :" INFO.i
        say "Template:" INFO.i.TEMPLATE
    end
    exit

NOTES
```

BUGS

SEE ALSO
    GETCOMMANDINFO

1.10 THOR_REXX/GETFILELIST

NAME
    GETFILELIST -- Get selected/all entries in the file database win

SYNOPSIS
    GETFILELIST OUTSTEM,ALL,CLIPBOARD=CLIP/S,FILENAME=FILE

FUNCTION
    This function is meant be used when the file database window
    is open. The selected or all files can be returned in stem
    variables, or saved to disk or to the clipboard.

INPUTS
    OUTSTEM – If present, this is the base name of the stem variables
        the selected/all files in the current list in the file database
        window will be put into.
        The stem variables will be filled in like this:

        <outstem>.COUNT – Number of entries selected/total
        <outstem>.FILENAME.<n> – <n> are numbers from 1 to
                        <stem>.COUNT and will contain the filename.
        <outstem>.FILENR.<n> – <n> are numbers from 1 to
                        <stem>.COUNT and will contain the number the
                        file has in the database.
    ALL – If present, all files in the current list will be returned.
    CLIPBOARD/S – If present, a filelist of the selected/all files
        will be saved to the clipboard as they appear in the list.
        Can be used in conjuction with FILENAME and OUTSTEM.
    FILENAME – If present, a filelist of the selected/all files
        will be saved to disk using the supplied filename.
        If the file already exist, this list will be appended at
        the end of the previous file.
        Can be used in conjuction with CLIPBOARD and OUTSTEM.

RESULT
    0 – success
    5 – The file database window was not open
    6 – The area list was the current list or there were no selected
        files.
    30 – failure

EXAMPLE

    GETFILELIST outstem LIST
    if(rc ~= 0) then
    do
        if(rc = 5) then say 'Filedatabase window not open.'
        if(rc = 6) then say 'No files selected.'

```
        if(rc = 30) then say THOR.LASTERROR
        exit
    end

    say 'You selected '||LIST.COUNT||' files'
    do i=1 to LIST.COUNT
        say 'Nr:' || LIST.FILENR.i || ' Filename: ' || LIST.FILENAME.i
    end
```

NOTES
    New for THOR 2.0.

    Note the difference in output format between using OUTSTEM
    and saving to clipboard/disk.

    Further information about the files returned in OUTSTEM can be
    obtained with READBRFILE.

BUGS

SEE ALSO
    READBRFILE

1.11   THOR_REXX/GETGLOBALCONFIG

NAME
    GETGLOBALCONFIG - Obtain the global configuration for THOR

SYNOPSIS
    GETGLOBALCONFIG STEM/A

FUNCTION
    Function to obtain the global configuration from THOR. All the data
    will be put in the supplied stem variable.
    Currently the following data will be returned:

    <stem>.SAVEDIR   - The default directory for saving messages
    <stem>.EDITORNAME   - The name of the external editor, if any
    <stem>.EDITORTYPE   - INTERNAL or EXTERNAL
    <stem>.QUOTECHAR   - The custom quote character(s)
    <stem>.QUOTETYPE   - Quote type: 0 for Default, 1 for None,
                              2 for def+space, 3 for Custom, 4 for
                              Initials.
    <stem>.MSGFONTNAME   - Name of font for the message window
    <stem>.LISTFONTNAME   - Name of font for the lists
    <stem>.GADGETFONTNAME   - Name of font for the gadgets
    <stem>.FSEFONTNAME   - Name of font for the internal editor
    <stem>.PUBSCREENNAME   - Name of the public screen THOR is running on

INPUTS
    STEM - Base name of the stem variable to put config in. Must be
           in uppercase. Required.

RESULT
    0 - Success.
```

```
    30 - Failure.
```

EXAMPLE

```
    GETGLOBALCONFIG stem CFG
    if(rc ~= 0) then
    do
        say THOR.LASTERROR
        exit
    end

    say "THOR Global Config:"
    say " Savedir.......:" GFG.SAVEDIR
    say " Editor........:" GFG.EDITORNAME
    say " EditorType....:" GFG.EDITORTYPE
    say " QuoteChar.....:" GFG.QUOTECHAR
    say " QuoteType.....:" GFG.QUOTETYPE
    say " Msgfont.......:" GFG.MSGFONTNAME
    say " ListFont......:" GFG.LISTFONTNAME
    say " GadgetFont....:" GFG.GADGETFONTNAME
    say " FSEFont.......:" GFG.FSEFONTNAME
    say " PubScreenName.:" GFG.PUBSCREENNAME
    say " Con Output....:" GFG.CONOUTPUT

    exit
```

NOTES
    This function does not return the same data as the
    GETGLOBALDATA function does. Some of the data
    returned from this function in THOR 1.22 can only be
    obtained with the GETGLOBALDATA function now.

BUGS

SEE ALSO
    GETGLOBALDATA

1.12 THOR_REXX/GETMESSAGEARRAY

NAME
    GETMESSAGEARRAY -- Get the message numbers valid for the current
                      read mode in the given conference on the given
                      system.

