WinOne©

Super Command Shell for Win32 version 6.4
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Introduction

Welcome, and thanks for trying WinOne !

WinOne is a Command Language Interpreter, similar in concept to the shell CMD.EXE, except that WinOne has been designed to enable you get the most out of your Windows operating system.

WinOne attempts to make Windows easier to use and to make you more productive when there is a need to work at the command line level. WinOne provides a rich set of commands, including addition convenience functions accessed via the System Menu. Essentially, WinOne provides a very powerful working environment, without sacrificing the flexibility and control you get from working at the command line level.

WinOne is distributed as a Commercial Shareware Program. Please read the Shareware Information section, which describes the terms and conditions of use for WinOne.

Shareware and Registration

WinOne for Windows is **NOT** free software. WinOne is a Commercial Shareware program, which contains some annoyware. WinOne is protected by the Australian Copyright and International Copyright Laws.

WinOne can be evaluated for a trial period of **20 days**. After that period, if you wish to continue using WinOne, you are required to pay for the program, otherwise, you must discontinue to use WinOne.

To register WinOne, print out the Registration Form, supplied with WinOne, in the file **REGISTER.FRM**, fill it out and send it along with the full registration fee to the address below :-

Lucien Cinc
56A Harbord Road
Harbord, NSW 2096
Australia

or use the CompuServe Shareware Registration Database Forum. Just enter GO SWREG and follow the simple instructions. The following is the additional information needed to register WinOne using the Shareware Registration Database Forum :-

Author:	Lucien Cinc
CompuServe ID:	[100353,450]
Program Title:	WINONE FOR NT 6.1
Registration ID:	**4302**

You will receive a **registration number** that will disable all the annoyware, along with the full **latest version** of WinOne. The full installation of WinOne includes the following additions :-

1. Printable WiinOne and WOIO user manuals in Word for Windows format and Postscript format.
2. Full set of external commands. The shareware version only includes ARGS.EXC, UNZIP.EXC and LOGO.EXC.
3. Source code for many example external commands, including the source code for the WOIO library, that is used to write external commands. All source code is written using the C programmming langauge and can be compiled with any C/C++ compiler (eg, Borland C/C++, Microsoft Visual C++ etc). The supplied WOIO library (ie. WOIO.LIB) is currently compiled using the lastest version of Borland C/C++.

A registered user will have a say in the future features that are included in WinOne. Suggestions from non-registered users will not be considered. A registered user is entitled to **product support** via the phone (ie. both FAX and voice), the Internet (ie. E-mail) and will also receive the next upgrade of WinOne, free of charge.

A special **thank you** to all the people that have supported and registered WinOne and if you have not then please consider doing so.

Users of WinOne are encouraged to pass along the UNREGISTERED Shareware version of WinOne to other users on a trial, private non-commercial basis. WinOne may not be :-

1. Modified.
2. Distributed in a modified form.

3. Distributed in a registered state.
4. Distributed in connection with any other software, without written permission from the author.

The standard DISCLAIMER follows :-

THE AUTHOR DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS, IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

If you do not agree with the above terms and conditions then you do not have permission to use WinOne and you must stop using it and remove WinOne from your computer.

To contact the author, send E-mail to :-

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On-line Help

The WinOne help file contains information on using WinOne commands, batch files and other features. There is a variety of alternative methods that can be used to locate and display a topic of interest in the WinOne help file, as described below.

The Green Help Button

Press the green help button to display the Contents for the WinOne help file. This button is located on the Button Bar at the top of the WinOne window.

The HELP Command

The HELP command is used to either display the Contents for the WinOne help file or to go directly to a topic contained in the WinOne help file. The WinOne help file contains key words for all features, including commands. The index in the printable documentation contains the complete list of key words that can be used with command HELP.

The /? Command Switch

When the question mark switch (ie. '/?') is the only switch specified for a WinOne command, the appropriate help topic is displayed for that command. For example :-

```
COPY /?
```

Since macro's can be used to set a commands default switches, then using the question mark switch may not result in the help topic being displayed, since it is a requirement that only the question mark switch be specified for a command. In this case insert a space character in front of the command to over ride the macro.

Startup Tips

Tips are a convenient way to draw attention to a particular feature that WinOne includes. The tips displayed by WinOne include important features and short cuts that will generally simplify a commonly performed task. When a tip includes a reference to a command then to obtain more information about the tip use the HELP command and specify the command as the first parameter (ie. the topic).

Help Buttons on Pop Up Windows

Features that display a pop up window, such as the Colour window, include a blue help button. Press the blue help button to display the relevant   help topic for the pop up window.

New in this Version

The following contains information about new features that are available in WinOne :-

New in Version 6.4
New in Version 6.3 (Not Released)
New in Version 6.2
New in Version 6.1
New in Version 6.0 (Not Released)

Versions of WinOne marked as Not Released are distributed to registered users only.

New in Version 6.4

- New dynamic environment variables that are instanciated at run time. See Batch Programs for more information.

- New internal batch commands, including :-

  Text string commands :-
  1. COMMA - insert commas into a number.
  2. STRPAD - pad a string with spaces.

  File manipulation commands :-
  1. READLN - get a line of text from a file.
  2. FILESIZE - get the size of a file.
  3. FILEDATE - get the date of a file.
  4. FILETIME - get the time of a file.
  5. FILETYPE - get the type of a file (ie. TEXT or BINARY).

  Initialisation file commands :-
  1. SETINI - set or delete a key value from an initialisation file.
  2. GETINI - get a key value from an initialisation file.

  Date commands :-
  1. DATE2SER - convert a date to a serial date value.
  2. SER2DATE- convert a serial date value to a date.

- Additional FOR syntax to loop through a range of numbers :-

  FOR %variable **IS** num1 **TO** num2 [**STEP** num3] **DO** command

- New /N switch for command COPY, MOVE, SCOPY and SMOVE which will convert files with long file names to their equivalent short file names.

- Many new switches for command DIR, including G, N, E, D, T, C, W, B, J, F, V.

- New mail support which displays "You have new mail", when enabled and there is new unread mail waiting in your incoming mail box.

- New pop up history list window, which contains your complete command history. The history window is displayed using the HISTORY command.

- New /C switch for working with Common Program Manager groups. The default behaviour of command GROUP is to work with Private Program Manager groups.

- WinOne will automatically look for a STARTUP.BAT batch program in the same directory in which WinOne is installed and if found WinOne will execute it on start up.

- WinOne can now be set as the default startup shell, replacing the Program Manager. The default startup shell can be set with the internal command SHELL.

- WinOne can now be set to capture the input and output of Win32 console programs that use streamable input/output. See the CAPTURE command for more information.

- The Attributes option in the system menu contains a new Run option, which can set or reset the default behaviour of programs that are run from the WinOne prompt. See Program Run

Options for more information

- Improved the help file, which now includes information that was considered "assumed knowledge". These additions document features that have always been included in WinOne and they do not necessarily represent new features, unless stated above.

New in Version 6.3

- New insert or overwrite mode for the WinOne command line. Press the INSERT key to toggle insert or overwrite mode. When insert mode is on a vertical bar is used for the cursor, otherwise, a block is used for the cursor.

- Added a drive bar, running along the bottom of the WinOne window. The drive bar displays all your disk drives connected to your computer. This includes network drives. Click on the desired drive icon, using the mouse pointer, to change to that disk drive.

  Also, pressing the left mouse button, on the drive bar background, is equivalent to pressing the enter key. Similarly, pressing the right or middle buttons, on the drive bar background, is equivalent to typing DIR, at the WinOne prompt.

- The drive bar or the button bar can now be removed from the WinOne window.

- WinOne is now compiled, so that, it may run under Win32s, installed on Windows 3.1. Win32s is a package from MicroSoft, which allows some 32 bit programs to run under Windows 3.1. At the time of this release, the latest version of Win32s is version 1.25.

- Improved the history list up and down arrows keys, which can scroll though your history list for all command lines that start with the same sequence of characters, entered at the WinOne prompt. When there is no characters, entered at the WinOne prompt, then using the up and down arrow keys, will simply scroll though you command history list, starting with your most recent command line, to your oldest command line.

- New /B switch for the HISTORY command that can be used to clear the history list.

- New functions have been added to the WOIO Library, including :-

scroll()	- scroll a specified number of lines on the screen.
scrflush()	- update the screen.
insline()	- insert a line at the specified position.
delline()	- delete a line at the specified position.

- When running any non-text mode type programs, WinOne will only launch the program and return the WinOne prompt immediately, by default. To change this behaviour, see Program Run Options for more information.

- Many internal optimisations and improvements.

New in Version 6.2

- WinOne is now compiled using Borland C++ for Windows version 4.5. Borland 4.5 consistently produces smaller and faster 32 bit executable's.

- New internal command START. Users are encouraged to use the ^Z feature included with WinOne, instead of using the START command. When WinOne launches any program, that creates its own window, then switching back to WinOne and pressing ^Z (ie. CTL + Z keys), will return the WinOne prompt, immediately.

- New internal command MORE. There is no need to pipe the output of any WinOne internal or external commands to MORE, since WinOne automatically pages the output. However, this is not the case for text mode or console type programs, in which case, using the MORE command will pipe the output of such programs, back to the main WinOne window.

- The internal DOS command can be used to set the behaviour of console windows. Either, leaving a console window open and inactive, or just closing the window, after it has completed it's task. The default behaviour, is to leave the window open and inactive.

- Re-implemented the internal command SENDKEYS, which can be used to send a sequence of key strokes to any window.

- The default multiple command separator is now the ampersand character (ie. '&'). See Multiple Commands for more information .

- Support for command grouping using brackets and braces. Using braces instead of brackets is highly recommended, since they effectively localise the instanciation of environment variables. See Command Grouping for more information.

- Improved the command CALC which now recognises, many additional operators (eg. %, ~, ^, <, <=, <<, >, >=, >>, ==, !=, !, &, &&, |, ||) and types (eg. numbers and strings). The normal operator precedence is assumed, unless the left and right brackets are used to over-ride the default precedence.

- Improved the IF command, which now supports the same types of expressions, as used with command CALC. Also, a new IF ELSE syntax has been introduced :-

  IF [NOT] condition **(** command(s) **)** **else** command

  and

  IF [NOT] condition **{** command(s) **}** **else** command

New in Version 6.1

- Support for long file names. All commands that use file and path names, can be used for both long and short file names. Long file names are currently available on the following file systems :-

  1. HPFS - High Performance File System.
  2. NTFS - New Technology File System.

  Use the improved VOL command to display information about a file system used for a disk drive.

- Many internal commands have been re-written or improved to take advantage of the new functionality in Win32.

- External commands now have a .EXC file extension. Previously, external commands had a .EXE file extension. A .EXC file extension allows external commands to be given a higher level of precedence, over .COM, .EXE and .BAT files. For example, when both UNZIP.EXE and UNZIP.EXC exist and only UNZIP is entered at the WinOne prompt, WinOne will execute UNZIP.EXC.

- Environment variables are now substituted on the command line. For example, enter at the WinOne prompt :-

  ```
  ECHO %COMSPEC%
  ```

  will display D:\WINDOWS\SYSTEM32\CMD.EXE

- Improved the functionality and speed of pseudo file name completion, using the TAB key. For example, quote marks are now automatically placed around file names that include space characters. See the TAB key example for more information.

New in Version 6.0

- Initial port of the 16 bit WinOne, version 5.5 for Windows 3.1, to the 32 bit WinOne for Win32.

- Removed redundant and obsolete functionality from WinOne.

Glossary

The following definitions refer to commonly used terminology, which is used though out the WinOne documentation.

Windows Operating System

Windows refers to both Windows NT or Win32s. When it is necessary to qualify a particular operating system then either Windows NT or Win32s is specified. Generally, there is no need to qualify an operating system. Typically, when a feature is not supported or operates differently under a particular operating system then a qualified name is specified.

Text Mode Type Programs

Text mode refers to all character based type programs, including DOS and console type programs. Console type programs are new to Windows NT. All other type of programs are referred to as non-text mode type programs. When it is necessary to qualify a particular type of text mode program then either DOS or console programs are specified. Typically, when a feature is not supported with a particular type of text mode program then a qualified name is specified.

File Names

File names refer to both long and short file names. This depend on whether an operating system supports long file names. For example, Win32s does not support long file names, where long file names are supported on Windows NT for files on a NTFS or HPFS partition. Short file names are commonly know as 8.3 file names, since the file name allows at most eight characters and the file extension allows at most three characters.

Summary of Main Features

- Custom Colours and ANSI graphics.

- Full IBM graphics character set. Use the ACS command to display the full character set.

- Full edit key functionality, including the tab key (UNIX like), which expands incomplete path, file, command or macro names currently being typed at the WinOne prompt. See Command Line Edit Keys.

- More than one command can be entered on a single line. See Multiple Commands.

- I/O redirection for WinOne commands and all text mode type programs. See Redirecting Command Input and Output.

- Archive file support for ZIP, LZH, ARJ, ARC. Use the ARCH command to view files inside archive files.

- Smart delete (eg. RMDIR /S and DEL / S). These commands will process sub-directories.

- Smart insertion of program files into Program Manager groups, by using the GROUP command.

- Many Extra Commands (eg. WHERE etc.).

- Automatic directory changing. There is no need to use the CD or CDD commands, simply enter the directory at the WinOne prompt and press the return key. Also see Command Execution and Precedence.

- External Command support. External commands are simply programs that use WinOne for there input and output. External commands are written using either C or C++. See the WOIO.HLP file for more information on External Commands.

- Command line history buffer. Stores the last 64 command lines entered at the WinOne prompt. Use the HISTORY command to display a list. Also see Command Line Edit Keys.

- File Extension Associations. Associates a program(s) to a file extension. Use the EXTENSION command to manipulate file extension associations.

- Command Line Macro's. Enables sequences of commands to be grouped together. Use the MACRO command to manipulate macro's.

- Batch program support. Batch programs (ie. files having a file extension of .BAT) will be processed in the main WinOne window, unless the CALL command is used to run the batch program, then the batch program will be executed in its own separate window.

- File and directory descriptions, up to 128 characters. See the DESCRIBE command.

- User Definable Buttons. There are a maximum of seventeen user definable buttons, that are fully programmable. Use the **Buttons** option in the system menu to manipulate buttons..

- 43 selectable button images.

- A screen buffer, which can store a total of 256 lines in memory via a vertical scroll bar.

- Clipboard copy and paste.

- Variable Font Sizes. Set different font sizes for the WinOne Window. Use the **Fonts...** option in the system menu to change font sizes.

- Easy access to the configuration files, AUTOEXEC.BAT, CONFIG.SYS and all .INI files. Use the **System Edit...** option in the system menu. Also see System Configuration files.

- Status Bar. Displays time, bytes free and a percentage done indicator for currently executing commands.

- Random Desktop Wallpaper, which changes the wallpaper every time WinOne is run.

- WinOne can be set as the default start up shell, replacing the Program Manager.

- WinOne is mail aware. When this feature is enabled, the message "You have new mail" will be displayed when new unread mail is waiting your mail box.

Command Execution and Precedence

When a program or command is run from the WinOne prompt, there are a number of rules which resolve conflicts that can occur when there are several programs or commands that have the same file name but have a different file name extension. In order to resolve these conflicts, internal commands are given the highest precedence, otherwise when a command is entered with no file extension, then the extensions .EXC, .PIF, .COM, .EXE, .CMD and .BAT are tried, in that order.

The PATH environment variable is used to locate a command or program when it can not be found in the current directory. When a command or program cannot be located, WinOne will assume a path has been specified and will attempt to change to the specified path. Should this fail then the error message **Bad command or file name** is displayed.

All text mode type programs and Windows programs can be executed from the WinOne prompt. When a program is executed, then the WinOne prompt will not appear until the program has completely finished executing. The user can place an executing program in the background before it has completed executing, and thereby displaying a new WinOne prompt, by pressing the control key and the z key together (ie. CTRL Z). By default, WinOne will not wait for non-text mode type programs to complete executing, before displaying a new WinOne prompt (eg. NOTEPAD.EXE etc). To change this behaviour see Program Run Options.

Many Windows or non-text mode type programs allow command line arguments to be past on the command line, similarly to text mode type programs and commands. For example, to edit a file called REPORT.TXT, enter at the WinOne prompt :-

```
NOTEPAD   REPORT.TXT
```

Command Line Macro's

A Command line Macro enables a new command to be created from an original command or from a series of original commands. Command line macro's can also be given the same name as an original command. This allows a macro to be created to set an original commands default switches and parameters. For example, when WinOne is first installed there are a number of macro's that are automatically created by the install program, such as the DIR macro for command DIR. The DIR macro enables WinOne to display a sorted directory listing by default.

Command line Macro's can be created, deleted and listed using the MACRO command.

Command Line Edit Keys

The following list contains keys strokes that perform various cursor motions or actions, that can be used at the WinOne prompt to edit or modify a command line :-

Key	**Function**
left arrow	Move one character left.
right arrow	Move one character right.
up arrow	Display the previous command line.
down arrow	Display the next command line.
ctrl up arrow	Display the oldest command line.
ctrl down arrow	Display the most recent command line.
ctrl left arrow	Move one word left.
ctrl right arrow	Move one word right.
del	Delete one character forward.
backspace	Delete one character backward.
home	Move to beginning of line.
end	Move to end of line.
page up	Scroll up a page.
page down	Scroll down a page.
ctrl page up	Scroll up a line.
ctrl page down	Scroll down a line.
escape	Clear the command line.
shift escape	Switch to and from the pop up history list.
Insert	Toggle insert or overwrite mode.
ctrl insert	Copy to clipboard.
shift insert	Paste from clipboard.
tab	Expand an incomplete path, file, command or macro name that is currently being typed at the WinOne prompt.
ctrl tab	Display a list of names that can complete the current incomplete path, file, command or macro, that is being typed at the WinOne prompt.

Note:
Insert mode always defaults to on, when WinOne is started.

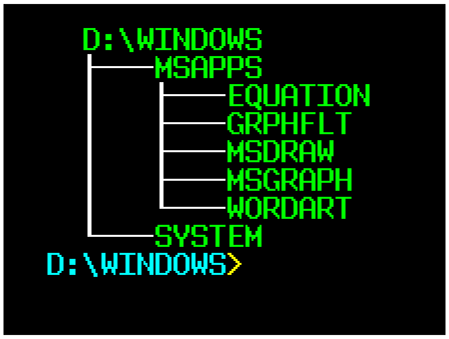
A flashing vertical bar is displayed, when insert mode is on and a flashing block is displayed when overwrite mode is on.

When the up or down arrow keys are used to scroll though the history list, and a partial command line has been entered at the WinOne prompt, then only the command lines that start with the same sequence of characters will be displayed.

Examples on using the TAB key.