SYNOPSIS
    GETMESSAGEARRAY SYSTEMNAME=SYSTEM/K,CONFNAME=CONF/A,STEM/A,LOGINSTATE=LS/S

FUNCTION
    There are currently 3 possible read modes in THOR: All, Unread and
    Search. THOR keeps all message numbers for all available messages
    in the present read mode internally. This command will return
    the message numbers for the current read mode.
    The message numbers will be sorted based on the read mode and
    the sort-by method selected on the current system, if any.
    This will be in the same order as messages shown in the message

```
        list window.
        If the conference is not the current one, THOR will, in most cases,
        have to build the array for this command from scratch.

    INPUTS
        SYSTEMNAME - If given, THOR will use this system for getting the
             message array from.   If no SYSTEMNAME is provided, THOR
             will default to the current system, if any. If this
             argument is provided, THOR will dump the unread messages
             in the array.

        CONFNAME - The name of the conference on the current system or
             the given system using the SYSTEMNAME argument.


        STEM - If present, this is the base name of the stem variables
             the message numbers will be put into.

             The stem variables will be filled in like this:

             <stem>.COUNT - Number of entries
             <outstem>.<n> - <n> are numbers from 1 to <stem>.COUNT
                           and will contain a message number

        LOGINSTATE - Will return the unread messages that were available
             when entering the current BBS, regardless of any changes
             that might have happened to the number of unread messages
             in the conference after this time.

    RESULT
        0  - success
        5  - no message numbers to return
        30 - failure

    EXAMPLE

        address(thorport)

        GETMESSAGEARRAY '"comp.sys.amiga.programmer"' array
        if(rc ~= 0) then
        do
            if(rc ~= 30) then exit
            say THOR.LASTERROR
            exit
        end

        do n=1 to array.count
            say "Msg nr: "array.n
        end
        say "Total: "array.count

        exit

    NOTES
        New for THOR 2.0

        SYSTEMNAME argument is new for THOR 2.32.
```

```
BUGS

SEE ALSO
```

1.13   THOR_REXX/GETMSGLISTSELECTED

```
NAME
    GETMSGLISTSELECTED -- Get the message numbers of the selected entries
                          in the message list window for the current
                          conference.

SYNOPSIS
    GETMSGLISTSELECTED STEM/A

FUNCTION
    From THOR 2.05, it is possible to multiselect messages in the
    messagelist window. This command will return the message
    numbers of the selected messages in the message list window.
    The message numbers will be returned in the order they appear
    in the message list window.

INPUTS
    STEM - This is the base name of the stem variables the message
         numbers will be put into.

        The stem variables will be filled in like this:

        <stem>.COUNT - Number of entries
        <outstem>.<n> - <n> are numbers from 1 to <stem>.COUNT
                        and will contain a message number
RESULT
    0  - success
    3  - no message numbers to return
    5  - the message list window was not open
    30 - failure

EXAMPLE

    address(thorport)

    GETMSGLISTSELECTED array
    if(rc ~= 0) then
    do
        if(rc ~= 30) then exit
        say THOR.LASTERROR
        exit
    end

    do n=1 to array.count
        say "Msg nr selected: "array.n
    end
    say "Total: "array.count

    exit
```

NOTES
    New for THOR 2.1

BUGS

SEE ALSO

1.14 THOR_REXX/GETSELECTEDEVENT

NAME
    GETSELECTEDEVENT -- Will return the event number of
                        of the selected event in the Event
                        window.

SYNOPSIS
   GETSELECTEDEVENT

FUNCTION
    This function will return the number of the current event
    highlighted in the Event window. This number is the number
    the event has in the event database.

INPUTS

RESULT
    0 - success
    5 - event window is not open
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.0

BUGS

SEE ALSO
    READBREVENT

1.15 THOR_REXX/ISCONFERENCELIST

NAME
    ISCONFERENCELIST -- Test if the conference list window is open or
                        not.

SYNOPSIS
    ISCONFERENCELIST

FUNCTION
    This function will test if the conference list window is open or
    not.

```
INPUTS

RESULT
    0  - the conference list window is open
    5  - the conference list window is NOT open

EXAMPLE

NOTES
    New for THOR 2.11

BUGS

SEE ALSO
```

1.16 THOR_REXX/ISICONIFIED

```
              NAME
    ISICONIFIED -- Test if THOR is in an iconified state

SYNOPSIS
    ISICONIFIED

FUNCTION
    This function will test if THOR is in an iconified state

INPUTS

RESULT
    0  - THOR is iconfied
    5  - THOR is NOT iconified

EXAMPLE

NOTES
    New for THOR 2.11

BUGS

SEE ALSO

            THORTOFRONT
```

1.17 THOR_REXX/ISMESSAGELIST

```
NAME
    ISMESSAGELIST -- Test if the message list window is open or not.

SYNOPSIS
    ISMESSAGELIST
```

```
FUNCTION
    This function will test if the message list window is open or not.

INPUTS

RESULT
    0  - the message list window is open
    5  - the message list window is NOT open

EXAMPLE

NOTES
    New for THOR 2.11

BUGS

SEE ALSO
```

1.18   THOR_REXX/ISSTARTUPWINDOW

```
                NAME
    ISSTARTUPWINDOW -- Test if the Startup window is open

SYNOPSIS
    ISSTARTUPWINDOW

FUNCTION
    This function will test if the Startup window is open

INPUTS

RESULT
    0  - the Startup window is open, no system is entered
    5  - the Startup window is NOT open

EXAMPLE

NOTES
    New for THOR 2.11

BUGS

SEE ALSO

            THORTOFRONT
```

1.19   THOR_REXX/LEAVESYSTEM

```
NAME
    LEAVEBBS - Will leave the current system (if any) and return
```

                    to the Startup window.

    SYNOPSIS
        LEAVESYSTEM

    FUNCTION
        This function will simply close all open windows on a system
        and return you to the Startup window. It will not do anything
        if you are already in the Startup window.
        Events on the closing system will be packed if the bbs type
        defines a packer.

    INPUTS

    RESULT
        0 – success
        5 – The user was already in the Startup window.
        30 – failure

    EXAMPLE

    NOTES

    BUGS

    SEE ALSO

1.20   THOR_REXX/LOCKGUI

                     NAME
        LOCKGUI –– Lock the GUI in THOR

    SYNOPSIS
        LOCKGUI

    FUNCTION
        This function will disable all user input. All windows
        will be locked with waitpointers.

    INPUTS

    RESULT
        0 – success

    EXAMPLE

    NOTES
        New for THOR 2.0

        Normally, this function isn't needed in a ARexx script.
        Be sure to match this with an '
                UNLOCKGUI
                ' (use of ARexx 'on error'
        is strongly recommended)!

```
BUGS

SEE ALSO

          UNLOCKGUI
```

1.21   THOR_REXX/MAKESIGNATURE

```
NAME
    MAKESIGNATURE -- Add a tagfile/signature and tagline to a file.

SYNOPSIS
    MAKESIGNATURE FILENAME=FILE/A,INCLUDETAG=INCTAG/S

FUNCTION
    This function will take a filename as argument, and append the
    default signature and an optional random tagline (if a tagfile is
    configured) to the file.

INPUTS
    FILENAME - filename of the file to append tagfile/signature to.
        If the file doesn't exist, it will be created.

RESULT
    0  - success
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.5

BUGS

SEE ALSO
```

1.22   THOR_REXX/NOP

```
NAME
    NOP -- A do-nothing command.

SYNOPSIS
    NOP

FUNCTION
    The NOP (NO-oPeration) instruction is provided to
    control the binding of ELSE clauses in compound IF
    statements.

INPUTS
```

```
RESULT
    0 - success

EXAMPLE

    if i = j then                      /* First (outer) IF */
        if j = k then a = 0            /* Inner IF */
        else NOP                       /* Binds to inner IF */
    else a = a + 1                     /* Binds to outer IF */

NOTES

BUGS

SEE ALSO
```

1.23 THOR_REXX/OBTAINFILETYPE

```
NAME
    OBTAINFILETYPE -- Use datatypes to obtain the filetype

SYNOPSIS
    OBTAINFILETYPE FILENAME=FILE/A

FUNCTION
    This function will return the filetype in result. Any filetype
    recognized by datatypes.library will be returned.

INPUTS
    FILENAME - Filename of the file to obtain the filetype on.

RESULT
    0  - filetype returned in result successfully
    3  - failed to obtain the datatype of the file (not a known format)
    5  - failed to open datatypes.library
    30 - failure

EXAMPLE
    Possible filetypes returned include, but are not limited to:

        pict/ilbm  (IFF pictures)
        pict/gif   (GIF pictures)
        pict/jfif  (JPEG pictures)
        anim/anim  (IFF animations)
        docu/amig  (Amigaguide documents)

    The first part of the filetype is the group (eg. "pict"), the
    second is the type in that group.

NOTES
    New for THOR 2.3

BUGS

SEE ALSO
```

```
                datatypes.library/ExamineDT
```

1.24   THOR_REXX/OPENPROGRESS

```
                  NAME
        OPENPROGRESS -- Open a window with a progressbar

    SYNOPSIS
        OPENPROGRESS TITLE/A,TOTAL/N,ABORTTEXT=AT
                     PROGRESSTEXT=PT,PROGRESSCHARWIDTH=PCW/N

    FUNCTION
        This function will open a window with a progressbar, an optional
        abort-gadget (with selectable text) and a text information field.

    INPUTS
        TITLE/A - Required title text for the progress window
        TOTAL/N - Total number of levels in the progressbar. Defaults to 100.
        ABORTTEXT - The text in abort gadget. '_' infront of a character will
            make that character the keyboard shortcut. If this argument is not
            supplied, no gadget will be created and the user can not abort the
            progress window.
        PROGRESSTEXT - Text to be shown over the progress bar.
        PROGRESSCHARWIDTH - Optional width of progressbar in characters.
            Will default to the number of characters supplied in PROGRESSTEXT.

    RESULT
        0  - success, in which case result will contain a number that *must*
            be supplied to
                UPDATEPROGRESS
                 and
                CLOSEPROGRESS
                 in the REQ
            parameter.
        30 - failure

    EXAMPLE
        See
                UPDATEPROGRESS
                 for detailed example.

    NOTES
        New for THOR 2.0

        Make sure the number in result remains unchanged and pass this
        number to
                CLOSEPROGRESS
                 and
                UPDATEPROGRESS
                 without modification.
        If modified, nasty things will surely happen.

        The use of ARexx 'on error' is strongly recommended.

    BUGS
```