TAB Key Example

The Tab key will expand an incomplete path, file, command or macro name, that is currently being typed at the WinOne prompt. For example, consider the following tree structure and default directory :-



```
  D:\WINDOWS
   ├───MSAPPS
   │   ├───EQUATION
   │   ├───GRPHFLT
   │   ├───MSDRAW
   │   ├───MSGRAPH
   │   └───WORDART
   └───SYSTEM
D:\WINDOWS>
```

To change to the MSAPPS sub-directory, enter at the WinOne prompt :-

CD   MS<tab>

where <tab> is the tab key.

The new command line will be :-

CD   MSAPPS

When there is more than one name that can be substituted, WinOne will beep, unless the system beep has been switched off using the BEEP command, to let the user know. Press the Tab key again to select the next name. For example, assume the default directory is D:\WINDOWS\MSAPPS. To change to the sub-directory MSGRAPH, enter at the WinOne prompt :-

CD   MS<tab><tab>

After the first Tab is pressed, the command line will be :-

CD   MSDRAW

After the second Tab is pressed, the command line will be :-

CD   MSGRAPH

Similarly, file, command and macro names can be expanding in the same way.

Wildcards can also be included in an incomplete path, file, command or macro names. For example, enter at the WinOne prompt :-

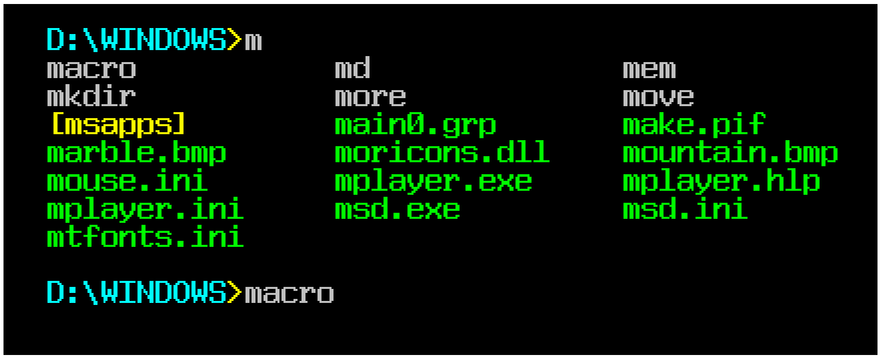
***.EXE<tab>**

while in the windows directory, will be expanded to -

NOTEPAD.EXE

When a file or directory name contains space characters or any special chararcters then the complete file name, including the drive and directory, will automatically be enclosed in between double quote mark characters (eg. ' " '). Typically, space characters or special characters occur in long file names.

Press the Control key along with the Tab key (ie. CRTL TAB) to display a listing of all the names found. The list is sorted alphabetically with command and macro names first, then directory names and finally file names. For example, consider :-



```
D:\WINDOWS>m
macro               md                  mem
mkdir               more                move
[msapps]            main0.grp           make.pif
marble.bmp          moricons.dll        mountain.bmp
mouse.ini           mplayer.exe         mplayer.hlp
mplayer.ini         msd.exe             msd.ini
mtfonts.ini

D:\WINDOWS>macro
```

Command search paths

The PATH environment variable is searched for any command or program names that can be used to complete an incomplete name. When a program name is located, the file extension is removed from the file name before it is added to the list of commands.

Note:

Directory names will have a backslash character added to the end of the name, and all other names will have a space character added to the end of the name.

Redirecting Command Input and Output

WinOne allows Standard Input and Standard Output to be redirected on the command line and assumes that Standard Input comes from the keyboard and that Standard Output goes to the screen. The default Standard Input and Standard Output can be redirected using the following characters on the command line :-

- The less than sign (ie. ' < ') to use the contents of a file as the input for a command. For example :-

```
SORT   <   filename
```

- The greater than sign (ie. ' > ') to send the output from a command to a file. When the specified file does not exist, it is created and when the file does exist, it is over written, and the previous contents are lost. For example :-

```
SORT   >   filename
```

- The double greater than sign (ie. ' >> ') appends the output from a command to the end of a file. . For example :-

```
SORT   >>   filename
```

- The bar character (ie. ' | ') allows the Standard Output from one command to be used as the Standard Input to another command. This is referred to as a pipe. For example :-

```
TYPE filename   |   SORT   |   MORE
```

The commands TYPE, SORT and MORE are executed in that order, that is from left to right.

Note:
When using redirection with text mode type programs, the executed task can not be placed in the background. For more information on placing a program in the background see Command Execution and Precedence.

Multiple Commands

WinOne allows more than one command to be entered on a single command line. Simply separate each individual command with an ampersand character (ie. '&'). For example :-

```
CDD D:\WINDOWS & ECHO Current directory is D:\WINDOWS
```

The default ampersand separator character can be changed to any printable character in the following way :-

1. Enter at the WinOne prompt :-

```
SETINI WinOne CharSplit=value
```

where value is the ASCII character code.

2. Exit and re-run WinOne, so that the change can take effect.

Note:

For a complete list of ASCII character codes see the ACS command.

Command Grouping

Command grouping allows one or more commands to be specified in place where only a single command is allowed. To group command together enclose all the commands in brackets (ie. (and)) and separate them with the default multiple command character. There are three situations where command grouping is allowed, as follows :-

1. At the start of a command line. For example :-

```
( ECHO one&ECHO two&ECHO three )
```

2. Specifying the command parts of an IF statement. For example :-

```
IF "%VAR%"=="" ( SAY nothing &ECHO found )
```

3. Specifying the command part of a FOR statement. For example :-

```
FOR %%J IN (*) DO ( SAY Found file &ECHO %%J )
```

When command grouping is used, the complete command can be split across several command lines. WinOne will concatenate command lines until the complete command is specified. WinOne determines that a command is incomplete, by checking for unbalanced brackets. Command grouping can be used either at the WinOne prompt or with in a batch program. When entering commands at the WinOne prompt and a command contains unbalanced brackets, the More? prompt is displayed, requesting more of a command. For example :-

```
D:\WINDOWS> IF "%VAR%"=="" (
More? SAY nothing
More? ECHO found
More? )
```

When a command in a batch program contains unbalanced brackets, WinOne will simply continue to concatenate the next command line(s) in the batch program, until the complete command contains balanced brackets.

A command line can contain a maximum of 1023 characters. This includes any command lines that have been concatenated together.

When using environment variables with command grouping, they are instanciated as soon as the complete command is determined. This has a very undesirable effect. Consider the following batch program :-

```
SET VAR=1
IF %VAR%==1 (
        SET VAR=2
        ECHO %VAR%
)
ECHO %VAR%
```

Running the above batch program displays 1 on the first line and then displays 2 on the next line. This occurs since the first ECHO %VAR% is instanciated before the SET VAR=2 command is executed. This appears to be the standard behaviour when using brackets for command grouping (eg. CMD.EXE).

WinOne extends command grouping to allow for delayed environment variable instanciation, by grouping commands in braces (ie. { and }), instead of brackets. When braces are used in a command line, then any environment variables that are specified inside the braces are not instanciated, until a command, inside the braces, is about to be executed. Consider the following batch program :-

```
SET VAR=1
IF %VAR%==1 {
        SET VAR=2
        ECHO %VAR%
}
ECHO %VAR%
```

Running this batch program, produces the desired effect. That is, 2 is displays on both lines.

Note:
Command grouping using brackets and braces can be nested, repeatedly.

It is highly recommended to use braces instead of brackets to group commands together.

File Names and Wildcards

WinOne supports both long file names and wildcard characters. Long file names can only be used on a file system that supports long file names. In Windows NT this includes the NTFS and HPFS. Typically, long file names can including up to 255 characters. The VOL command displays particular information concerning a file system, such as the maximum number of characters allowed for a single file name.

Long file names can include space characters or special characters and more then one dot character. To specify a long file name that includes space characters or any special characters as a parameter to a command or program then the long file name, including the drive and directory, must be enclosed in between double quote marks (ie. ' " '). For example :-

"D:\WINDOWS\A LONG FILE NAME.TXT"

The use of double quote marks is necessary, otherwise a command would assume that many parameters have been specified when a file name includes space characters or WinOne would assume some other cause of action depending on the special character encountered. Space characters and special characters are allowed for short file names or 8.3 file names, including when WinOne running on Win32s, and therefore when ever a file name contains space characters or special characters the complete file name MUST be enclosed in double quote marks. WinOne includes pseudo file name completion using the TAB key. When using the TAB key, double quote marks will automatically be inserted when an expanded file name contains space characters or special characters.

All long file names include an equivalent 8.3 file name since DOS programs do NOT recognise file names that include more then 8.3 characters. For example, the short file name for "A LONG FILE NAME.TXT" is :-

ALONGF~1.TXT

There is no need to convert a long file name (as above) when the long file name conforms to the 8.3 file naming convention for DOS programs.

Wildcard characters allow a set of files that share a particular pattern to be grouped together and specified as a parameter to a command. Wildcard characters include both the star character (ie. ' * ') and the question mark character (ie. ' ? '). The star character will match zero or more characters in a file name and the question mark character will match a single character. Most users would be familiar with the use of these wildcards. For example :-

***.TXT**	Specify all files that have a .TXT file extension.
.	Specify all file in the current directory.
FILE?.TXT	Specify all file such as FILE1.TXT, FILE2.TXT, FILE3.TXT etc.

Dot characters in file names are treated just like any other character when used in a file name and the file extension simply becomes the group of characters, after the last dot character, that appears in a file name. Wildcards are not only matched with long file names, but they are also matched with the equivalent short file names. This can result in a long file name being accepted as matching a wildcard pattern even though it did not, since the short file name matched the wildcard pattern. Consider the following examples :-

*****	Specifies all file in the current directory.
.	Specifies all file in the current directory.
.*.	Specifies all file in the current directory.
.TXT.	Specifies all files that include .TXT. any where in a file name. Also includes any short file names that may match ***.TXT**

~ Specifies all files that include ~ any where in a file name (both long and short file names). Due to the way long file names are mapped to short file names, *~* may result in matching many file names that are not intended.

Similarly, wildcards can appear anywhere in a file name. For example :-

TXT Specifies files that includes the characters TXT any where in the file name, including a file names extension.

Just as long file names required short file names to work with DOS programs when a long file name exceeded 8.3 characters, it should be no surprise that certain wildcards should be avoided with DOS programs. The last two groups of wildcard examples can lead to unexpected results when used with DOS programs and should be avoided. WinOne commands, both internal and external, will function as expected, including when WinOne running on Win32s. However DOS programs do not recognise these wildcards under any operating system.

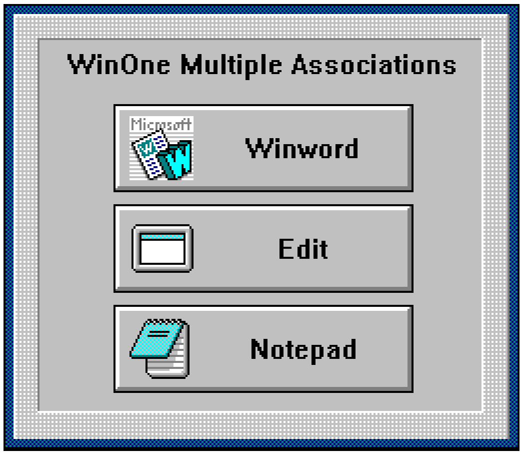
The limitations with long file names and wildcards, outlined in this section, are not unique to WinOne and they will arise with any Win32 program that uses long file names and wildcards.

File Extension Associations

File name associations allow the user to enter file names other then .EXC, .EXE, .PIF, .COM, .CMD or .BAT, at the WinOne prompt and provided that an association exists for the file extension, the respective program will be executed, with the filename past as a parameter.

For example, an association can be created for all .DOC files that will execute the word-processor WINWORD.EXE. To create or delete associations use the EXTENSION command.

Similarly, a single file extension may be associated with many programs. The user will be prompted to select one of the programs to execute. For example, assume an association exists between .DOC files and the three programs EDIT.COM, NOTEPAD.EXE and WINWORD.EXE. The following window is displayed :-



Simply, use the mouse and click on the button to execute the desired program.

Not all associations need to be created by the user. Many Windows programs automatically create associations for you, however text mode type programs do not, and they need to be created manually using the EXTENSION command.

ANSI Graphics Control Sequences

ANSI Control sequences are combinations of characters that can be used to control the cursor, screen and keyboard. The following ANSI Control sequences are supported by WinOne :-

Cursor Movement

ESC[H	Home cursor.
ESC[<a>;<b>H	Move cursor to <a>, <b>.
ESC[<a>;<b>f	Same as for ESC[<a>;<b>H
ESC[<a>A	Move cursor up <a> spaces.
ESC[<a>B	Move cursor down <a> spaces.
ESC[<a>C	Move cursor right <a> spaces.
ESC[<a>D	Move cursor left <a> spaces.
ESC[s	Save cursor position
ESC[u	Restore cursor position

Screen Control

ESC[2J	Clear screen
ESC[K	Erase to end of line
ESC[<n>;...;<n>m	Activate given attributes, where each <n> is

0 to 8	Sequence is Ignored
3x	Fixed Foreground colour x
4x	Fixed Background colour x

where x is

0	Black
1	Red
2	Green
3	Yellow
4	Blue
5	Magenta
6	Cyan
7	White

5x	System Foreground colour x
6x	System Background colour x

where x is

0	Background
1	Error message
2	Path and file name
3	Number
4	File Attribute
5	File Date
6	Bold Text
7	Text

ESC[=<n>h	NOT Supported
ESC[=<n>l	NOT Supported

Keyboard Control

ESC[<ns>;...;<ns>p	NOT Supported

Note:

ANSI Control sequences can be entered via the PROMPT command, or by displaying a file that already contains the codes, using the TYPE command.

ANSI Control sequences can NOT be entered at the command line prompt.

The system foregound and background colours that are displayed depend on the Custom Colours and Colour Schemes set by the user.

Batch Programs

A batch program is a simple text file that contains a sequence of programs or commands to run. In order to distingush a batch progrom from a ordinary text file, batch programs have a file name extension of .BAT. Any text editor (eg. NOTEPAD) can be used to create and write a batch program. Batch programs will be displayed inside the main WinOne window, unless the CALL command is used to run the batch program, then the batch program will be displayed in a separate window or if WinOne is running on Win32s and an appropriate PIF file exists then it may be run full screen. For more information on PIF files see the help file for the program PIFEDIT.EXE. When a batch program is run so that it is displayed in the main WinOne window, then the complete batch program is loaded into memory before the execution of the commands in the batch program starts. This greatly improves the performance and speed of batch programs.

There are a number of batch commands that can be used in a batch program to enhance the capabilities of batch programs. The batch commands, listed below, are separated into two categories, standard and/or enhanced. Standard batch commands are compatible with CMD.EXE, where enhanced batch commands are native to WinOne and therefore they are not supported by CMD.EXE. Typically, when a batch program is destined to run under different command shells then the enhanced batch commands should not be used. When this requirement is not necessary then the use of enhanced batch commands will greatly improve the usefulness of batch programs.

Standard Batch Commands

CALL	Run a second batch program, then return to the first batch program.
ECHO	Display a message or turns echo on or off.
FOR	Perform a command for each file in the specified set of files or perform a command a given number of times.
GOTO	Switch to another part of the batch program, and continue executing the program from that point.
IF	Perform conditional processing in a batch program.
PAUSE	Suspend processing of a batch program and display a message.
REM	Allows comments inside a batch file.
SHIFT	Change the position of replaceable parameters in a batch program.

Enhanced Batch Commands

ASK	Ask a yes/no question and set the errorlevel respectively.
BEEP	Send a beep to the system speaker.
BOX	Display a box in one of four pre-defined formats.
CALC	Perform basic arithmetic calculations in a batch program. The result is stored in an environment variable.
COLOUR	Change foreground and background screen colours.
COMMA	Insert comma's into a number. The comma delimited number is stored in an environment variable.
DATE2SER	Convert a date to a serial date value. The serial date value is stored in an environment variable.
DIRS	Display the directory stack.
DISKFREE	Determine the amount of free disk space for a disk drive. The free disk space is stored in an environment variable.
DISKUSED	Determine the amount of used disk space for a disk drive. The used disk space is stored in an environment variable.
END	End a batch program.
FILEDATE	Get the last modified date of a file. The file date is stored in an environment variable.
FILESIZE	Get the size in bytes of a file. The file size is stored in an environment variable.
FILETIME	Get the last modified time of a file. The file time is stored in an environment variable.

FILETYPE	Determine whether a file contains text or binary data. The file type is stored in an environment variable.
GETINI	Get an initialisation file key value. The key value is stored in an environment variable.
GETKEY	Wait for a single keypress from the user. The character is stored in an environment variable.
GETSTR	Wait for a sequence of keypresses from the user. The sequence of characters are stored in an environment variable as a string of characters.
GOSUB	Jump to another part of a batch program, and continue executing from that point until RETURN is encounted.
LOCATE	Position the cursor anywhere on the screen.
LOWER	Convert a text string to lower case. The converted text string is stored in an environment variable.
PARSE	Allows a sentence to be broken into pieces. The pieces are stored in environment variables.
PLAY	Play a wave sound file.
POPD	Pop a directory from the directory stack and make this directory the current directory.
PUSHD	Push the current directory onto the directory stack and change to the specified directory.
READLN	Read a line of text from a file. The line of text is stored in an environment variable.
RETURN	Return execution to the next command following the GOSUB command.
SAY	Display a message. This command with not add a carriage return - line feed at the end of the message.
SER2DATE	Convert a serial date value to a date. The date is stored in an environment variable.
SETINI	Set or delete an initialisation file key value.
SLEEP	Do nothing for a time.
STOP	Stop processing a batch program and continue processing the batch program that called this one.
STRPAD	Pad a text string with space characters. The padded text string is stored in an environment variable.
STRSIZE	Determine the length of a string. The length is stored in an environment variable.
SUBSTR	Extract a section of text from a text string. The extracted text string is stored in an environment variable.
UPPER	Convert a text string to upper case. The converted text string is stored in an environment variable.

Replaceable Parameters

Batch programs can be past arguments on the command line. These arguments can be referenced by using replaceable parameters. There are a maximum of 10 replaceable parameters allowed, specified by %0 through to %9 inside a batch program. For example, consider the batch program called MV.BAT, which will move all the files from one directory to another directory :-

```
COPY %1\*.*   %2
DEL %1
```

To move all the files from C:\FIRST to the directory C:\SECOND, Enter at the WinOne prompt :-

```
MV   C:\FIRST C:\SECOND
```

Environment Variables

Environment variables can also be used inside batch programs and have the following format %name%. For example, %COMSPEC%   inside a batch program will be replaced with D:\WINDOWS\SYSTEM32\CMD.EXE. This value is system dependent and may vary from system to system. Environment variables can be manipulated using the SET command.