SEE ALSO

                UPDATEPROGRESS
                ,
                CLOSEPROGRESS

1.25 THOR_REXX/PACKEVENTS

NAME
    PACKEVENTS - Make event package for a BBS

SYNOPSIS
    PACKEVENTS BBSNAME=BBS/A

FUNCTION
    This function will make a new event package to be uploaded to
    a BBS. If the BBS given do not support event packages
    (eg .REP files for QWK), this function will return without
    doing anything.
    If events like ReplyMsg or EnterMsg are added to a BBS with
    the WRITEBREVENT command, this command *must* be
    used to make sure the event package is updated with the new
    messages!

INPUTS
    This function takes only one argument:

    BBSNAME - The name of the BBS to make an event package for

RESULT
    0 - success
    30 - failure

EXAMPLE

NOTES

BUGS

SEE ALSO
    WRITEBREVENT

1.26 THOR_REXX/PUTCLIP

                NAME
    PUTCLIP -- Send a file or string to the system clipboard.

SYNOPSIS
    PUTCLIP UNIT/N,FILE,STRING

```
FUNCTION
    This function will take a file and/or a string and put it
    into the system clipboard.

INPUTS
    UNIT/N - The clipboard unit to put the string/file to.
        Can be in the range of 0-255, although 0 is the unit
        supported with pasting etc. Defaults to unit 0.
        If the unit supplied is out of the allowed range, 0
        will be used.
    FILE - A filename of a file you want to put into the
        clipboard.
    STRING - A string you want to put into the clipboard.

RESULT
    0  - success
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.0

BUGS

SEE ALSO

            GETCLIP
```

1.27 THOR_REXX/QUIT

```
NAME
    QUIT -- Will quit THOR

SYNOPSIS
    QUIT FORCE/S

FUNCTION
    Will quit the addressed THOR.
    The FORCE keyword is optional and will close all internal editors
    without asking.  Use the FORCE option with caution since messages
    etc. in the editors will not be saved before closing.
    Without FORCE, THOR will ask the user to close all editors first.

INPUTS
    FORCE - "Hostile" exit of THOR, without any confirmation.

RESULT
    0 - success

EXAMPLE

NOTES
```

BUGS

SEE ALSO

1.28   THOR_REXX/REQUESTFILE

NAME
     REQUESTFILE – For requesting a file from the user

SYNOPSIS
     REQUESTFILE TITLETEXT=TITLE/A,INITIALDRAWER=ID/A,INITIALFILE=IF
                 FULLPATH=FP/S,FILEPATTERN=PAT,MULTISELECT=MS/S,
                 OUTSTEM/K

FUNCTION
     This function will open a standard ASL filerequester and let
     the user select a file from this requester.
     The filename can be returned with full path or just the filename.

INPUTS
     REQUESTFILE takes the following arguments:

     TITLETEXT – The text that is to be placed in the titlebar of
          the requester.

     INITIALDRAWER – The initial drawer on disk that will come up in
          the requester

     INITIALFILE – The initial file that will be in the file field
          of the requester

     FULLPATH – Is set, this function will return the full path
          to the selected file. If not present, only the
          filename will be returned.

     FILEPATTERN – This is a standard AmigaDOS filepattern which
          will be used to filter out files that are to be
          shown in the requester.
          "~#?" can be used if you only want directories to be shown
          in the requester.

     MULTISELECT – Will allow for selection of multiple files. If
          this option is used, you MUST provide a OUTSTEM.
          INITIALFILE is ignored when this option is used, and
          FULLPATH is implied.

     OUTSTEM – Base name of the stem variables the selected entries in
          requester will be put in. Must be supplied if you use MULTISELECT
          or this function will fail. The stem variables will be filled
          like this:

          <outstem>.COUNT – Number of entries
          <outstem>.<n> – <n> are numbers from 1 to <stem>.COUNT and
                          will contain a string. All entries upto
                          <stem>.COUNT will be filled with a valid

```
                                string.

        RESULT
            0    -    Success. Result will contain the filename selected
            5    -    User canceled the requester, or if the MULTISELECT
                      option was used, no files were selected.
            30   -    Failure

        EXAMPLE

            REQUESTFILE TITLE '"Select a file:"' ID '"Work:dloads"' FP PAT '"#?"'
            if(rc ~= 0) then
            do
                say THOR.LASTERROR
                exit
            end

            say result

            exit

        NOTES
            No checking is made if the user do not select a file but still
            selects OK in the requester.

            "~#?" can be used as pattern if you only want directories to be shown
            in the requester.

            MULTISELECT and OUTSTEM is new for THOR 2.4.

        BUGS

        SEE ALSO
```