Dynamic Environment Variables

Dynamic environment variables are environment variables that contain values that are determined dynamically, that is, at the time they are instanciated by WinOne. The following dynamic environment variables are allowed :-

1. ERRORLEVEL	Last errorlevel set
2. DATE_TODAY	Current date (dd-mm-yyyy)
3. DATE_YEAR	Current year (yyyy)
4. DATE_MONTH	Current month (mm)
5. DATE_DAY	Current day (dd)
6. DATE_DAYOFWEEK	Current day of the week (0=Sun)
7. TIME_TODAY	Current time (hh:mm:ss in 24 hour format)
8. TIME_HOUR	Current hour (hh) (24 hour)
9. TIME_MINUTE	Current minute (mm)
10. TIME_SECOND	Current second (ss)
11. WINDOWS_VERSION	Windows version number
12. WINONE_VERSION	WinOne version number
13. WINONE_PATH	WinOne home directory
14. WINONE_FILENAME	Full path of the WinOne executable
15. OPERATING_SYSTEM	Operating system (WinNT, Win32s or OTHER)
16. RANDOM_NUMBER	Random number (0 to 65534)

To use these dynamic environment variables, enclose the name in between percentage characters (eg. ECHO %ERRORLEVEL%).

Virus Protection

When WinOne is modified in any way, a window is displayed, informing the user that WinOne has been modified and it could be a virus. WinOne will then terminate :-

-

Startup Batch Program

Every time WinOne is started, WinOne will look for the STARTUP.BAT batch program in the same directory in which WinOne is installed and if found the batch program will be executed before the WinOne prompt is displayed. The STARTUP.BAT batch program can contain anything that can be included in a batch program, there are no special exceptions.

Note:
Also see Batch Programs for   more information on writing a batch program.

WinOne Parameters

When WinOne is run from the Program Manager or any other program, then any command line parameters specified will be displayed at the WinOne prompt, after WinOne has started, and executed. These parameters can include any thing that can be entered at the WinOne prompt, this includes File Extension Associations and Macro's. The syntax for WinOne is as follows :-

WIN_ONE [parameters ...]

parameters Specifies the command(s) to run after WinOne has started.

Generally, WinOne will be started from the WinOne icon in the Program Manager. To specify any parameters for the WinOne icon in the Program Manager, firstly, select the **Properties...** option from the File menu in the Program Manager. Make sure that the WInOne icon is selected and highlighted before selecting the **Properties...** option. Secondly, after the Properties window is displayed for the WinOne icon, simply added any parameters to the end of the command line that the Program Manager will run to start WinOne.

For example, to set WinOne to have a high process priority class when started, then use the TASKS command and run WinOne as follows :-

WIN_ONE TASKS HIGH

Note:
Also see the Startup Batch Program.

Multiple Instances

WinOne allows more then one copy of itself to be run at any one time. Running more then one copy of WinOne at any one time is supported on Windows NT, but not when WinOne is running on Win32s, since Win32s does not support the loading of a Dynamic Link Library (ie. a .DLL file) more then once.

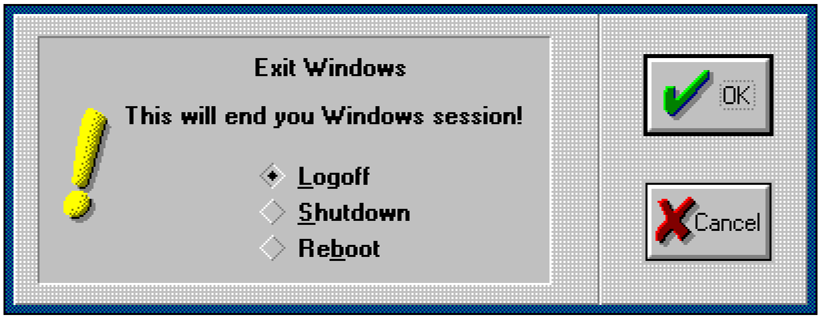
Multiple User

WinOne supports multiple users on Windows NT, that is, running a single installed version of WinOne on a computer for all users on that computer. Each user is able to configure WinOne to suit there own individual needs without conflicting with any other WinOne configurations that may already be established for other users. This is possible since WinOne uses the System Registry to store all of its configuration information.

This feature is not supported on Win32s since Win32s does not support multiple users. Also, when WinOne is running on Win32s then WinOne will use the initialisation file WIN_ONE.INI, located in the windows directory, since there is no System Registry in Win32s.

Program Manager Replacement

WinOne can replace the default Program Manager supplied with Windows. When WinOne is set as the default start up shell then WinOne will run all the programs that would normally be run by the Program Manager, every time Windows is started. Exiting from WinOne will exit Windows after the following message is displayed :-



Exit Windows

This will end you Windows session!

◆ Logoff
◇ Shutdown
◇ Reboot

Setting WinOne as the default Windows shell
WinOne can be set as the default start up shell as follows :-

1. Enter at the WinOne prompt :-

    SHELL WIN_ONE,WOWEXEC

2. Logout and then log back into Windows so that the change to take effect.

Before setting WinOne as the default start up shell make a note of the current shell setting by entering at the WinOne prompt :-

SHELL

Warning
The Program Manager must NOT be replaced :-

1. unless there is sufficient memory to run other programs. At least 16 Megabytes of on-board memory is recommended.

2. on an operating system other then Windows NT. Under NO circumstances should WinOne be set as the default start up shell in Win32s or any other operating system, other then Windows NT.

Note:
Also see command SHELL and Program Manager Programs.

Random Desktop Wallpaper

The Desktop Wallpaper can be changed (randomly) every time WinOne is executed. WinOne will select a new bitmap (ie. .BMP file) from the specified list, to set as the new wallpaper next time Windows is run.

The list of bitmap files is specified in the following way :-

1. Enter at the WinOne prompt :-

    SETINI Wallpaper wall0=*drive:\path\filename*.BMP
    SETINI Wallpaper wall1=*drive:\path\filename*.BMP
    ' '
    ' '
    ' '
    SETINI Wallpaper wall9=*drive:\path\filename*.BMP

    This list is mapped to the System Registry at the HKEY_CURRENT_USER\SOFTWARE\WinOne\Wallpaper branch.

This feature is only enabled when the above section contains one or more valid bitmap files and invalid bitmap files will result in no changes to the current wallpaper.

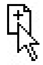
Also see command WALLPAPER to manually set the Desktop Wallpaper.

File Drag and Drop

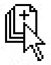
WinOne supports Drag and Drop for any program that can drag files (eg. the File Manager). One or more file or path names can be dragged into the main WinOne window, and when dropped, the file or path names will be added to the end of the WinOne command line.

•

For example, to drag a file from the File Manager, simply position the mouse cursor over the file to drag, press and hold down the left mouse button, drag the file until the mouse cursor is inside the main WinOne window and release the left mouse button to drop the file. During the dragging process the cursor will change to one of the following, as it is moved around the desktop :-



the window can accept the file.



the window can accept the files.

the window can not accept the file(s).

File names that are dropped into the main WinOne window, will have a space character added to the end of the file name and path names will have a backslash character added to the end of the path name.

Mail

WinOne is mail aware and when this feature is enabled then WinOne will display the message "You have new mail" when new unread mail has arrived and is waiting in your incoming mail box.

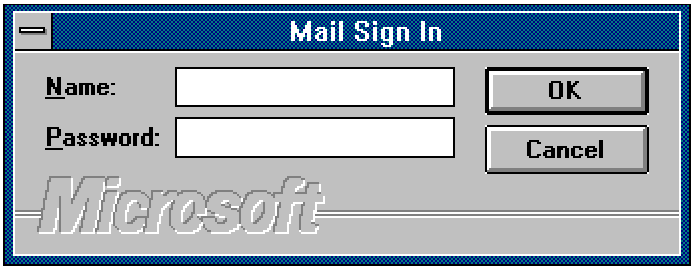
Mail awareness is enabled or disabled as follows :-

1. Enter at the WinOne prompt :-

   SETINI WinOne Mail=value

   where value is 1 (ie. enable mail) or 0 (ie. disable mail).
2. Exit and re-run WinOne, so that the change can take effect.

When mail is enabled, WinOne will display the familiar Mail Sign In window, after WinOne has started :-

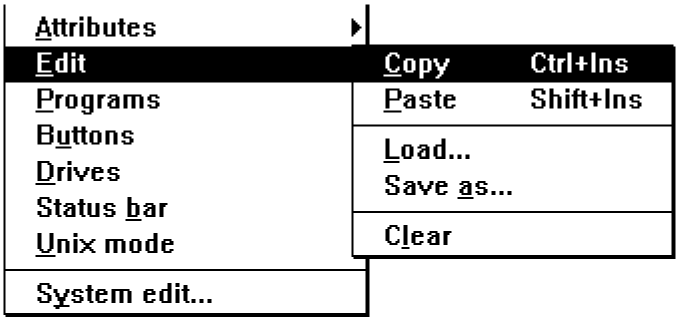


Simply enter your name and password to sign into mail and press the OK button.

Note:
Mail awareness is not enabled when WinOne is first installed. It must be turned on, as described above.

Clipboard Manipulation

The system menu contains the **Edit** option, which when selected will display a sub-menu containing   the several options, as below :-



Marking a region

- Use the mouse cursor and position it over the first character to mark. Press and hold down the left mouse button. While holding down the left mouse button, drag the cursor over the last character to mark and release the left mouse button. The marked region will now be displayed in reverse colours.

Similarly, to mark a word, simply position the mouse cursor over the word and double click the left mouse button.

To clear a region that is marked on the screen, press the left mouse button once.

WinOne allows a region to be marked and copied to the clipboard, whenever WinOne is waiting for a key stroke or a series of key strokes to be entered.

Copying to the Clipboard

Having marked a region on the screen, there are several ways to copy it to the clipboard :-

1. Select the **Edit** option in the system menu, and then select **Copy**.
2. Press the Control key and the Insert key together (ie. CRTL INS).
3. Press the right mouse button.

When a region is successfully copied to the clipboard the highlight is cleared from the screen.

Pasting from the Clipboard

Text that has been copied to the Clipboard can be pasted to the command line or any command that is waiting for string input. There are several ways to paste from the clipboard :-

1. Select the **Edit** option in the system menu, and then select **Paste**.
2. Press the Shift key and the Insert key together (ie. SHIFT INS).
3. Press the middle mouse button.
4. Double click the right mouse button. When a region is marked on the screen, the region is first copied to the clipboard, then the clipboard contents are pasted to the command line, otherwise, when there is no region marked on the screen, only the clipboard contents are pasted to the command line.

Saving and Loading the clipboard contents

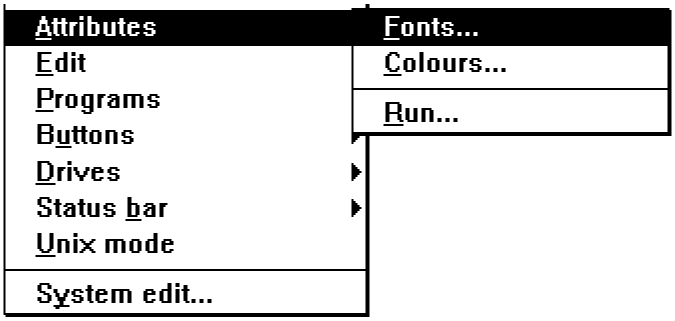
The contents of the clipboard can be saved to or loaded from a standard clipboard format file (ie. .CLP). When the clipboard contains a bitmap, the bitmap can be saved to a standard bitmap file (ie. .BMP) or similarly, a bitmap file can be loaded into the clipboard. Select   the **Edit** option in the System menu, and then select **Save...**, to save the contents of the clipboard to a file, or select **Load...**, to load a file into the clipboard.

Clearing the Clipboard Contents

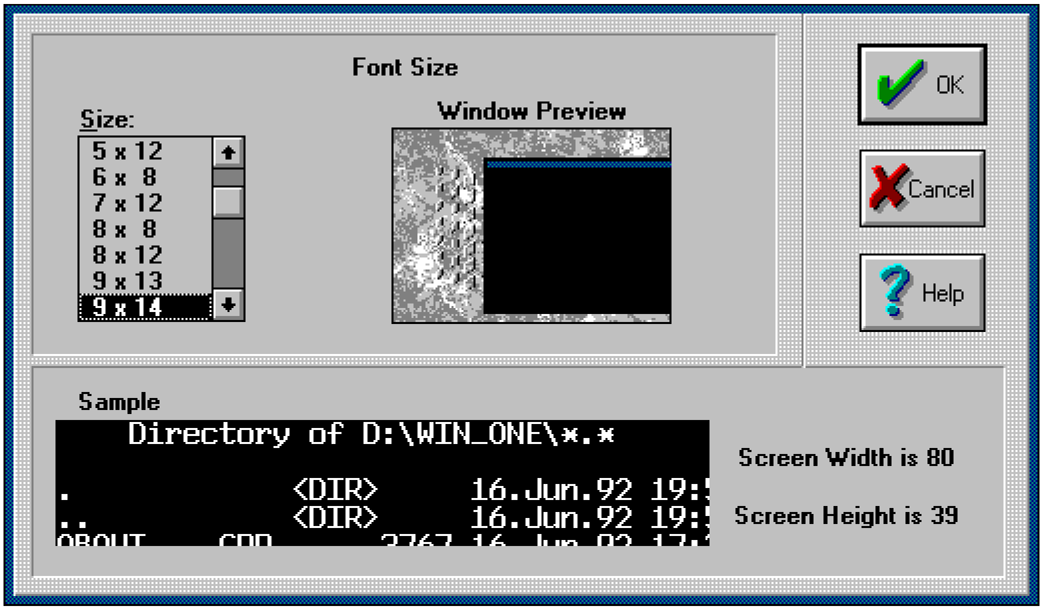
Select the **Edit** option in the System menu, and then select **Clear**, to clear the contents of the clipboard, and release all the memory that was used for the contents in the clipboard.

Variable Font Sizes

The system menu contains the **Attributes** option, which when selected will display a sub-menu containing the **Fonts...** option, as below :-



When selected a window will be displayed, containing a list of font sizes, a window preview, showing the WinOne window size with respect   to the desktop, and a sample of the selected font size :-



```
    Directory of D:\WIN_ONE\*.*

.              <DIR>      16.Jun.92 19:
..             <DIR>      16.Jun.92 19:
ABOUT     CDP       3767 16.Jun.92 17:
```

Screen Width is 80

Screen Height is 39

•

Simply use the mouse to select a font size in the Size list box.

There are 10 standard font sizes, that are supplied with Windows :-

  4 x   6
  5 x 12
  6 x   8
  7 x 12
  8 x   8
  8 x 12
10 x 18
12 x 16
16 x   8

16 x 12

Additional Fonts:

WinOne allows a maximum of 7 additional fonts to be added to the above lists of fonts. Only fonts that are for Windows DOS applications (ie. Terminal font types) can be added.

Fonts are installed in the following way :-

1. Enter at the WinOne prompt :-

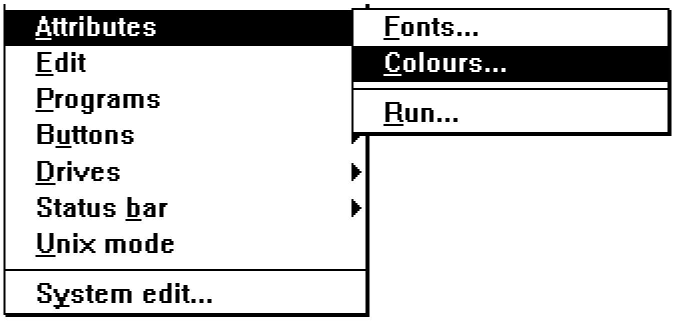
```
SETINI Fonts font0=filename.FON
SETINI Fonts font1=filename.FON
        '               '
        '               '
        '               '
SETINI Fonts font7=filename.FON
```

This list is mapped to the System Registry at the HKEY_CURRENT_USER\SOFTWARE\WinOne\Fonts branch.
2. Copy the font files into the Windows SYSTEM sub-directory.
3. Exit WinOne and re-run, so that the changes can take effect.
4. Use the **Fonts...** option from the system menu to display and select the new fonts.

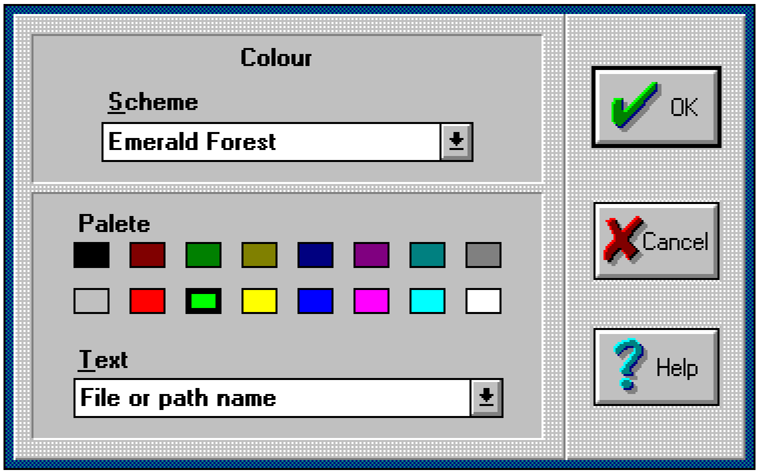
The above picture shows two addition font sizes (ie. 9 x 13 and 9 x 14).

Custom Colours and Colour Schemes

The system menu contains the **Attributes** option, which when selected will display a sub-menu containing the **Colours...** option, as below :-



When selected the colour window is displayed, showing the Text drop down list, containing all the customable attributes, the colour palette, and the predefined colour schemes drop down list :-



Scheme: Emerald Forest

Text: File or path name

Changing Colours

The Text drop down list contains all the attributes for which the colours can be set and include :-

File or path names
Highlighted file or path names
Numbers
Plain text
Highlighted text
Bold text
Environment names
Environment strings
Error messages
Left hand side of equal sign
Highlighted left hand side of equal sign
Right hand side of equal sign
File dates
File times
File attributes
File descriptions
Background

Simply select the attribute to change, then select the colour to associate with the attribute. Continue this process until all the desired colours have been set. Then press the OK button to accept the new colours.   WinOne will automatically save the new colours and all output from all WinOne commands will then use these colours.

Colour Schemes

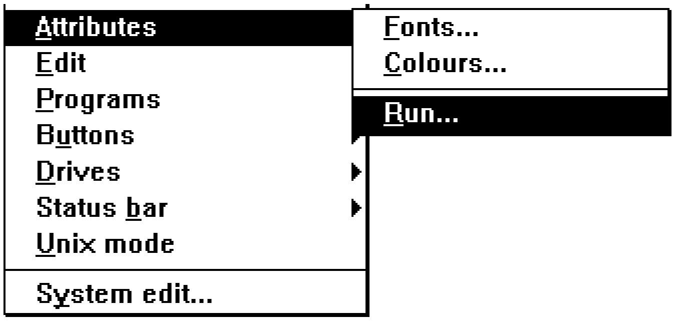
The Scheme drop down list contains a number of predefined colour schemes, as follows :-

Black on White
Cloudy Day
Default
Emerald Forest
Gray on Black
Ice
Metallic
Ocean
Sun Set
White on Black

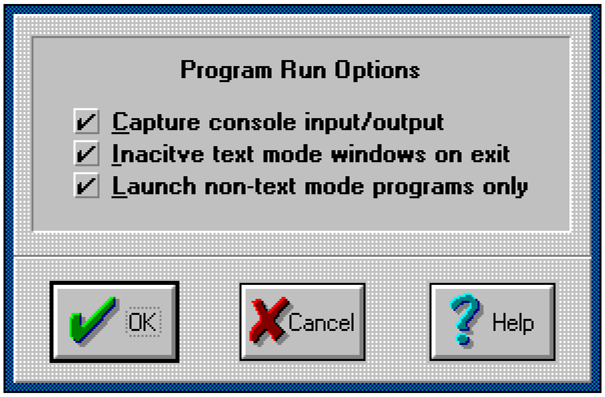
Simply select the desired colour scheme and press the OK button to accept the new colour scheme.

Program Run Options

The system menu contains the **Attributes** option, which when selected will display a sub-menu containing the **Run...** option, as below :-



When selected the program run option window is displayed :-


Program Run Options

☑ Capture console input/output
☑ Inacitve text mode windows on exit
☑ Launch non-text mode programs only

- When a tick mark appears next to the options text (as above), then that option is switched on, otherwise, the option is switched off. Simply position the mouse pointer over the option text and press the left mouse button to toggle the option either on or off. The tick mark will either be shown or removed, respectively.

Capture console input/output
Console programs refer to text mode type programs that use the Windows console Application Programming Interface (API). Most standard DOS commands have been convert to console programs in Windows NT. For example FORMAT.COM under Windows NT is a console program.

This option, when switched on, allows console programs to use the main WinOne window for their input and output, instead of creating their own windows.

Not all console programs can use the main WinOne window for their input and output. See command CAPTURE for more information.

Inactive text mode windows on Exit
When a text mode type program is run in its own separate window, either the window will be left open or the window will be automatically closed when the program has finished executing.

This option, when switched on, will leave the window open. The windows title will be changed to include the word "Inactive", signalling that the program has completed executing and may be close manually at any time.

To set this option from the command line see the DOS command.

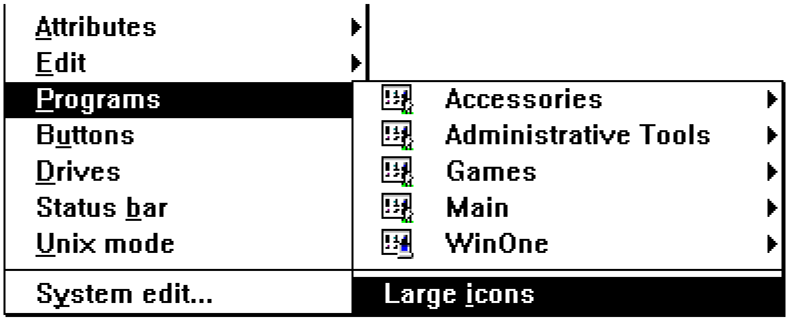
Launch non-text mode programs only

Non-text mode programs refer to program that use the Windows Graphical User Interface (GUI). These programs include NOTEPAD.EXE, WIN_ONE.EXE etc.

This option, when switched on, will only launch non-text mode programs and return the WinOne prompt immediately, ready for the next command. Otherwise, when the option is switched off, WinOne will wait for non-text mode programs to finish and exit before the WinOne prompt is returned. A program can still be placed into the background manually. See Command Execution and Precedence for more information on placing a program into the background manually.

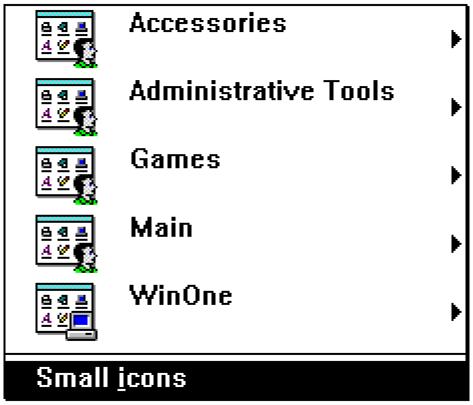
Program Manager Programs

The system menu contains the **Programs** option, which when selected will display a sub-menu containing the Program Manager groups, as below :-



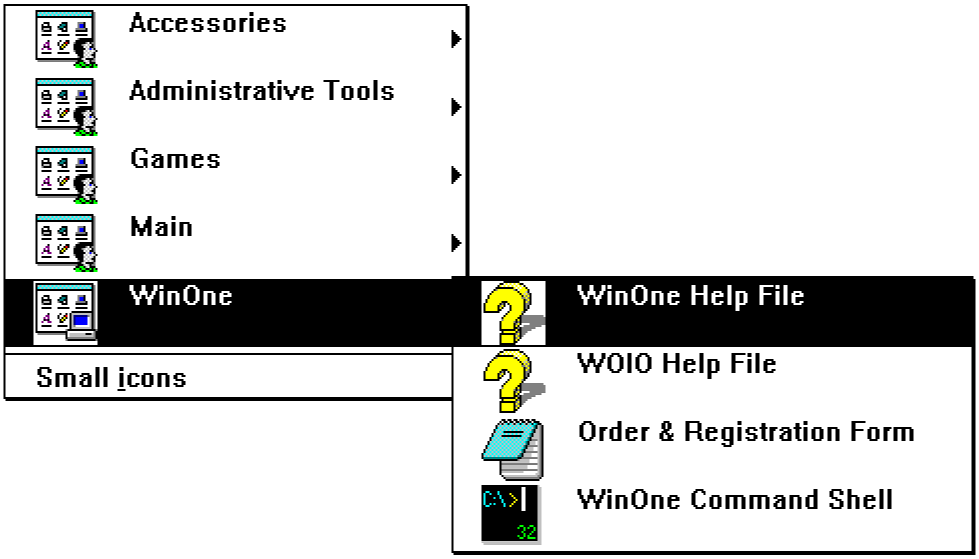
Using large or small icons

The option Small icons will display item icons half size. Similarly, the option Large icons will display item icons actual size :-



Running a program

Select the desired Program Manager group to display a new sub-menu containing all the program items in the group. Simply select one of the items to run the respective program.

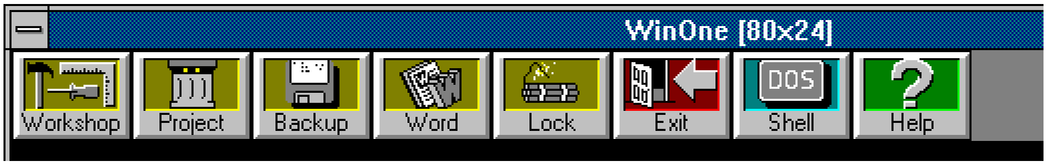


Note:
When a group does not contain any program items, then that group will be excluded for the menu.

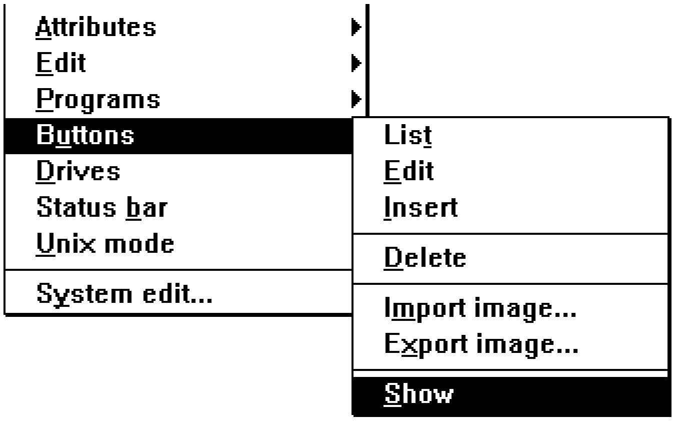
To manipulate Program Manager groups and programs, see the command GROUP.

User Definable Buttons

User Definable Buttons enable the user to associate a command line with a button. When the button is pressed then the specified button command line is executed. There are three system buttons that CANNOT be modified in any way (ie. the red Exit button, the blue Shell button and the green Help button), and seventeen additional user buttons that can be modified (ie. the yellow buttons) :-

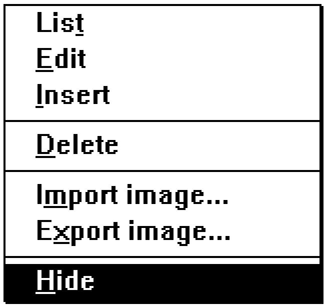


The system menu contains the **Buttons** option, which when selected will bring up a sub-menu, as below :-



Displaying the Buttons
The option **Show** will display the buttons at the top of the WinOne window.

Hiding the Buttons
The option **Hide** will remove the buttons from the top of the WinOne window.



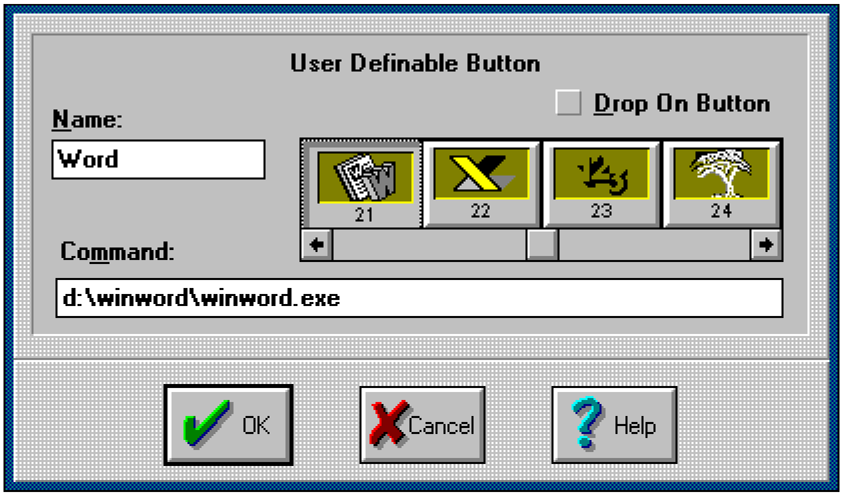
The sub-menu also contains the following additional options :-

1. List - Displays a list of the commands associated with each button.
2. Edit - Modify an existing button.
3. Delete - Remove an existing button.
4. Insert - Add a new button.
5. Import - Add or import a new button image.

6. Export - Delete an imported button image.

When editing, inserting or deleting a button, a message is displayed , informing the user that the buttons have been marked to perform the specified function. Also, the cursor will be changed to a hand cursor. Then the next time a button is pressed, using the mouse, the specified function will be carried out. Type ^C at the WinOne prompt to cancel the operation. For example, after the buttons have been marked to insert, press the red Exit button to insert a new button before it.

When editing or inserting a button, a window will appear, where the button name, command line and the image for the new button is specified. The images displayed includes all the default images, as well as the imported images The button command line can include anything that can be entered at the WinOne prompt, this includes File Extension Associations and Macro's.



User Definable Button

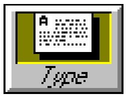
□ Drop On Button

Name: Word

Command: d:\winword\winword.exe

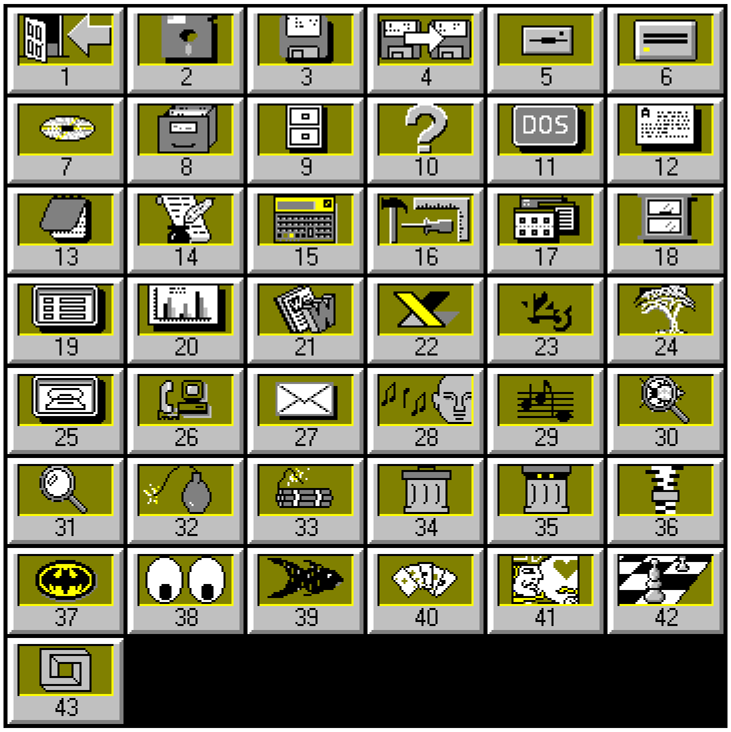
Drop On Buttons

Drop On Buttons allows a file(s) or a directory to be dropped on to them (eg. from the File Manager) and the respective button command will be executed, after the file(s) or directory has been added to the end of the button command. Use the Drop On Button check box to set or reset drop on capabilities. The button name will be displayed in italics in the main WinOne window to enable them to be distinguished from non-drop on buttons :-

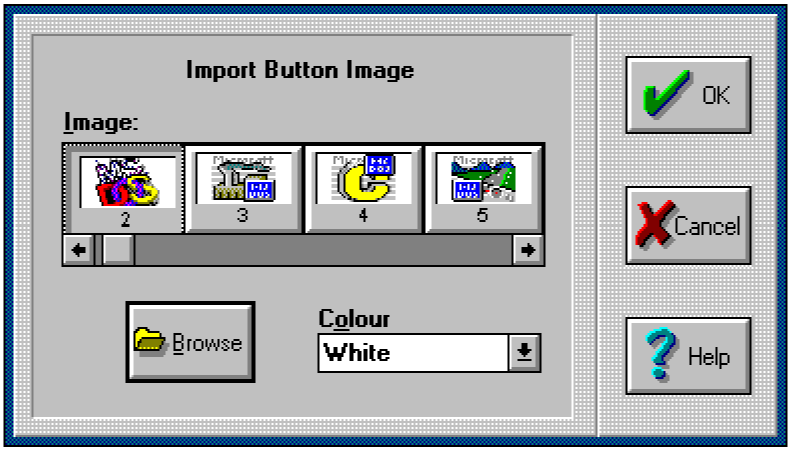


Button Images

There are 43 default images that can be displayed inside a button, as follows :-



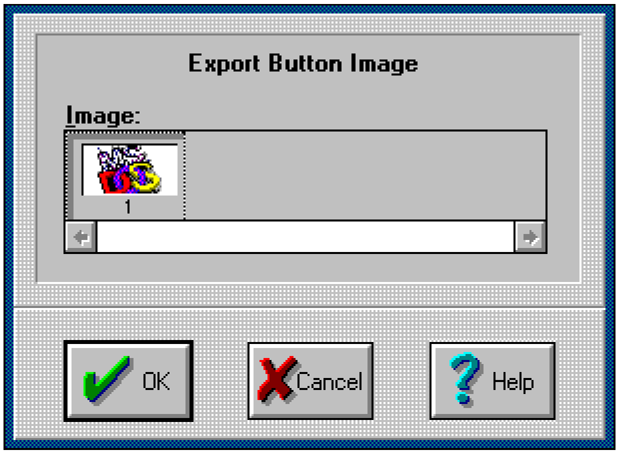
Importing button images allows custom images to be displayed inside a button. Images are created from icons that are stored inside files that have an extension of .EXE, .DLL or .ICO. The following window is displayed when importing a button image :-


Import Button Image

Colour: White

- Press the Browse button to select a file to extract the images from. After a file has been selected then all the images inside the file will be displayed inside the list box. Simply select the image to import from this list box and press the OK button. The image will then be added to the end of all the default button images. The Colour drop down list allows the background colour of the buttons, contained in the list box, to be set. By default the buttons will have a yellow background colour.

To remove an imported button image select export from the button menu. The following window is displayed ;-

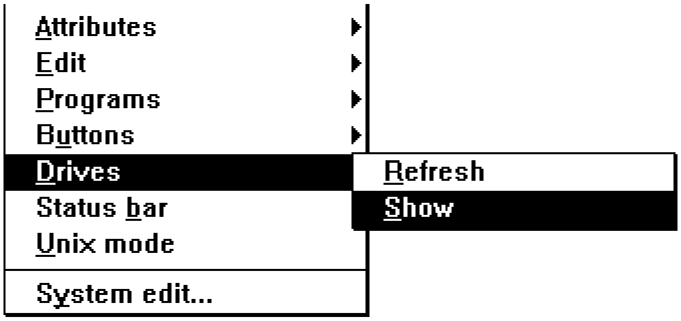


-

Simply select the image to export from the list box and press the OK button.

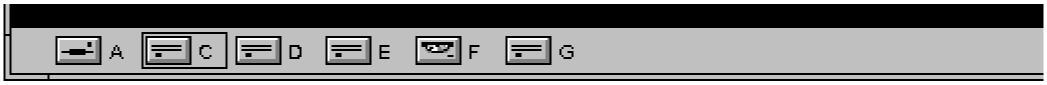
Drive Bar

The system menu contains the **Drives** option, which when selected will display a sub-menu containing several options, as below :-



Displaying the Drive Bar

The option **Show** will display the drive bar at the bottom of the WinOne window, showing all the known disk drives.



The following images are displayed on the drive bar to indicate the type of disk drive :-

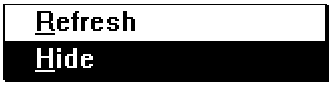
Removable or Floppy drive
Non-removable or Hard drive
CD-ROM drive
Network drive
RAM drive

- To change drives, simply position the mouse cursor over the desired disk drive, and press the left mouse button. A black rectangle is then drawn around the newly selected disk drive.

- Also, pressing the left mouse button, anywhere on the drive bar background, is equivalent to pressing the enter key at the WinOne prompt. Similarly, pressing the right or middle buttons, anywhere on the drive bar background, is equivalent to typing DIR, at the WinOne prompt.

Hiding the Drive Bar

The option **Hide** will remove the drive bar from the bottom of the WinOne window.