1.29 THOR_REXX/REQUESTINTEGER

```
        NAME
            REQUESTINTEGER -- Will open an number-entry requester

        SYNOPSIS
            REQUESTINTEGER MIN/A/N,MAX/A/N,INITIALINTEGER=INIT/N,
                        TITLETEXT=TITLE/A,BUTTONTEXT=BT/A,VAR

        FUNCTION
            Will let the user enter a number within the given
            range. No other characters than a number will be
            accepted.

        INPUTS
            MIN/A/N - Minimum number allowed
            MAX/A/N - Maximum number allowed
            INITIALINTEGER=INIT/N - Initial number to be displayed
            TITLETEXT=TITLE/A - Title of the requester
            BUTTONTEXT - The text to be in the gadgets and the
                    shortcut can be set with '_' in front if the
```

```
                    key that is to act as a shortcut. The text
                    for each gadget is separated with a '|', and
                    it's possible to define 1 or more gadgets,
                    although anything else than 2 gadgets doesn't
                    make much sense.
          VAR - Optional variable to put the entered number
                    into. If not supplied, result will be used.


     RESULT
          0  - success
          5  - user cancelled the requester
          30 - failure

     EXAMPLE

          REQUESTINTEGER MIN 12 MAX 100 INIT 34 TITLE '"Enter a number:"' BT '"Ok| ←
              Cancel"' var NUMBER
          if(rc ~= 0) then
          do
              say THOR.LASTERROR
              exit
          end

          say "Number entered : " NUMBER

          exit

     NOTES

     BUGS

     SEE ALSO
```

1.30 THOR_REXX/REQUESTLIST

```
     NAME
          REQUESTLIST - Select from a supplied list of entries

     SYNOPSIS
          REQUESTLIST INSTEM/A,OUTSTEM,TITLE,DRAGSELECT/S,MULTISELECT/S,
                      SIZEGADGET/S

     FUNCTION
          Function for selecting entries from the list given in the STEM
          variable. Drag and multiselection is possible.
          The window will be scaled to fit all supplied entries in their
          full lenght and will not be smaller than the width of the TITLE
          text.

     INPUTS
          INSTEM - Base name of the stem variables the tag data is in.
              Must be supplied or this function will fail. The stem
              variables must be filled like this:

              <instem>.COUNT - Number of entries
```

```
                        <instem>.<n>    - <n> are numbers from 1 to <stem>.COUNT and
                                          must contain a string. All entries upto
                                          <stem>.COUNT must be filled with a valid
                                          string and no newline characters is allowed.

        OUTSTEM - Base name of the stem variables the selected entries in
             list will be put in. Must be supplied or this function
             will fail. The stem variables will be filled like this:

             <outstem>.COUNT - Number of entries
             <outstem>.<n> - <n> are numbers from 1 to <stem>.COUNT and
                               will contain a string. All entries upto
                               <stem>.COUNT will be filled with a valid
                               string.

        TITLE - Optional window title. If not given, a default (localized)
             window title will be supplied.

        DRAGSELECT - If present, the listview will support dragselection
             of entries in the list. Implies MULTISELECT.

        MULTISELECT - If present, the listview will support shift-key mouse
             selection of several entries.

        SIZEGADGET - If present, the window will contain a size gadget and
             a zoom gadget.

        MAXHEIGHT - The maximum height the window will have in pixels. If not
             present, maxheight will be 1/2 of the visual screen height.

        SEARCHGADGET - If present, a search gadget with an search option will
             be available. This argument will currently only be present when
             DRAGSELECT and/or MULTISELECT is given.

  RESULT
     0   -   Success
     5   -   User canceled the window
     30  -   Failure

     Note: Even with multiselect, there can be a selected entry, which
     will be marked in bold and underline. On success, result will
     contain the string selected.
     OUTSTEM will not be used if the MULTISELECT or DRAGSELECT argument
     is not given. Result will be used on in these single-select cases.

  EXAMPLE

     drop LIST.      /* Important! */

     LIST.COUNT = 3
     LIST.1 = 'First Entry'
     LIST.2 = 'Second Entry'
     LIST.3 = 'Third Entry'

     /* Multi and dragselect from the list, no sizegadget */
```

```
        REQUESTLIST instem LIST outstem SELECTED MULTISELECT DRAGSELECT title '" ↵
            Select entries:"'
    if(rc ~= 0) then
    do
        say THOR.LASTERROR
        exit
    end

    say 'You selected: '||SELECTED.COUNT
    do i=1 to SELECTED.COUNT
        say SELECTED.i
    end
```

NOTES
    This function is completly changed from REQUESTLIST in THOR 1.25,
    and not compatible in *any* way.

    This function is well suited for use in combination with
    GETBBSLIST or some of the other list functions in BBSREAD.
    The resulting stem variable from e.g. GETBBSLIST can be
    used directly as INSTEM for this function.

    Changed for 2.1:
    Previously, when using multi/dragselection, the white single-selected
    entry would not be present in the outstem variable, only in result.
    Starting from this version, it will be in both.

    The SEARCHGADGET argument is new for THOR 2.11.