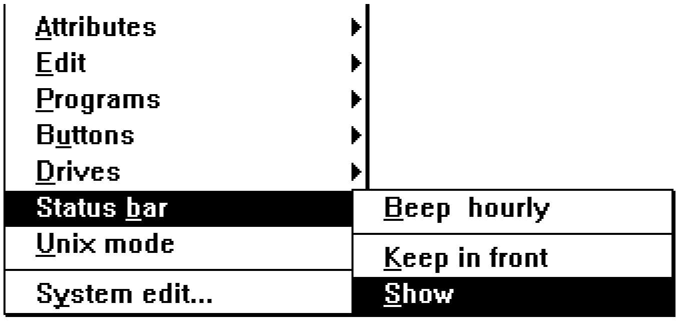


Refreshing the Drive Bar

Update the drive bar, by re-sampling the disk drives. Changes to network disk drives, either adding or removing them, after WinOne has started, will not be automatically reflected by the drive bar. The drive bar needs to be updated manually, using the **Refresh** option.

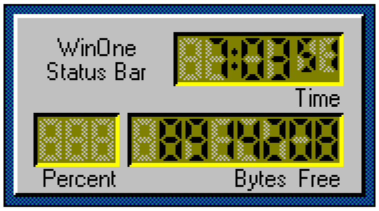
Status Bar and Stopwatch

The system menu contains the **Status Bar** option, which when selected will display a sub-menu containing several options, as below :-



Displaying the Status Bar

The option **Show** will display the Status Bar, showing the current time, the amount of free bytes in the global memory heap, and a percent indicator, which displays how much of a command is done. When no command is executing the percent display is blank.



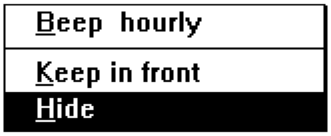
•

To move the Status Bar, simply position the mouse cursor inside the Status Bar window, hold down the left mouse button, then drag the white rectangle to its new position and release the left mouse button.

Not all the WinOne Commands use the Percent indicator, For example, CLS, does not.

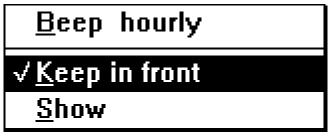
Hiding the Status Bar

The option **Hide** removes the Status Bar :-



Keeping the Status Bar in front

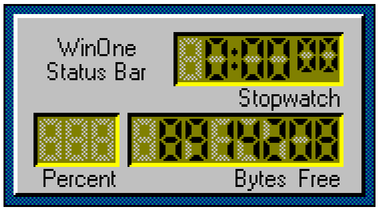
The option **Keep in front** will keep the Status Bar in front of all other Windows, even when the Status Bar is not active. This option is used to toggle this feature on and off. A tick mark will be placed next to the option text when it is on :-



Stopwatch

•

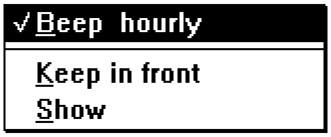
To either display or remove the Stopwatch simply click the right mouse button, while the mouse cursor is inside the Status Bar. Clicking the right mouse button twice, while the time is displayed, will automatically start the Stopwatch.



Pressing the SPACE key will either start or stop the Stopwatch and pressing the ESC key will reset the Stopwatch back to 0:00 00.

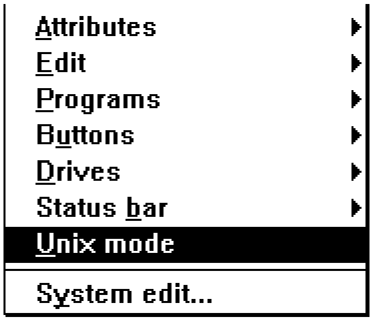
Beep Hourly

Beep on the hour. When this mode is on, a tick mark will be placed next to the option text. If the system sound has been turned off, and the mode is on, then a beep will still sound on the hour.



Unix Look and Feel

The system menu contains the **Unix mode** option, as below :-



Selecting the **Unix mode** option will either switch this mode off, signified by no tick mark next to the option text, or switch this mode on, signified by a tick mark next to the option text, which will then give WinOne a look and feel similar to the Unix Operating System.

Unix Paths

Path names under Unix use front slash characters (ie'/') instead of back slash characters (ie. '\') to separate the directory names. For example, the Windows system directory is specified in the following way :-

D:/WINDOWS/SYSTEM

Unix Command Line Switches

Command line switches under Unix are signalled using a minus sign character (ie. '-') instead of a front slash character (ie. '/'). Also, a space character must proceed the minus sign character for the command line switch to be correctly interpreted. For example, to display a wide sorted directory listing of all the files in the Windows system directory, enter at the WinOne prompt :-

DIR D:/WINDOWS/SYSTEM/*.* -OW

There are some special cases where a space character followed by a minus sign character should NOT be interpreted as a command line switch, but instead be interpreted simply as a space character and a minus sign character. For example, to remove the Read Only attribute for all the files in the current directory :-

ATTRIB -R *.*

under Unix, will be incorrectly interpreted as :-

ATTRIB /R *.*

In this case, simply add an extra minus sign character. WinOne will interpreter a space character followed by two minus sign characters as simply a space character and a minus sign character :-

ATTRIB --R *.*

Similarly, text mode type programs that already use minus sign characters to specify command line switches, will also need an extra minus sign character inserted to be correctly interpreted under Unix. For example, to test the contents of a ZIP file, under Unix, enter at the WinOne prompt :-

PKUNZIP --T SOMEFILE.ZIP

Command line strings

There is no difference between strings specified under Unix mode or DOS mode.

Unix Output

All output is displayed according to the above rules under Unix. Additionally, Unix path names will be displayed in lower case characters, where ever possible. The lower case mapping of path names can, however, be over-ridded, in the following way :-

1. Enter at the WinOne prompt :-

```
SETINI UnixMode Case=type
```

where type is either upper (ie. for upper case characters), or lower (ie. for lower case characters).

2. Exit and re-run WinOne, so that the change can take effect.

Displaying DOS equivalent commands

DOS equivalent of Unix commands can be set to display after each command is entered, in the following way :-

1. Enter at the WinOne prompt :-

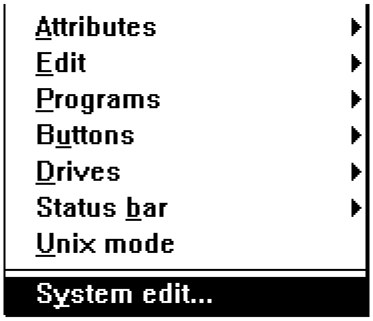
```
SETINI UnixMode Display=value
```

where value is either 1 (ie. display DOS equivalent commands), or 0 (ie. do not display DOS equivalent commands)

2. Exit and re-run WinOne, so that the change can take effect.

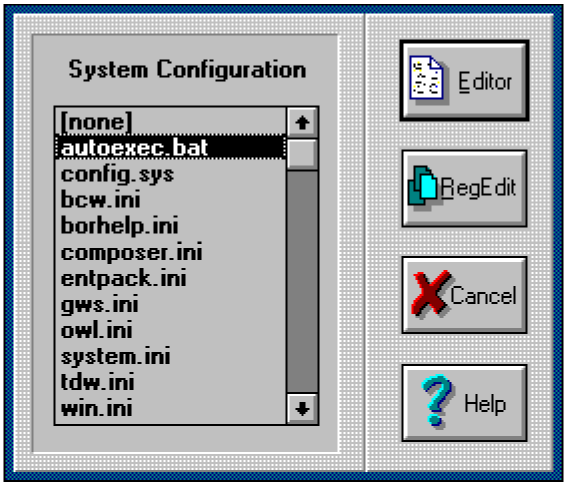
System Configuration files

The system menu contains the **System Edit...** option, as below :-



When selected a window is displayed, showing a list of all the configuration files. These files include :-

1. AUTOEXEC.BAT
2. CONFIG.SYS
3. all .INI files



- Use the mouse, to select the file to edit and press the Editor button.

RegEdit Button
Run the Windows Registry Editor.

Note:
Do NOT alter any of the configuration files, when in doubt.

Command Syntax

Consider the following command syntax :-

NAME [drive:][path][filename] [...] [ON | OFF] variables /ABC

Words in blue upper case letters are keywords, and must be entered to specify the command.

Words and characters in magenta make up the rest of the command line. Usually referred to as the command line tail. Lower case words represent variables.

The variable drive: specifies the disk drive. For example A:, B:, C:, etc.

The variable path specifies either a relative or absolute path name. An absolute path name has the path fully qualified (eg: \WINDOWS\SYSTSM32), where a relative path name does not and generally includes the use of dot characters to specify the parent directory (eg. ..\WINDOWS\SYSTEM32)

The variable filename specifies a file name. A file name can either conform to the 8.3 convention or be a long file name. When a file name contains one or more space characters then the complete drive, path and file name must be enclosed in quote character, regardless of whether the file name conforms to 8.3 or long file names. For example :-

"C:\MY PROGRAM.EXE"

Words or letters in square brackets (ie. ' [' and ']') represent optional parameters and they do not need to be specified to execute the command. Generally these optional parameters change the behaviour of the command.

Three dots (ie. ' ... ') suggests that additional parameters are allowed be not necessary.

Words of letters separated by a vertical bar (ie. ' | ') represents one selection from a list.

A group of letters preceded by a front slash (ie. ' / ') specifies one or more switches . Switches represent command options that can be specified. Generally command switches will provide extra functionality for a command.

Command Argument Strings

A String is a sequence of characters enclosed in double-quote marks. For example, consider the string "*Hello, world*".

To specify a double-quote mark inside the string, enter two double-quote marks. For example, the string "*Some* ""*quote marks*"" *inside a string*" will be interpreted as *Some* "*quote marks*" *inside a string*.

Standard Commands

Command ATTRIB

Function:

Displays or changes file attributes.

Syntax:

```
ATTRIB [+R | -R] [+A | -A] [+S | -S] [+H | -H] [[drive:][path]filename] [/S] [/O]
```

+	Sets an attribute.
-	Clears an attribute.
R	Read-only file attribute.
A	Archive file attribute.
S	System file attribute.
H	Hidden file attribute.
/S	Process sub-directories.
/O	Take ownership of files

Note:

Sufficient privilege is required to take ownership of a file or file(s).

Command CHDIR or CD

Function:

Displays the name of or changes the current directory.

Syntax:

CHDIR [drive:][path]
CD [drive:][path]

Note:

To easily move between nested sub-directories see the command GO.

Type CD drive: to display the current directory for the specified drive.

Type CD without any parameters to display the current directory.

Also see command GO and CDD

Command CLS

Function:

Clears the screen.

Syntax:

CLS [/B]

/B	Clear the internal screen buffer.

Command COPY

Function:

Copies one or more files to another location.

Syntax:

COPY [/A | /B] source [destination] [/V] [/N] [/Q]

source	Specifies the file(s) to be copied.
destination	Specifies the directory and/or filename for the new file(s).
/A	Ignored.
/B	Ignored.
/Q	Quiet Mode. Only Error Messages are displayed.
/N	Use short file name equivalents instead of long file names.
/V	Verifies that new files are written correctly.

Note:

All files are opened in binary mode.

The current directory is used when the parameter destination is not specified.

When copying files that have long file names from an NTFS partition to a FAT partition, the /N switch must be specified, to convert the long file names to the equivalent short file names, otherwise the copy operation will fail.

COPY does not support appending of files.

Also see the commands MOVE, SMOVE and SCOPY.

Command DATE

Function:

Displays or sets the date.

Syntax:

DATE [date]

date	dd-mm-yyyy

Note:

Type DATE without any parameters to display the current date setting.

Command DEL or ERASE

Function:

Deletes one or more files.

Syntax:

DEL [drive:][path]filename [/P] [/S] [/F] [/Y] [/Q]
ERASE [drive:][path]filename [/P] [/S] [/F] [/Y] [/Q]

[drive:][path]filename	Specifies the file(s) to delete.
/P	Prompts for confirmation before deleting each file.
/S	Process sub-directories.
/F	Force deleting of read-only files.
/Q or /Y	Quite mode or assume YES for all questions. Questions are not displayed.

Note:

When the /S switch and either *.* or a directory name is specified for parameter filename, then command DEL will also remove all the directories, including sub-directories, after deleting all the files, otherwise only the specified file or files are deleted and there is no attempt made to remove any directories or sub-directories.

Also see command DELBUT.

Command DIR

Function:

Displays a sorted list of files and sub-directories in a directory.

Syntax:

DIR [drive:][path][filename] [/P] [/W] [/A[[:]attributes]] [/O[[:]order]] [/T[[:]timefield] [/V] [/N] [/F] [/B] [/J] [/S] [/L]

[drive:][path][filename] Specifies drive, directory, and/or files to list.
/P Ignored.
/W Uses wide list format.
/A Displays files with specified attributes, where attributes are
D Directories
R Read-only files
H Hidden files
A Archive files
S System files
- Prefix meaning NOT
/O Display files sorted in the specified order, where order is :-
G Group directories first
N By name (alphabetic)
E By file extensions
D By file date and time (earliest first)
S By file size (smallest first)
- Prefix to reverse the order
/T Display or sort on this timefield. where timefield is :-
C Creation
A Last access
W Write
/V Display Volume Name and Serial Number.
/N Uses new long file name directory format.
/F Uses 8.3 file name directory format, when possible.
/B Uses bear format (only display file names).
/J Right justified file name extensions for 8.3 file names.
/S Process sub-directories.
/L Display file names in lower case.

Note:

When the /F switch is specified and a directory contains files that conform to the 8.3 file naming convention, then regardless of the file system, the directory listing will be formatted with file names on the left hand side of the listing, otherwise the new long file name directory format is used. In the new long file name directory format the file names appear on the right hand side of the listing.

Switches that are preset in the DIRCMD environment variable are ignored.

Command EXIT

Function:

Exit WinOne or Windows.

Syntax:

EXIT [/L] [/S] [/B]

/L	Logout of Windows.
/S	Shutdown Windows.
/B	Reboot the computer.

Note:

Type EXIT without any parameters to exit WinOne. The current state is automatically saved when exiting WinOne.

Command HELP

Function:

Display help information for a WinOne command.

Syntax:

HELP [command] [/L]

command	Specifies the command or topic to display.
/L	Use the WOIO.HLP file instead of the default WIN_ONE.HLP file.

Note:

WinOne is supplied with two main help files :-

WIN_ONE.HLP	The main WinOne help file.
WOIO.HLP	The WinOne Input and Output Library (WOIO) programmers reference. The WOIO Library package is used to write external commands.

Type HELP without any parameters to display the Contents for the WIN_ONE.HLP file.

Command LABEL

Function:

Creates, changes, or deletes the volume label of a disk.

Syntax:

LABEL [drive:][label]

Note:

Use the following syntax to delete a volume label :-

LABEL [drive:]

Command MEM

Function:

Display free memory that is available in the system heap.

Syntax:

```
MEM
```

Command MKDIR or MD

Function:

Creates a directory.

Syntax:

MKDIR [drive:]path
MD [drive:]path

Command PATH

Function:

Displays or sets the search path environent variable for executable files.

Syntax:

PATH [[drive:]path[;...]]

Note:

Type PATH ; to clear all search-path settings and direct WinOne to search only in the current directory.

Type PATH without any parameters to display the current path.

Command PROMPT

Function:

Changes the command prompt.

Syntax:

PROMPT [text]

text	Specifies a new command prompt.

Prompt can be made up of normal characters and the following special codes :-

$A	& (Ampersand)
$B	| (pipe)
$C	((Left parenthesis)
$D	Current date
$E	Escape code (ASCII code 27), See ANSI Graphics
$F	) (Right parenthesis)
$G	> (greater-than sign)
$H	Backspace (erases previous character)
$L	< (less-than sign)
$N	Current drive
$P	Current drive and path
$Q	= (equal sign)
$S	(space)
$T	Current time
$V	Windows version number
$Z	Current command line number
$$	$ (dollar sign)
$_	Carriage return and linefeed

Note:

Type PROMPT without any parameters to reset the prompt to the default setting.

Command RENAME or REN

Function:

Renames a file or files.

Syntax:

```
RENAME [drive:][path]filename1 filename2
REN [drive:][path]filename1 filename2
```

filename1 Specifies the source file(s).
filename2 Specifies the new file name(s).

Note:

A new drive or path cannot be specified for the destination file (filename2).

Command REN can be used to rename directories. When renaming directories Wildcard characters can not be used.

Command RMDIR or RD

Function:

Removes (deletes) a directory.

Syntax:

RMDIR [drive:]path [/S]
RD [drive:]path [/S]

/S	Process sub-directories.

Command SET

Function:

Displays, set, or removes environment variables.

Syntax:

SET [variable=[chars]]

variable	Environment variable name.
chars	A series of characters to assign to the variable.

Note:

Type SET with no parameters to display a list of all environment variables.

When parameter chars is not specified then the environment variable will be removed from the environment space,

Also see Batch Programs.

Command TIME

Function:

Displays or sets the system time.

Syntax:

TIME [time]

time	hh:mm:ss

Note:

Type TIME with no parameters to display the current time setting.

Command TREE

Function:

Graphically displays the directory structure.

Syntax:

TREE [drive:][path]

Command TYPE

Function:

Displays the contents of a text file.

Syntax:

TYPE [drive:][path]filename [/tabstop]

/tabstop	Number between 1 to 8 inclusive. Specifies the number of space characters to use to expand tabstop characters.

Note:

The default number of space characters used to expand tabstop characters is 8.

A file can contains ANSI escape sequences, see ANSI Graphics.

Command VER

Function:

Display the version numbers for Windows and WinOne.

Syntax:

```
VER
```

Command VOL

Function:

Display the disk volume label.

Syntax:

VOL

Extra Commands

Command ACS

Function:

Display the full ASCII Character Set.

Syntax:

ACS

Command ARCH

Function:

Displays files inside most popular archive formats, including ZIP, LZH, ARJ, ARC formats.

Syntax:

ARCH [[drive:][path]filename] [/V]

/V Verbose mode display.

Note:

Type ARCH with no parameters, to display files inside any archive format, in the current directory.

Verbose mode will display the filename, original file size, compressed file size, percentage, date and time for each file inside the archive.

Command CDD

Function:

Changes the current directory and disk.

Syntax:

CDD [drive:][path]

Note:

Also see command CD and GO.

Command DELBUT

Function:

Deletes all files except the files specified.

Syntax:

DELBUT [drive:][path]filename1 [filename2] [...] [/P]

[drive][path] Specifies the drive and path where the file(s) can be found.
filename1, ... Specifies the file(s) NOT to delete.
/P Prompts for confirmation before deleting each file.

Note:

Also see command DEL.

Example on using DELBUT.

DELBUT Example

To delete all files except the files that have a file extension of .EXE or .COM, in the current directory, enter at the prompt :-

```
DELBUT    *.EXE    *.COM
```

Command DESCRIBE

Function:

Add, modify or delete a file or directory description of up to 128 characters.

Syntax

DESCRIBE [drive:][path]filename ["description"]

[drive:][path]filename Specifies the file name or the directory name to be described.
description Specifies a sequence of up to 128 characters.

Note:

When the parameter description is not specified then the file or directory description will be deleted. The file or directory itself will not be deleted.

Wildcard characters can not be used with parameter filename.

File and directory descriptions are stored in a hidden file called DESCRIPT.ION, and can be displayed by using the DIR command. Descriptions are automatically maintained when using the commands COPY, DEL, DELBUT, MOVE, RENAME, RMDIR, SCOPY and SMOVE.

Command DISK

Function:

Display bytes used for all sub-directories (including nested sub-directories), of the specified directory.

Syntax:

DISK [[drive:]path]

Note:

Type DISK without any parameters to display the number of bytes used for all sub-directories and nested sub-directories, contained in the current directory.

Command DOS

Function:

Shell to DOS or change the behaviour of all text mode windows.

Syntax:

DOS [CLOSE | INACTIVE]

CLOSE	- Close text mode windows on exit.
INACTIVE	- Do not close text mode windows on exit, instead leave all text mode windows open. The windows title will be changed to include the word "Inactive", signalling that the program has completed executing and may be close manually at any time.

Note:

Type DOS without any parameters to run the default shell, specified by the COMSPEC environment variable.

Also see Program Run Options.

Command DUMP

Function:

Displays the contents of any file.

Syntax:

DUMP [drive:][path]filename [offset] [/D] [/H] [/A] [/Z]

filename	Specifies the file to display.
offset	Specifies the starting offset in the file.
/D	Decimal output.
/H	Hexadecimal output.
/A	Display characters only.
/Z	Display offsets starting from zero.

Colours:

The output is colour coded to make it easier to recognise the different character types :-

Magenta	Letter characters
Cyan	Punctuation characters
Yellow	Dot character
Green	Number characters
Red	Null (zero) character
Blue	Carriage return or Linefeed characters
White	Unprintable characters

Note:

The default output is in hexadecimal values.

Parameter offset can be specified as either a decimal or a hexadecimal value. A hexadecimal value must be preceded with the characters '0x'. For example, 255 in hexadecimal is 0xFF.

Command FIND

Function:

Search for a text string in the specified files.

Syntax:

FIND [drive:][path]filename "textstring" [/S] [/M]

[drive:][path]filename	Specifies the text file(s) to search.
textstring	Specifies the text string to find.
/M	Match case.
/S	Process sub-directories.

Note:

Command FIND uses the fast Boyer-Moore Algorithm and will only search text files. Non-text file are simply skipped.

Command FIND is not compatible with the DOS command FIND.

Unlike the DOS command FIND, Wildcards are allowed for parameter filename.

Also see macro example 3.

Command MORE

Function:

Page the output of a command.

Syntax:

MORE

Note:

Command MORE is used as a pipe. When a programs output has been piped through command MORE then -- More -- will be displayed at the bottom of the screen, after each screen full of information has been displayed. Simply press any key to continue on to the next screen full of information.

There is no need to pipe the output of any WinOne internal or external commands to MORE, since WinOne automatically pages their output. However, this is not the case for text mode type programs which create their own windows. In this case, using the MORE command will pipe the output of such programs back to the main WinOne window.

Also see Redirecting Command Input and Output and command PAGE.

Command PAGE

Function:

Sets paging on or off.

Syntax:

PAGE [ON | OFF]

Note:

When paging is set to on, then -- MORE -- will be displayed at the bottom of the screen, after each screen full of information has been displayed. Simply press any key to continue on to the next screen full of information.

Paging always defaults to ON when WinOne is executed.

Also see command MORE.

Command GO

Function:

Changes the current directory to another sub-directory.

Syntax:

GO [drive:]path

path The target sub-directory to change to.

Note:

This command searches the directory structure to find the first matching sub-directory to change to.

Type GO \path to start searching from the root directory.

Also see command CD and CDD.

Example on using GO.

GO Example

Assume you are in the root directory of D: with the following prompt :-

```
D:\>
```

To move to the directory D:\WINDOWS\SYSTEM, enter at the WinOne prompt :-

```
GO   SYSTEM
```

The NEW prompt will be :-

```
D:\WINDOWS\SYSTEM>
```

Command HISTORY or HIS

Function:

Displays the history buffer, which consists of commands entered at the WinOne prompt.

Syntax:

HISTORY [LIST] [/B]
HIS [LIST] [/B]

/B	Clear the history list.
LIST	Display the pop up history list.

Note:

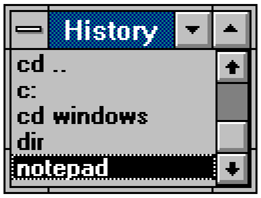
Also see the Pop Up History List and Command Line Edit Keys.

Pop Up History List

WinOne contains a pop up history list which is displayed using the HISTORY command and entering at the WinOne prompt :-

HISTORY LIST

The pop up history list contains the complete command history, as below :-



```
cd ..
c:
cd windows
dir
notepad
```

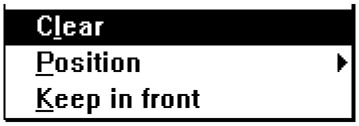
•

To select a command to run from the pop up history list, simply position the mouse pointer over the desired command line and double click the left mouse button. The selected command line will then be displayed at the WinOne prompt and executed.

A command from the pop up history list can be located a number of different ways using key strokes instead of using the mouse. The following keys strokes perform various functions :-

char	Locate the previous command line that begins with the character char. Repeatedly pressing the key char will move backward through the history list.
ctrl char	Locate the next command line that begins with the character char. Repeatedly pressing the control key and the char key together will move forward through the history list.
up arrow	Move back one command line.
down arrow	Move forward one command line.
page up	Move back one page full of command lines.
page down	Move forward one page full of command lines.
home	Locate the oldest command line.
end	Locate the most recent command line.
shift escape	Switch to and from the WinOne prompt.
enter	Select the command line that is highlighted. The command line is displayed at the WinOne prompt and executed.

The pop up history list system menu contains several options, as below :-

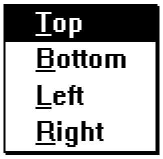


Clearing the History List

The option **Clear** will clear the contains of the history list. This option has the same effect as using the /B switch for command HISTORY.

Positioning the History List

The option **Position** will display a sub-menu containing several options, as below :-



Each option in the sub-menu will position the pop up history list along the selected edge of the desktop.

Keeping the History List in front

The option **Keep in front** will keep the pop up history list in front of all other Windows, even when the history list is not active. This option is used to toggle this feature on and off. A tick mark will be placed next to the option text when it is on.

Command MACRO

Function:

Provides command line macro's.

Syntax:

MACRO [macroname=text]

or

MACRO [/D macroname]

or

MACRO [ON | OFF]

macroname	Specifies the name of the new command.
text	Specifies the commands to be executed.
/D	Delete a macro.
ON	Displays expanded macro's.
OFF	Does not display expanded macro's.

The are some special character combinations that have a special meaning and that can be included in parameter text :-

$$	- Dollar sign.
$1 to $9	- Replaceable parameters similar to %1 to %9 parameters used in batch programs.
$*	- Replace with the whole command tail.
$B	- Bar character. Pipe commands.
$G	- Greater than sign character. Redirect output.
$L	- Less than sign character. Redirect input.
$T	- Command separator.

Note:

Type MACRO without any parameters to display a list of all the macro's defined.

Macro's can have the same name as an original command, to execute the original command, type a space character before the command is entered.

Only the first 12 characters in parameter macroname are significant when executing a macro at the WinOne prompt. However, all the characters in parameter macroname are significant when deleting a macro.

Macro's are saved as they are created.

Examples on using MACRO.

MACRO Examples

Example 1:
To create a command LS, which will display a sorted directory listing in lower case letters and in wide format, enter at the WinOne prompt :-

```
MACRO   LS=DIR   /OWL   $*
```

To display all .EXE files, enter at the WinOne prompt :-

```
LS   *.EXE
```

Example 2:
To alter the DIR command to display a sorted directory listing, enter at the WinOne prompt :-

```
MACRO   DIR=DIR   /O   $*
```

Example 3:
To create a command to locate a file by its file description only, enter at the WinOne prompt :-

```
MACRO WHEREIS=FIND   \*.ION "$*"   /S
```

To locate all the External Commands, enter at the WinOne Prompt :-

```
WHEREIS EXTERNAL COMMAND
```

Example 4:
To create a command to execute an original internal CMD.EXE command, enter at the WinOne prompt :-

```
MACRO   ORIG=CMD.EXE   /C   $*
```

To redirect the CMD.EXE DIR command into a file called TEMP.TXT, enter at the WinOne prompt :-

```
ORIG DIR > TEMP.TXT
```

Example 5:
To delete the macro ORIG, enter at the WinOne prompt :-

```
MACRO   /D   ORIG
```

Command MOVE

Function:

Moves one or more files to another location.

Syntax:

```
MOVE  [/A | /B] source [destination] [/V] [/N] [/Q]
```

source	Specifies the file(s) to be copied.
destination	Specifies the directory and/or filename for the new file(s).
/A	Ignored.
/B	Ignored.
/Q	Quiet Mode. Only Error Messages are displayed.
/N	Use short file name equivalents instead of long file names.
/V	Verifies that new files are written correctly.

Note:

All files are opened in binary mode.

The current directory is used when the parameter destination is not specified.

When copying files that have long file names from an NTFS partition to a FAT partition, the /N switch must be specified, to convert the long file names to the equivalent short file names, otherwise the copy operation will fail.

Also see the commands COPY, SCOPY and SMOVE.

Command TIPS

Function:

Switch the displayed start up tip on or off

Syntax:

TIPS ON | OFF

ON Enable the displaying of a tip on start up.
OFF Disable the displaying of a tip on start up.

Note:

Tips are enable, when WinOne is first installed.

Command REPLACE

Function:

Search and replace a text string in the specified files.

Syntax:

REPLACE [drive:][path]filename "searchfor" "replacewith" [/M] [/Y] [/S]

[drive:][path]filename	Specifies the text file(s) to search.
seachfor	Specifies the text string to replace.
replacewith	Specifies the replacement text string.
/M	Match case.
/Y	Assume yes for all questions.
/S	Process sub-directories.

Note:

Command REPLACE uses the fast Boyer-Moore Algorithm and will only search text files. Non-text file are simply skipped.

The parameter replacewith is case sensitive. The parameter searchfor is not, unless the /M switch is specified.

Command SCOPY

Function:

Safely copies one or more files to another location. Will display a warning when a file that already exists is about to be over-written.

Syntax:

SCOPY [/A | /B] source [destination] [/V] [/N]

source	Specifies the file(s) to be copied.
destination	Specifies the directory and/or filename for the new file(s).
/A	Ignored.
/B	Ignored.
/N	Use short file name equivalents instead of long file names.
/V	Verifies that new files are written correctly.

Note:

All files are opened in binary mode.

The current directory is used when the parameter destination is not specified.

SCOPY does not support appending of files.

When the destination file exists then the user is prompted with the message **Overwrite (Y/N/A/S) ?**. Where entering :-

Y	Yes. Overwrite the file.
N	No. Do not overwrite the file. A new filename is then requested.
A	Always overwrite the files. No further warnings are displayed.
S	Skip this file only.

When copying files that have long file names from an NTFS partition to a FAT partition, the /N switch must be specified, to convert the long file names to the equivalent short file names, otherwise the copy operation will fail.

Also see the commands COPY, MOVE and SMOVE.

Command SMOVE

Function:

Safely moves one or more files to another location. Will display a warning when a file that already exists is about to be over-written.

Syntax:

SMOVE [/A | /B] source [destination] [/V] [/N]

source	Specifies the file(s) to be copied.
destination	Specifies the directory and/or filename for the new file(s).
/A	Ignored.
/B	Ignored.
/N	Use short file name equivalents instead of long file names.
/V	Verifies that new files are written correctly.

Note:

All files are opened in binary mode.

The current directory is used when the parameter destination is not specified.

When the destination file exists then the user is prompted with the message **Overwrite (Y/N/A/S) ?**. Where entering :-

Y	Yes. Overwrite the file.
N	No. Do not overwrite the file. A new filename is then requested.
A	Always overwrite the files. No further warnings are displayed.
S	Skip this file only.

When copying files that have long file names from an NTFS partition to a FAT partition, the /N switch must be specified, to convert the long file names to the equivalent short file names, otherwise the copy operation will fail.

Also see the commands MOVE, COPY and SCOPY.

Command START

Function:

Start a program and return the WinOne prompt immediately.

Syntax:

```
START  ["title"] program [parameters]
```

"title"	Ignored.
program	Specifies the program to execute.
parameters	Specifies the parameters, for the program that is to be executed.

Note:

Users are encouraged to use the following method, to place a task into the background, instead of using the START command. When WinOne executes any program, that creates its own window, then switching back to the main WinOne window and pressing the control key and the z key together (ie. CTRL Z)., will return the WinOne prompt, immediately.

Command WHERE

Function:

Locates one or more files.

Syntax:

WHERE [drive:][path]filename

drive	Specifies the drive to search.
path	Specifies the directory to start searching in.
filename	Specifies the file or files to be found.

Note:

Type WHERE filename, without a drive or path to search the current drive and all non-removable drives on the hard disk.

Examples on using WHERE.

WHERE Examples

Example 1:
To search all drives on the hard disk for all files that have the extension .DOC, enter at the WinOne prompt :-

```
WHERE   *.DOC
```

Example 2:
To search for files that have the extension .TXT on A: only, starting from the root directory, enter at the WinOne prompt :-

```
WHERE A:\*.TXT
```

Command WHICH

Function:

Displays the full path of a program.

Syntax:

WHICH filename[.ext]

filename	Specifies the file name of the program to be located.
.ext	Optional program filen ame extension to search for.

Note:

Command WHICH will search the PATH environment variable, in order to locate the specified file name.

When no file name extension is specified, then the extensions .EXC, .PIF, .COM, .EXE, .CMD and .BAT are tried.

The full path displayed, when the file name is found, reflects the program that WinOne would execute, unless the program is located in the current directory. Command WHICH does no search the current directory.

Window Commands

Command ABOUT

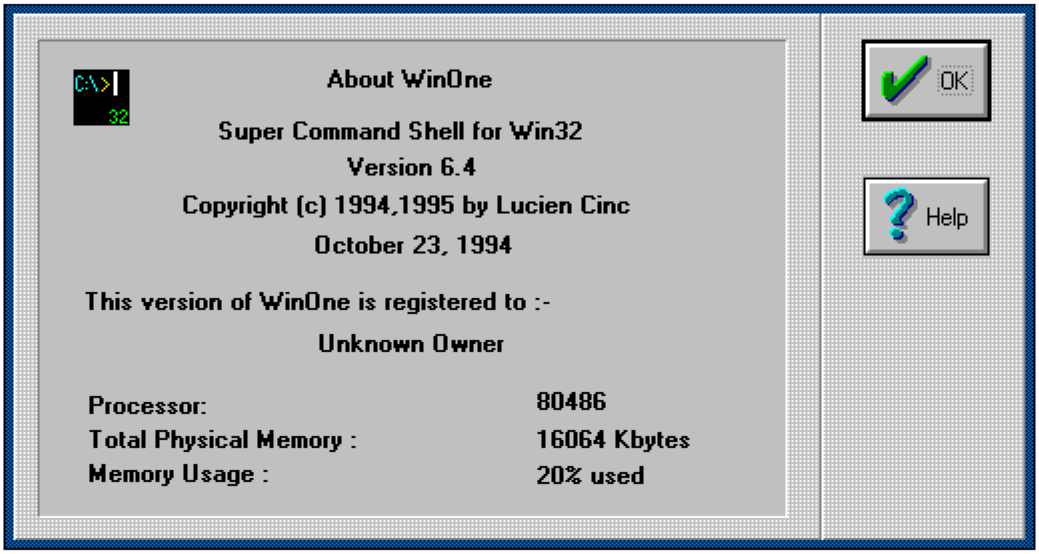
Function:

Displays the About window.

Syntax:

ABOUT

Note:
The registered version of WinOne displays the following About window :-



About WinOne

Super Command Shell for Win32
Version 6.4
Copyright (c) 1994,1995 by Lucien Cinc
October 23, 1994

This version of WinOne is registered to :-

Unknown Owner

Processor: 80486
Total Physical Memory : 16064 Kbytes
Memory Usage : 20% used

The date October 23, 1994 displayed in the About window reflects the first day that development commenced on the 32 bit version of WinOne. The About window also displays various other information, such as the registered owner of WinOne, the current WinOne version number and various memory statistics.

Also see the Shareware Information section for more information on how to register WinOne and for the benefits of registering WinOne.

Command CAPTURE

Function:

Switch capturing of input and output for console programs on or off. Also allows the Forbidden Capture List to be manipulated.

Syntax:

CAPTURE [[/D] path]

or

CAPTURE [ON | OFF]

path	Specifies the full path of the console program to include in the forbidden list. Programs included in this list will run in their own separate window.
ON | OFF	Enable or disable capturing of input and output for console programs.
/D	Remove the specified console program from the forbidden list.

Note:

WinOne uses anonymous pipes to receive and send characters to and from a console program. This process is referred to as "capturing a programs input and output". Console programs are a sub-set of text mode type programs. Most standard DOS commands have been converted to console programs in Windows NT.

The forbidden list contains console programs that should not be run under capture. This includes console programs that do not use streamable input and output. The console programs contained in the forbidden list will be given their own window when executed from the WinOne prompt.

When an attempt is made to capture the input and output of a console program that does not use streamable input and output then the program will be blocked until ^C is pressed to end the program. The program should then be added to the forbidden list, so that, WinOne will know NOT to capture the programs input or output next time it is run. There is no way of knowing in advance whether or not a program will perform correctly under capture, hence the need for a Forbidden Capture List. This list is similar in concept to PIF files.

All other types of text mode programs (other then console programs) will be run in their own window (eg. DOS programs) when run from the WinOne prompt. There is no need to include these types of programs in the forbidden list.

The feature is not available when WinOne is running on Win32s, since Win32s is not capable of running console programs.

When no parameters are specified for command CAPTURE then the current forbidden list is displayed.

Also see Program Run Options.

Command EXT or EXTENSION

Function:

Set filename associations for file extensions.

Syntax:

EXTENSION [extension=association]
EXT [extension=association]

or

EXTENSION [/D extension]
EXT [/D extension]

extension	Specifies the filename extension.
association	Specifies the program name and parameters.
/D	Delete an extension.

Note:

Do NOT include a dot in the parameter extension.

Type EXT without any parameters to display a list of all existing associations.