BUGS

SEE ALSO
    GETBBSLIST, GETCONFLIST, GETFAREALIST

1.31 THOR_REXX/REQUESTNOTIFY

            NAME
    REQUESTNOTIFY - will open an information requester

SYNOPSIS
    REQUESTNOTIFY TEXT/A,BUTTONTEXT=BT/A

FUNCTION
    This function will open a requester with some information text
    within, specified in the TEXT argument. Useful for informing
    the user about possible errors, etc.

INPUTS
    The function takes the following arguments:

    TEXT - This is the text that is to be shown to the user
            in the requester.
            TEXT can, currently, contain upto 2000 characters
            and will be prosessed like the signatures in THOR.
            This means that variables like $ver and $time
```

can be used and will be translated. Note that the
2000 limit is the limit *after* any $ver and $time
variables has been expanded, so the practical limit
is more like 1950 characters.
'\n' (backslash n) can be used to add a newline.

   BUTTONTEXT – The text to be in the gadgets and the shortcut
        can be set with '_' in front if the key that is
        to act as a shortcut. The text for each gadget is
        separated with a '|', and it's possible to define
        1 or more gadgets.

RESULT
   0 – Success, in which case the value in result will be 1 (TRUE)
       for leftmost (positive) response, then each consecutive
       response will return 1 more, the rightmost (false) response
       will return 0 (FALSE) in result.
   30 – Failure

EXAMPLE

   REQUESTNOTIFY TEXT '"Do you feel fine?"' BT '"_YES!|_MAYBE|_NO"'
   if(rc ~= 0) then
   do
      say THOR.LASTERROR
      exit
   end

   if(result = 0) then say 'Sorry to hear that!'
   if(result = 1) then say 'I feel fine too!'
   if(result = 2) then say '"Ok, I'm not sure either.."'

   exit

NOTES
   Do not use this function if you intend to show large amounts of
   text.
            REQUESTLIST
             or
            SHOWTEXT
             is more suitable for this purpose.

BUGS

SEE ALSO

            REQUESTLIST
            ,
            SHOWTEXT

1.32 THOR_REXX/REQUESTSTRING

NAME
   REQUESTSTRING – For requesting a string from the user

```
SYNOPSIS
    REQUESTSTRING TITLETEXT=TITLE/A,BUTTONTEXT=BT,INITIALSTRING=ID
                  BODYTEXT=BODY,MAXCHARS/N/A,INVISIBLE=QUIET/S


FUNCTION
    This function will open a string requester that will accept any
    string input you give it, upto MAXCHARS number of characters.

INPUTS
    REQUESTSTRING takes the following arguments:

    TITLETEXT - The text that is to be placed in the titlebar of
        the requester.

    BUTTONTEXT - The text to be in the gadgets and the shortcut
        can be set with '_' in front if the key that is
        to act as a shortcut. The text for each gadget is
        separated with a '|', and it's possible to define
        1 or more gadgets. If you use more than 2 gadgets, the
        THORRC variable should be checked to find out what gadget
        that was selected.

    INITIALSTRING - If present, the supplied string will be put in
        the string gadget initially.

    BODYTEXT - The optional text that is to appear above the string
        gadget in the requester.
        '\n' (backslash n) can be used to add a newline.

    MAXCHARS - This is the maximum number of characters the user
        is allowed to enter into the gadget.
        MAXCHARS can be no more than 1000.
        Do not set MAXCHARS to a number higher than you
        need, it will just be a waste of memory.
        Default is 100 characters.

    INVISIBLE - When this keyword is present, letters entered will not
        be echoed, only dots will appear for typed letters. Use this
        on passwords etc.

RESULT
    0   -   Success. Result will contain the string entered
    5   -   User canceled the requester or didn't enter any text
    30  -   Failure

    On success, this function will set the THORRC variable to
    1 for leftmost (positive) response, then each consecutive
    response will return 1 more, the rightmost (false) response
    will return 0 in THORRC.


EXAMPLE

    REQUESTSTRING TITLE '"Enter something:"' BT '"_Ok|_Cancel"' ID '"Some text ←
        "'
```

```
        if(rc ~= 0) then
        do
            say THOR.LASTERROR
            exit
        end

        say result

        exit
```

NOTES
    THORRC is new for THOR 2.1.

BUGS

SEE ALSO

1.33 THOR_REXX/RESCAN

NAME
    RESCAN – Scan for mail packets in the download directory

SYNOPSIS
    RESCAN

FUNCTION
    This function will, if the Startup window is open, scan for
    new mail packets (grabs) in the configured download
    directory and show them with a '*' in the Startup window.

INPUTS

RESULT
    0 – Success

EXAMPLE

NOTES
    Currently, no error codes will be returned to arexx upon
    failure in the scan for grabs. However, an informative
    error message will be shown to the user in a requester if
    this command fails for one reason or another.

BUGS

SEE ALSO

1.34 THOR_REXX/SAVEMESSAGE

NAME
    SAVEMESSAGE – Save a message in THOR to disk or to the clipboard

```
SYNOPSIS
    SAVEMESSAGE BBSNAME=BBS,CONFNAME=CONF,MSGNUMBER=MSGNR/N,CURRENT/S,
                FILENAME=FILE,CLIPBOARD=CLIP/S,NOHEADER/S,NOANSI/S
                OVERWRITE/S

FUNCTION
    Function to save a message to disk or to the clipboard. The message can
    be saved with or without ANSI codes and a header field.

INPUTS
    BBSNAME                 - Name of the BBS
    CONFNAME                - Name of the conference
    MSGNUMBER               - Message number in database
    CURRENT                 - Save current message
    FILENAME                - File name to save message as
    CLIPBOARD               - Save message to clipboard
    NOHEADER                - Don't save any header fields with the message
    NOANSI                  - Strip all ANSI codes from the message
    OVERWRITE               - Will overwrite any existing file with the same
                              filename instead of appending to the end of the
                              same file. Use this argument with caution.

RESULT
    0  - Success
    5  - Message is deleted.
    30 - Failure

EXAMPLE

NOTES
    The NOANSI argument is new for THOR 2.0.

    FILENAME and CLIPBOARD can both be used with the effect that the
    message will be saved both to the clipboard and to a file.
    CURRENT will override BBSNAME, CONFNAME and MSGNUMBER.

    The OVERWRITE argument is new for THOR 2.1.

BUGS

SEE ALSO
```

1.35 THOR_REXX/SHOWCONFERENCE

```
NAME
    SHOWCONFERENCE -- Show the given conference, as if it was selected
                      from within THOR.

SYNOPSIS
    SHOWCONFERENCE CONFNAME=CONF/A

FUNCTION
    This function will show the given conference, just as if the
    conference was selected for reading directly from within THOR.
    The read mode currently in use will be used, and the conference
```

        must exist on the current BBS.

    INPUTS
        CONFNAME - Name of the conference on the current BBS to show.

    RESULT
        0 - success
        5 - The ReplyMsg/EnterMsg window was open, in which case this
             function can't be executed.
        30 - failure

    EXAMPLE

    NOTES
        New for THOR 2.0

        This command can't be used while the ReplyMsg/EnterMsg window
        is open. This window uses the current conference pointer and
        this pointer must not be changed while this window is open.

        The conference enter ARexx script will *NOT* be run as usual when
        this function is used. This is to avoid loops where a script
        calls this function, which again starts a new script etc.

    BUGS

    SEE ALSO

1.36 THOR_REXX/SHOWPICTURE

    NAME
        SHOWPICTURE -- View a picture using datatypes in the message
                    window.

    SYNOPSIS
        SHOWPICTURE FILENAME=FILE/A,CLEAR/S

    FUNCTION
        This function will put the supplied picture into the
        message list area using datatypes.

    INPUTS
        FILENAME - Filename of the picture to view

        CLEAR - This option will clear the contents of the message list
            area first so that only the picture will be present.

    RESULT
        0 - success
        5 - the main window was not open
        30 - failure

    EXAMPLE

    NOTES

```
New for THOR 2.1

This function requires AmigaOS 3.0 or higher and
datatypes.library installed and working properly.

Running THOR in 16 colors or more is recommended.
```

BUGS

SEE ALSO

1.37 THOR_REXX/SHOWTEXT

```
NAME
    SHOWTEXT -- Show a textfile in the message window.

SYNOPSIS
    SHOWTEXT FILENAME=FILE/A,CURRENTMSGTEXT=CMT/S,APPEND/S

FUNCTION
    This function will put the supplied text file into the
    message list area.  The text file will be prosessed just
    like any ordinary message text. ANSI codes, Style Tags, etc.
    will be shown according to your configuration settings.

INPUTS
    FILENAME - Filename of text file to show

    CURRENTMSGTEXT - This switch will cause THOR to quote the
        text currently visible in the message text area, and
        not the text on disk when replying to the message.
        Note: This option will only work if no other message
        text is shown in the message text area before the
        message is replied to.

    APPEND - If there is already existing text in the message
        window, the new text will just be appended and will not
        overwrite the already existing text or gfx.

RESULT
    0  - success
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.0

    Calling this function with a binary file as FILENAME might
    cause problems.

    APPEND is new for THOR 2.21.

BUGS
```

```
                  SEE ALSO
```


1.38 THOR_REXX/STARTEDITOR

```
                  NAME
        STARTEDITOR -- Start the configured editor in THOR on a file

    SYNOPSIS
        STARTEDITOR FILENAME=FILE/A

    FUNCTION
        This function will start the configured editor (internal or
        external) on the given file.

    INPUTS
        FILENAME - Filename to start the editor with. Must be supplied
            or this function will fail. Note: This must be the complete
            path to the file. Can be a non-existing file as long as the
            editor supports this.

    RESULT
        0  - success
        30 - failure

    EXAMPLE

        STARTEDITOR '"ram:test.file"'
        if(rc ~= 0) then
        do

                REQUESTNOTIFY
                 TEXT '"'THOR.LASTERROR'"' BT '"_Ok"'
            exit
        end

        exit

    NOTES
        New for THOR 2.0

        If the configured editor is the internal editor in THOR, the
        ARexx port for the started editor will be available as normal.