When an association is established for a file extension, then file names (which MUST including the extension) can be entered at the prompt without the need to specify the program name.

Multiple file extension associations are created and deleted in the same way as single file extension associations. When a single association already exists then WinOne will prompt the user with the message **Multiple XXX extension (Y/N)?**, in which case typing 'Y' will append the association, or typing 'N' will over write the existing association. Also when deleting Multiple associations, WinOne will confirm each association before deleting it.

File extension associations are saved as they are created.

Also see File Extension Association.

Examples on using EXTENSION.

EXTENSION Examples

Example 1:
To associate all file names with an extension of TXT to the program NOTEPAD.EXE, enter at the WinOne prompt :-

```
EXT   TXT=NOTEPAD.EXE   ^.TXT
```

The caret character (ie. ' ^ '), will be replaced with the filename excluding the extension, hence the .TXT extension must be specified.

To execute the program NOTEPAD and pass the file REPORT.TXT to the program, enter at the WinOne prompt :-

```
REPORT.TXT
```

Example 2:
Assume that the drive and directory for the program WINGIF.EXE is located in D:\PICS. Then to create an association to view GIF files, enter at the WinOne prompt :-

```
EXT   GIF=D:\PICS\WINGIF.EXE   ^ .GIF
```

To view GIF files, located in D:\CARS, enter at the WinOne prompt :-

```
D:\CARS\*.GIF
```

Example 3:
To delete the file extension association for .TXT files, enter at the WinOne prompt :-

```
EXT   /D   TXT
```

Special Notes on associations:
Wildcards can be entered at the WinOne prompt, such as in Example 2 above, but the filename extension must not contain Wildcards, since the filename extension is used to determine which association is to be used.

When an association is determined, then WinOne will try to locate the program. WinOne will search the current directory first, and if it is not found in the current directory then the PATH environment variable is searched.

Command GROUP

Function:

Insert program files into Program Manager groups.

Syntax:

GROUP [["groupname"] filename [/D] [/S] [/C]]

or

GROUP ["groupname" /D [/C]]

groupname	Program Manager group name string.
filename	Program file(s) to add to the group.
/D	Delete a group.
/S	Process sub-directories.
/C	Indicates that parameter groupname refers to a common group.

program files:

Only valid program files can be inserted into the Program Manager groups, and all other file types are ignored. A valid program file must have an extension of either .EXE, .COM, .BAT, .PIF or any filename that has a File Extension Association.

error message:

The command GROUP uses Dynamic Data Exchange to communicate with the Program Manager. A request is sent to the Program Manager, and the Program Manager returns either a positive or negative acknowledgment, depending on whether the request is carried out or not.

When a request fails then the error message **Request Denied** is displayed. The most common reasons for this error occurring is :-

1. WinOne cannot link to the Program Manager.

2. an attempt to delete a Program Manager group that does not exist.

3. an attempt to insert a program file into a Program Manager group that is full. A Program Manager group can only contain a fixed number of items or programs. Typically, only 50 items or programs are allowed in any one Program Manager group.

4. an attempt to manipulate a common group when the currently logged in user does not have system administrator privileges .

Note:

When the /C switch is not specified then parameter groupname name refers to a private group. When the /C switch is specified do not include the "[Common]" part to specify a common group name. For example, when WinOne is installed on Windows NT it is placed in a common Program Manager group. The parameter groupname is specifed as "WinOne", not "WinOne [Common]", and the /C switch must also be specified.

The /C switch is ignored when WinOne is running on Win32s, since there are no common Program Manager groups in Win32s.

System administrator privileges are required to manipulate common groups or items contained in a common group.

Examples on using GROUP.

GROUP Example

Example 1:
Assume the current directory is D:\WIN_ONE. To insert all .EXE files into a Program Manager group **WinOne Command Shell**, enter at the WinOne prompt :-

```
GROUP   "WinOne Command Shell"   *.EXE
```

Example 2:
To insert all program files into the Program Manager group **Windows App**, that is, files contained in the directory D:\WINDOWS, including all sub-directories, enter at the WinOne prompt :-

```
GROUP   "Windows App"   D:\WINDOWS\*.*   /S
```

Example 3:
To delete the Program Manager group **Windows App**, and insert the program SYSEDIT.EXE into the group **Windows App**, enter at the WinOne prompt :-

```
GROUP "Windows App"   D:\WINDOWS\SYSEDIT.EXE   /DS
```

Example 4:
To delete the Program Manager group **Windows App**, enter at the WinOne prompt :-

```
GROUP "Windows App"   /D
```

Command PRINT

Function:

Print a text file via the Printer Manager.

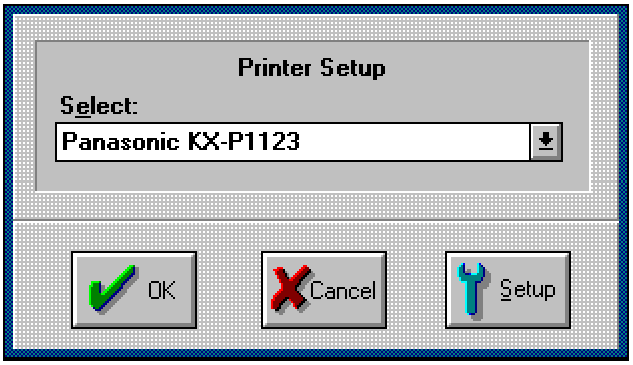
Syntax:

PRINT [[drive:][path]filename] [/tabstop] [/S] [/N] [/L]

filename — Specifies the file to print.
/tabstop — Number between 1 to 8 inclusive. Specifies the number of space characters to use to expand tabstop characters.
/S — Small font size.
/N — Normal font size. This is the default font size used to print a file.
/L — Large font size.

Print Setup:

Type PRINT with no parameters to display the Printer Setup window :-



Printer Setup

Select: Panasonic KX-P1123

Select the printer to configure and press the Setup button to change that printers configuration. Changes to a printers configuration is reflected system wide.

Note:

Wildcards are not allowed for parameter filename.

Command SENDKEYS

Function:

Send a number of key strokes to the specified window.

Syntax:

SENDKEYS "who" "keys" [/C]

who A string that specifies the window to send the keys to. This can be either a window caption or a window class. By default who is a window caption, use the /C switch to specify a window class.

keys A string containing a sequence of characters which specifies the key strokes to be sent.

[/C] Specifies that parameter who refers to a window class.

Specifying the key strokes

The string containing the key strokes can include any print-able ASCII characters, that is, characters in the ASCII range of 32 to 126 inclusive. However, there are a number of characters that have a special meaning, these include :-

Short Hand Character

~ Press the ENTER key.

Change State Characters. These characters change the state of the next key pressed or a Sub Group of key presses.

+	Hold down the SHIFT key.
^	Hold down the CONTROL key.
%	Hold down the ALT key.

Group Characters.

{ }	Used to specify a Special Key and/or give a key a Repeat Count.
( )	Used to group a number of keys togetther, that is, to specify a Sub Group.

Note:

The maximum number of characters that can be sent is 128.

Examples for parameter keys.

Special Keys

There are a number of Special Keys that cannot be specified with a single character, instead, they are specified by enclosing the name of the key in braces. For example, the Caps Lock key is specified by "{CAPLOCK}".

Valid Special Key names include :-

CAPSLOCK	Caps Lock
NUMLOCK	Num Lock
SCROLLOCK	Scroll Lock
ESCAPE or ESC	Escape
ENTER	Enter
PRTSC	Print Screen
TAB	Tab
BREAK	Break
BACKSPACE or BS	Back Space
DELETE or DEL	Delete
INSERT	Insert
LEFT	Left Arrow
RIGHT	Right Arrow
UP	Up Arrow
DOWN	Down Arrow
PGUP	Page Up
PGDN	Page Down
HOME	Home
END	End
F1 to F12	Function keys F1 to F12

Similarly, the characters ~+^%(){} each have some special purpose or meaning, and to specify the equivalent key, the character must be enclosed in braces. For example, the plus key is specified by "{+}" and not "+".

Repeat Count

Any key except the SHIFT, CONTROL and ALT keys can be repeated or pressed a number of times, by enclosing the key and the repeat count, separated by a space character, in braces. For example, moving the cursor left 10 positions (ie. pressing the left arrow key 10 times), is specified by "{LEFT 10}".

Sub Groups

To change the state of a number of keys, that is, hold down either the SHIFT, CONTROL or ALT key, while pressing a number of other keys, then the other keys must be enclosed in brackets. For example, to move the cursor back three words, that is, hold down the CONTROL key, while pressing the left arrow key three times, is specified by "^({LEFT}{LEFT}{LEFT})".

SENDKEYS Examples

Parameter keys	Valid	Output
"abcDEF"	OK	abcDEF
"abcdef{BACKSPACE}"	OK	abcde
"abcdef{BACKSPACE 3}"	OK	abc
"BACKSPACE"	OK	BACKSPACE
"abcghi{LEFT 3}DEF"	OK	abcDEFghi
"{a 5}"	OK	aaaaa
"+{a 5}"	OK	AAAAA
"abc+(def)"	OK	abcDEF
"+abc+def"	OK	AbcDef
"{{}"	OK	{
"{+}"	OK	+
"{+ 5}"	OK	++++
"(abc)"	OK	abc
"{(}abc{)}"	OK	(abc)
"+{+a 5}"	Error - '+a' is not a valid key	
"{abc}"	Error - 'abc' is not a valid key	
"{DELETE"	Error - missing brace	

Command SHELL

Function:

Set the Windows default start up shell or program list.

Syntax:

SHELL [prog1,prog2,...]

prog1,prog2,...Specifies the list of programs to start when Windows is started.

Note:

Must have system administrator privileges to set the start up shell or program list.

Each program can include an optional drive and path. When a program is not located in the PATH environment variable, then the program name must be a fully qualified filename, including the drive and path.

When specifying the list of programs each program must be separated by comma's.

When no parameters are specified, command SHELL will display the current shell setting, that is, the current list of programs Windows will run on start up.

Also see Program Manger Replacement.

Warning

Before setting the default start up shell make a note of the current shell setting.

Should any difficulties arise with the new shell, then restore the previous shell, either by using the SHELL command or by manually setting the System Registry key value (ie. by running REGEDT32.EXE via the Task Manager) :-

```
HKEY_LOCAL_MACHINE
    \SOFTWARE
        \Microsoft
            \Windows NT
                \CurrentVersion
                    \Winlogon
                        \Shell=pervious shell setting
```

Command TASKS

Function:

Display a list of the current tasks or performs a specified action on a task.

Syntax:

TASKS [[hwnd] state] [/V]

or

TASKS [["caption"] state]

hwnd	Window handle.	
caption	Window Caption string.	
state	Specifies the action :-	
	CLOSE	end a program
	MIN	display window as icon
	MAX	display maximised window
	SHOW	display a previously hidden window
	HIDE	hide window
	RESTORE	display window in it original size and position
	ONTOP	set a window to be the top most window
	NOTONTOP	reset a window to no longer be the top most window
	TERMINATE	force a program to exit (ie. terminate)
	IDLE	set idle process priority
	NORM	set normal process priority
	HIGH	set high process priority
/V	Verbose mode display	

Note:

Type TASKS without an parameters to display a list of window handles and captions.

Verbose mode will also display window class names.

When the parameter hwnd or caption is not specified then the action is performed on WinOne itself.

Command VIEWICON

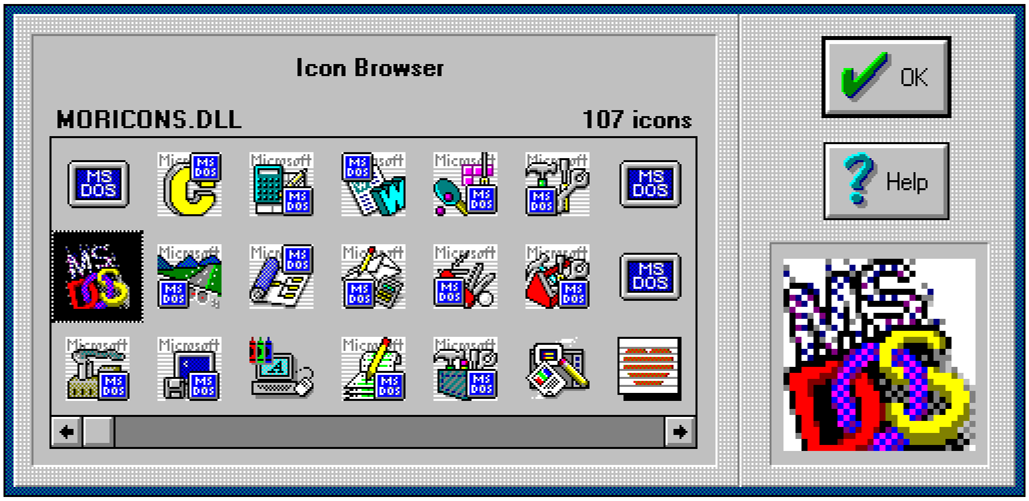
Function:

Displays icons in .EXE, .DLL and .ICO files.

Syntax:

VIEWICON [[[drive:]path]filename]

Description:
The VIEWICON command will display a window containing all icons in the specified file(s), as follows :-



- To determine the filename for an icon, position the mouse cursor over the icon and press the left mouse button.

Command WALLPAPER

Function:

Set or remove the Desktop Wallpaper.

Syntax:

```
WALLPAPER   [[drive:][path]]filename] [/C] [/T]
```

filename	Specifies the bitmap file name.
/C	Centre the bitmap.
/T	Title the bitmap.

Note:

Type WALLPAPER without any parameters to remove the current Wallpaper from the Desktop.

Also see Random Desktop Wallpaper.

External Commands

External Commands are programs that use the main WinOne window for there screen input and output.

Command ARGS (External)

For more information on command ARGS, see the WOIO.HLP help file, which is located in the sub-directory WOIO.

Command DOS2UNIX (External)

Function:

Convert DOS text files to Unix text files.

Syntax:

DOS2UNIX [drive:][path]filename [/V]

filename	Specifies the file(s) to convert.
/V	Show version information.

Note:

This command will not alter a Unix text file.

Also see command UNIX2DOS.

Command DUPLICAT (External)

Function:

Locate all duplicate files on the specified drive(s).

Syntax:

```
DUPLICAT [drive1 drive2 ...] [/N] [/S] [/C]
```

drive1 drive2 ... Specifies the disk drive(s) to search.

/N By filename only. This will locate files that have the same name. The files found can differ in size or content.

/S By size and filename. This is the default, when no switches are specified. This will locate files the have the same name and size. The files found can differ in content.

/C By size, filename and content. This will locate all files that are exactly the same.

Note:

When no drives are specified DUPLICAT will search all non-removable hard disks.

The /N switch is the fastest and the /C switch is the slowest.

Command GOTHIC (External)

Function:

Display small horizontal Gothic style characters.

Syntax:

GOTHIC [msg] [/V]

msg Sequence of characters.
/V Show version information.

Sample:

```
  ___
 -   -_, _-_ _,,     ,- _~.         ,,
(  ~/||     -/  )   (' /|       _   ||
(  / ||    ~||_<   ((  ||      < \, ||/|,  _-_
 \/==||     || \\  ((  ||      /-|| || || ||
 /_ _||     ,/--||  ( / |     (( || || |' ||
(  - \\,   _--_-'    -____-    \/\\ \\/   \\,/
          (
```

Note:

Also see command SBANNER.

Command LOGO (External)

Function:

Change the Windows startup logo.

Syntax:

LOGO [drive:][path][filename] [/V]

filename	Specifies the file containing the new logo. This file MUST be a bitmap format file.
/V	Show version information.

Note:

Type LOGO without any parameters to restore the default startup logo.

When WinOne is running on Win32s then parameter filename, which specifies the file containing the new logo, MUST be a Run Length Encoded 16 colour bitmap, which is no larger than 48K in size, otherwise an appropriate error message is displayed and the logo is NOT changed. The first time command LOGO is used to change the Windows logo under Win32s, a backup copy of WIN.COM is made to the file WINBAK.COM. Should anything go wrong, then you will be able to get back into Windows by running WINBAK.COM at the DOS prompt.

Run Length Encoded (RLE) Bitmaps

Run Length Encoding refers to the compression method that is used to compress a bitmap. Typically, a bitmap compressed using this method will have a file extension of .RLE, but this is not generally the case, so command LOGO checks the bitmap internally to verify that it does meet the specified requirements before changing the start up logo in Win32s. In Windows NT there is no special requirement for the bitmap.

Due to the nature of RLE bitmaps, that is, it replaces long runs of the same colour with the number of times the colour occurs, it is possible to compress a bitmap and end up with a file that is larger than the un-compressed bitmap. Typically, a bitmap that has relatively large areas of the same colour, for example a black background colour, should compress to no greater than 48K.

There are many graphics programs available that can be used to convert a standard bitmap to a Run Length Encoded bitmap. For example, the excellent Graphics Workshop for Windows provides this capability.

Command MERGE (External)

Function:

Merge two files together.

Syntax:

MERGE first second destination [/V]

first	Specifies the first file.
second	Specifies the second file.
destination	Specifies the destination file.
/V	Show version information.

Note:

The file first is copied to the file destination, then the file second is appended to the file destination.

Also see command SPLIT.

Command SBANNER (External)

Function:

Display small horizontal characters.

Syntax:

SBANNER [msg] [/V]

msg Sequence of characters.
/V Show version information.

Sample:

```
   ##   ######    ####                  ###
  ####   ##  ##  ##  ##                  ##
 ##  ##  ##  ## ##               ####    #####    ####
 ##  ##  #####  ##                  ##   ##  ##  ##  ##
 ######  ##  ## ##               #####   ##  ##  ##
 ##  ##  ##  ##  ##  ##         ##  ##   ##  ##  ##  ##
 ##  ## ######    ####           ### ## ## ###    ####
```

Note:

Also see command GOTHIC.

Command SPLIT (External)

Function:

Split a file into two files.

Syntax:

```
SPLIT [drive:][path]filename size [/V]
```

filename	Specifies the file to split.
size	Specifies the size in bytes for the first file. Size bytes from the file filename will be placed into the first file and the remaining bytes will be placed into the second file.
/V	Show version information.

Note:

The resulting two files have an extension of .1 for the first file and .2 for the second file.

Wildcards can not be used for parameter filename.

Also see command MERGE.

Command TOUCH (External)

Function:

Touch the date and time for a file(s).

Syntax:

TOUCH [drive:][path]filename [date] [time] [/V]

filename	Specifies the file(s) to touch.
date	dd-mm-yyyy
time	hh:mm:ss
/V	Show version information.

Note:

The system date and/or time is used when parameters date and/or time are not specified.

When parameter filename specifies a file that does not exist, then that file is created and then touched.

Command TOUCH can not be used to change the date or time for a directory.