        Not all external editors accept a non-existing file as argument
        upon startup. CED and TurboText does, but Edge doesn't.

        The editor will be started async as a separate prosess from THOR.

        The line length in the internal editor will be 80 characters.

    BUGS

    SEE ALSO
```

1.39 THOR_REXX/THORTOFRONT

```
NAME
    THORTOFRONT -- Will bring the THOR screen to front.

SYNOPSIS
    THORTOFRONT

FUNCTION
    Will bring the screen the addressed THOR is using to the
    front.

INPUTS

RESULT
    0 - success

EXAMPLE

NOTES
    If THOR is iconfied, THOR will be uniconified and brought to
    front.

BUGS

SEE ALSO
```

1.40 THOR_REXX/UNLOCKGUI

```
            NAME
    UNLOCKGUI -- Unlock the GUI in THOR after a call to
            LOCKGUI
                SYNOPSIS

            LOCKGUI
                FUNCTION
    This function will enable all user input after a previous call
    to
            LOCKGUI
                .

INPUTS

RESULT
    0 - success

EXAMPLE

NOTES
    New for THOR 2.0

    Safe to call even if
            LOCKGUI
                has never been called.
```

```
BUGS

SEE ALSO

          LOCKGUI
```

1.41 THOR_REXX/UPDATECONFWINDOW

```
NAME
    UPDATECONFWINDOW -- Updates the conference window

SYNOPSIS
    UPDATECONFWINDOW

FUNCTION
    This function will update the conferences in the conference window
    so all information is up-to-date, with correct number of messages,
    conference flags and names.  Use this function if you have added
    or deleted messages from a conference.

INPUTS

RESULT
    0  - success
    5  - Conference window was not open.
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.0

BUGS

SEE ALSO
```

1.42 THOR_REXX/UPDATEPROGRESS

```
              NAME
    UPDATEPROGRESS -- Update a progressbar opened with
          OPENPROGRESS
               SYNOPSIS
    UPDATEPROGRESS REQ/N/A,CURRENT/N,TOTAL/N,PROGRESSTEXT=PT

FUNCTION
    This function will update a progressbar window.

INPUTS
    REQ/N/A - The number returned in result from
          OPENPROGRESS
```

```
                 .
        CURRENT/N – Change the current level of the progressbar
        TOTAL/N – The progressbar will be reset to it's initial state if
            this argument is provided with a total value.
        PROGRESSTEXT – Text to be shown over the progress bar.

    RESULT
        0  – success
        5  – The user has pressed the abort gadget and your ARexx script
             should close the progress window with
                   CLOSEPROGRESS
                  and
             abort. It is your responsibility to check this and stop
             your ARexx script.
        30 – failure

    EXAMPLE


              OPENPROGRESS
               TITLE '"Progress Test"' AT '"_Abort"' PCW 30
        if(rc = 0) then
        do
            window = result       /* Important !!! */

            do i=1 to BBSLIST.COUNT
                /* Display bbsname and reset progressbar.*/
                UPDATEPROGRESS REQ window TOTAL 50 CURRENT 1 PT '"'BBSLIST.i'"'
                do n=1 to 50
                    /* Update progressbar 50 times for each bbs */
                    UPDATEPROGRESS REQ window CURRENT n
                    /* Check if user aborted */
                    if(rc ~= 0) then do

                 CLOSEPROGRESS
                  REQ window
                        exit
                      end
                end
            end
        end

    NOTES
        New for THOR 2.0

    BUGS

    SEE ALSO

              OPENPROGRESS
              ,
              CLOSEPROGRESS
```

1.43   THOR_REXX/VERSION

```
NAME
    VERSION -- Get version information from THOR

SYNOPSIS
    VERSION STEM/A

FUNCTION
    This function will return version information from THOR.
    Currently, the following information will be returned:

    <stem>.THOR     - The release version of THOR
    <stem>.BBSREAD  - The version of the bbsread.library
    <stem>.UTGUI    - The version of the utgui.library
    <stem>.FSE      - The version of the THOR internal editor
    <stem>.REQTOOLS - The version of the reqtools.library


INPUTS
    STEM - Base name of the stem variables to put data in. Must be in
          uppercase.

RESULT
    0  - success
    30 - failure

EXAMPLE

    VERSION stem VER

    say "THOR             : " VER.THOR
    say "bbsread.library  : " VER.BBSREAD
    say "utgui.library    : " VER.UTGUI
    say "FSE              : " VER.FSE
    say "reqtools.library : " VER.REQTOOLS

    exit

NOTES
    New for THOR 1.22.

BUGS

SEE ALSO
```

1.44   THOR_REXX/WBTOFRONT

```
            NAME
    WBTOFRONT -- Will bring the Workbench screen to front.

SYNOPSIS
    WBTOFRONT
```

```
FUNCTION
    Will bring the Workbench screen to front. To bring the THOR
    screen to front again, use
            THORTOFRONT
                .

INPUTS

RESULT
    0  - success
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.0

BUGS

SEE ALSO

            THORTOFRONT
```