Command UNCOMP (External)

Function:

Uncompress a UNIX compressed file (ie. .Z file).

Syntax:

UNCOMP source destination [/V]

source	Specifies the file to uncompress.
destination	Specifies the file name of the uncompressed file.
/V	Show version information.

Note:

Parameters source and destination can contain an optional path. When the destination file exists, then UNCOMP will fail and display an error message.

Wildcards can not be used for parameters source or destination.

Also see command UNTAR.

Special Note:

There should be no need to ever tar or compress a file under Windows. There are a number of archive formats that are supported by both UNIX and WIndows (eg. ZIP archive format), which should be used instead.

Command UNIX2DOS (External)

Function:

Convert Unix text files to DOS text files.

Syntax:

```
UNIX2DOS [drive:][path]filename [/V]

filename      Specifies the file(s) to convert.
/V            Show version information.
```

Note:

This command will not alter a DOS text file.

Also see command DOS2UNIX.

Command UNTAR (External)

Function:

Untar a UNIX tape archive (ie. .TAR file).

Syntax:

UNTAR [drive:][path]filename[.TAR] [/D] [/V]

filename	Specifies the file to untar.
/D	Display a directory listing of the tar archive.
/V	Show version information.

Note:

A tar file must have a file extension of .TAR, since this is the only way to determine whether or not a file is a tar file.

The directory structure inside the tar file is recreated and the file names inside a tar file are mapped to long file names.

When a file already exists, then the user will be prompted whether to over write the existing file and if not a new file name will be requested. It is quite possible for a tar file to contain more than one file name that will map to a single long file name, since under UNIX filenames are case sensitive. For example, Read.Me and read.me will both be mapped to READ.ME under Windows.

Wildcards can not be used for parameter filename.

Also see command UNCOMP.

Special Note:

There should be no need to ever tar or compress a file under Windows. There are a number of archive formats that are supported by both UNIX and Windows (eg. ZIP archive format), which should be used instead.

Command UNZIP (External)

Function:

Extract files contained in a .ZIP archive.

Syntax:

```
UNZIP source.zip [destination] [/E] [/X] [/T]
```

source.zip Specifies the archive file name.
destination Specifies the directory to place the extracted file(s) in. When a destination sub-directory is not specified then the current directory is used.
/E Extract file(s), ignoring paths.
/X Extract file(s), recreating the directory structure. This is the default.
/T Test contents of archive.

Note:

Command UNZIP extracts all files from the specified archive.

When the distination sub-directory does not exist, it is created.

Command UUDECODE (External)

Function:

Convert a uuencode text file back to a binary file.

Syntax:

UUDECODE filename

filename	Specifies a previously uuencoded file to convert.

Note:

Wildcards can not be used for parameter filename.

Also see command UUENCODE.

Command UUENCODE (External)

Function:

Convert a binary file to a text file.

Syntax:

UUENCODE filename

filename	Specifies a binary file to convert.

Note:

Wildcards can not be used for parameter filename.

Also see command UUDECODE.

Standard Batch Commands

Command CALL

Function:

Run a second batch program, then returns to the first batch program.

Syntax:

CALL [drive:][path]filename [batch-parameters]

[drive:][path]filename	Batch program name and location.
batch-parameters	Any command line information that is used by the batch program.

Note:

WHen there is no need to return to the original batch program, then use the following syntax, without the CALL command :-

[drive:][path]filename [batch-parameters]

When the CALL command is used at the WinOne prompt to run a batch program, the batch program will be executed in a separate window.

Also see Batch Programs.

Command ECHO

Function:

Display a message or turns echo on or off.

Syntax:

ECHO [message]

or

ECHO [ON | OFF]

message	Sequence of characters to display.
ON	Display commands as they are carried out.
OFF	Do not display commands as they are carried out.

Note:

Type ECHO with no parameters to display whether echo is no or off.

To display a blank line type ECHO followed by a dot character :-

```
ECHO.
```

Also see Batch Programs.

Tip:

To prevent a single command in a batch program from being displayed, put an at sign in front of the command, for example :-

```
@ECHO OFF
```

Command FOR

Function:

Perform a command for each file in the specified set of files or perform a command a given number of times.

Syntax:

FOR %variable **IN** **(** set **)** **DO** command

or

FOR %variable **IS** num1 **TO** num2 [**STEP** num3] **DO** command

%variable	Specifies a replaceable parameter
(set)	Specifies a set of files. Wildcards can be used and file names can be separated by comma's.
num1	Number specifing the start of the range.
num2	Number specifing the end of the range.
num3	Number specifing the increment value. The default value is 1 when no STEP value is specified.
command	Specifies the command to be performed for each file found in the set.

Note:

When using the FOR command inside a batch program, use %%variable and not %variable.

Also see Command Grouping and Batch Programs.

Command GOTO

Function:

Switch to another part of the batch program, and continue executing the program from that point.

Syntax:

GOTO label

label	Sequence of characters.

Note:

The label must also appear on its own line elsewhere in the batch program, preceded by a colon, for example :-

```
GOTO end
...
...
...
:end
```

Also see Batch Programs.

Command IF

Function:

Perform conditional processing in a batch program.

Syntax:

IF [NOT] condition command

or

IF [NOT] condition **(** command(s) **) else** command

or

IF [NOT] condition **{** command(s) **} else** command

condition Is one of the following :-

- **CALC (** expr **)** Evaluate the parameter expr. A zero result is false, otherwise the condition is true. Parameter expr follows the same rules as parameter expr for command CALC. The brackets around parameter expr are mandatory and must be specified.
- **ERRORLEVEL** number Specifies a true condition if the last program returned an exit code greater than or equal to number.
- **EXIST** filename Specifies a true condition if the filename exists.
- **EXISTCLASS** "text" Specifies a true condition if the window class "text" exists.
- **EXISTWINDOW** "text" Specifies a true condition if the window caption "text" exists.
- string1==string2 Specifies a true condition if string1 and string2 are the same.

command Specifies the command to carry out if the condition is met. Parameter command can also be another IF command.

NOT Carry out the command only if the condition is false.

Note:

The parameters string1 and string2 do not need to be enclosed in quote characters.

When using the IF ELSE syntax, the brackets or braces around parameter command(s) are mandatory and must be specified. See Command Grouping for more information.

Examples on using IF.

Also see command CALC and Batch Programs.

IF Examples

Example 1:
Consider the following batch program :-

```
:loop
GETKEY Option:
IF "%GETKEY%"="" {
        GOTO loop
} ELSE IF "%GETKEY%"="A" {
        ECHO Option A selected
} ELSE IF "%GETKEY%"="B" {
        ECHO Option B selected
} ELSE {
        ECHO Unknown option!
        GOTO loop
}
```

This batch program displays the "Option:" prompt and waits for the user to either press the A or B key. It will continue to prompt the user, until either the A or B key is pressed.

Example 2:
Consider the following batch program :-

```
SET VAR=1
IF CALC ( %VAR% == 1 ) {
        SET VAR=2
        ECHO %VAR%
}
ECHO %VAR%
```

This program displays 2 on the first line and 2 on the second line. See Command Grouping for more information on using braces instead of brackets to group commands.

Example 3:
Consider the following erroneous batch program :-

```
SET VAR=0
IF CALC ( %VAR% != 0 ) {
:loop
        ECHO %VAR%
} ELSE {
        GOTO loop
}
```

This program will result in a **No such label** error, since jumping into an IF statement is not permitted, however, jumping out of an IF statement is permitted.

Command PAUSE

Function:

Suspend processing of a batch program and displays a message.

Syntax:

PAUSE [message]

message	Sequence of characters.

Note:

Type PAUSE without an parameters to display the message :-

```
Press any key to continue .   .   .
```

Also see Batch Programs.

Command REM

Function:

Allows comments inside a batch file.

Syntax:

REM anything

anything	Sequence of characters.

Note:

REM commands are just ignored by WinOne.

Also see Batch Programs.

Command SHIFT

Function:

Change the position of replaceable parameters in a batch program.

Syntax:

SHIFT

Note:

The SHIFT command changes the values of replaceable parameters %0 through to %9, by copying each parameter into the previous one.

When there are more then 10 command line parameters, each will be shifted one at a time into %9.

Also see Batch Programs.

Enhanced Batch Commands

Command ASK

Function:

Ask a yes/no question and set the errorlevel respectively.

Syntax:

ASK [message]

message Sequence of characters.

Note:

Type ASK without any parameters to display the message :-

```
Continue (Y/N)?
```

The errorlevel is set to 0 for a yes response, 1 for a no response.

Example on using ASK.

Also see Batch Programs.

ASK Example

Consider the following batch program, which will display a yes/no message, and depending on the user response the program will either continue or end :-

```
ASK Are you sure (Y/N)?
IF ERRORLEVEL   1 GOTO   no
...
...
...
:no
```

Similarly, the following batch program will display a yes/no message and either loop or end :-

```
:loop
...
...
...
ASK Again (Y/N)?
IF ERRORLEVEL 1 GOTO no
GOTO loop
:no
```

Command BEEP

Function:

Send a beep to the system speaker.

Syntax:

BEEP [ON | OFF]

or

BEEP frequency duration [...]

ON	Enable system beep.
OFF	Disable system beep.
frequency	Specifies the sound frequency, in hertz. Must be in the range 37 through 32767.
duration	Specifies the sound duration, in milliseconds. 1000 milliseconds is equal to 1 second.

Note:

Type BEEP without any parameters to send a beep to the system speaker.

Changes to the system beep settings are reflected system wide.

Also see command PLAY and Batch Programs.

Command Box

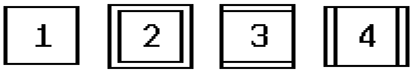
Function:

Display a box in one of four pre-defined formats.

Syntax:

BOX left top right bottom [type]

left top right bottom Screen co-ordinates of box.
type Specifies a number 1 to 4, which represents one of the following box formats :-



Note:

Co-ordinates start from 0. For example, the first character on the screen is at co-ordinate 0, 0.

When parameter type is not specified then format 1 is used.

Also see Batch Programs.

Command CALC

Function:

Perform basic arithmetic calculations in a batch program. The result is either displayed or stored in an environment variable called CALC.

Syntax:

CALC [?] expr

?	Display the result only. Does not set the environment variable.
expr	Sequence of tokens, that can include the following :-

+	Addition
-	Subtraction
*	Multiplication
/ or \	Division
%	Remainder or modulus
~	Bitwise NOT
^	Bitwise XOR
&	Bitwise AND
|	Bitwise OR
<<	Left bit shift
>>	Right bit shift
&&	Logical AND
||	Logical OR
!	Logical NOT
<	Boolean less then
>	Boolean greater then
<=	Boolean less then or equal to
>=	Boolean greater then or equal to
==	Boolean equal to
!=	Boolean not equal to
(	Left bracket
)	right bracket
0..9	Sequence of digits, forming a number
""	Sequence of characters, forming a string

Warning

When using tokens that include characters that have a special meaning (eg. <, >, & etc) then enclose the complete expr in brackets, as follows :-

CALC [?] **(** expr **)**

When in doubt, use the above syntax.

Note:

The normal operator precedence is assumed, unless the left and right brackets are used to over-ride the default precedence.

Examples on using CALC.

Also see Batch Programs.

CALC Examples

Example 1:
Consider the following command line :-

```
CALC ? 1 + 1 > 1
```

The result of the above arithmetic expression 1 + 1 is 2. Since the output has been redirected, the result will be written to the file "1". However, if brackets were used around the expression, as follows :-

```
CALC ? ( 1 + 1 > 1 )
```

then the result of the above boolean expression (1 + 1 > 1) is the value 1 (ie. true), which will be display on the screen.

Example 2:
Consider the following command line :-

```
CALC ? ( "a string" == "a string" && "hello" != "world" )
```

The result of the above boolean expression is the value 1 (ie. true), which is displayed on the screen.

Example 3:
The CALC command   can be used to perform loop incrementing in a batch program, consider the following batch program :-

```
@ECHO off
SET calc=0
:loop
IF CALC (%calc% >= 10) GOTO stop
ECHO   %calc%
CALC   %calc% + 1
GOTO loop
:stop
```

This program will display the numbers 0 to 9, one to a line.

Example 4:
Consider the following batch program :-

```
@ECHO   off
CLS
SET   text=hello, world
STRLEN   text
CALC   ( 80 -   %strlen% ) / 2
LOCATE %calc% 0
ECHO   %text%
```

This program will clear the screen and display the text 'hello, world', centred on the first line.

Command COLOUR

Function:

Sets foreground and background colours inside a batch program.

Syntax:

COLOUR foreground [background]

foreground Text foreground colour .
background Text background colour.

Valid foreground and background colours include :-

1. System Colours. These colours are predefined and the actual colour displayed depends on which colour is associated to each of the following :-

FILENAME	- file and path names
NUMBER	- numbers
TEXT	- plain text
HIGHTEXT	- highlighted text
BOLDTEXT	- bold text
ENVNAME	- environment variable names
ENVSTR	- environment variable strings
ERROR	- error messages
LHS	- left hand side of equal signs
HIGHLHS	- highlighted left hand side of equal signs
RHS	- right hand side of equal signs
FILEDATE	- file dates
FILETIME	- file times
FILEATTRIB	- file attributes
FILEDESC	- file descriptions
BACKGRD	- background

2. Fix colours. These colours are fixed. :-

   WHITE
   GRAY
   BLACK
   RED
   GREEN
   BLUE
   CYAN
   MAGENTA
   YELLOW

Note:

When the background parameter is not specified the BACKGRD system colour is assumed.

Also see Custom Colours and Colour Schemes and Batch Programs.

Command COMMA

Function:

Insert comma's into a number. The comma delimited number is stored in an environment variable called COMMA.

Syntax:

COMMA [number]

number	Specifies the number to insert comma's into.

Note:

Also see Batch Programs.

Command DATE2SER

Function:

Convert a date to a serial date value. The serial date value is stored in an environment variable called DATE2SER.

Syntax:

DATE2SER date

date   Specifies the date to convert. The date is in the format dd-mm-yyyy.

Note:

Example on using DATE2SER.

Also see command SER2DATE and Batch Programs.

DATE2SER Example

Consider the following batch program :-

```
@ECHO OFF
GETSTR Enter your date of birth (dd-mm-yyyy) ?
DATE2SER %getstr%
SET dob=%date2ser%

DATE2SER %date_today%
CALC %date2ser% - %dob%

ECHO.
ECHO You have been alive for %calc% days.
```

This batch program demonstrates the use of DATE2SER to perform arithmatic calculations on dates and simply displays the number of days you have been alive.

Command DIRS

Function:

Display the directory stack.

Syntax:

DIRS

Note:

The directory stack can hold at most 10 directories. When more than 10 directories are pushed on to the stack then the oldest directories are removed to make room for the new directories.

Use the commands PUSHD and POPD to manipulate the stack.

Also see Batch Programs.

Command DISKFREE

Function:

Get the amount of free disk space for the specified drive. The free disk space (in bytes) is stored in an environment variable called DISKFREE.

Syntax:

DISKFREE [drive:]

drive: Specifies the drive to use.

Note:

When the parameter drive: is not specified then the current drive is used.

Also see command DISKUSED and Batch Programs.

Command DISKUSED

Function:

Get the amount of used disk space for the specified drive. The used disk space (in bytes) is stored in an environment variable called DISKUSED.

Syntax:

DISKUSED [drive:]

drive: Specifies the drive to use.

Note:

When the parameter drive: is not specified then the current drive is used.

Also see command DISKFREE and Batch Programs.

Command END

Function:

End a batch program.

Syntax:

END

Note:

Also see Batch Programs.

Command FILEDATE

Function:

Get the last modified date of a file. The file date is stored in an environment variable called FILEDATE.

Syntax:

FILEDATE [drive:][path]filename

[drive:][path]filename	Specifies the file name.

Note:

Relative paths are allowed for parameter path.

Wildcards are not allowed for parameter filename.

Also see command FILETIME and Batch Programs.

Command FILESIZE

Function:

Get the size (in bytes) of a file. The file size is stored in an environment variable called FILESIZE.

Syntax:

FILESIZE [drive:][path]filename

[drive:][path]filename	Specifies the file name.

Note:

Relative paths are allowed for parameter path.

Wildcards are not allowed for parameter filename.

Also see Batch Programs.

Command FILETIME

Function:

Get the last modified time of a file. The file time is stored in an environment variable called FILETIME.

Syntax:

FILETIME [drive:][path]filename

[drive:][path]filename	Specifies the file name.

Note:

Relative paths are allowed for parameter path.

Wildcards are not allowed for parameter filename.

Also see command FILEDATE and Batch Programs.

Command FILETYPE

Function:

Determine whether a file contains text or binary data. The file type is stored in an environment variable called FILETYPE.

Syntax:

FILETYPE [drive:][path]filename

[drive:][path]filename	Specifies the file name.

Note:

When the specified file contains text then the environment variable will be set to TEXT. Similarly, when the file does not contain text then the environment variable will be set to BINARY.

Also see Batch Programs.

Command GETINI

Function:

Get an initialisation file key value. The key value is stored in an environment variable called GETINI.

Syntax:

GETINI section key [filename]

section	Specifies the section that contains the desired key.
key	Specifies the key who's value is to be retrieved.
filename	Specifies the initialisation file name.

Note:

Initialisation files generally have a .INI file extension.

The file extension must be included as part of the file name when parameter filename is specified (eg. WIN.INI).

When parameter filename is not specified then WIN_ONE.INI is used. Since WIN_ONE.INI is automatically mapped to the System Registry, then retrieving a key value from WIN_ONE.INI will retrieve the key value from the System Registry.

Also see command SETINI and Batch Programs.

Command GETKEY

Function:

Wait for a single keypress from the user. The character entered is stored in an environment variable called GETKEY.

Syntax:

GETKEY [message]

message	Sequence of characters.

Note:

Also see Batch Programs.

Command GETSTR

Function:

Wait for a sequence of keypresses from the user. The sequence of characters is stored in an environment variable called GETSTR.

Syntax:

GETSTR [message]

message	Sequence of characters.

Note:

Also see Batch Programs.

Command GOSUB

Function:

Jump to another part of a batch program and continue executing the batch program from that point onwards until a RETURN command is found. Execution of the batch program will then return to the next command following the original GOSUB command.

Syntax:

GOSUB label

label	Sequence of characters.

Note:

The label   must also appear on its own line elsewhere in the batch program, preceded by a colon, for example :-

```
GOSUB subproc
...
...
:subproc
...
...
RETURN
```

GOSUB's can be nested a maximum of   8 levels.

Also see Batch Programs.

Command LOCATE

Function:

Position the cursor anywhere on the screen.

Syntax:

LOCATE x y

x, y Specifies the co-ordinates.

Note:

Co-ordinates start from 0. For example, the first character on the screen is at co-ordinate 0, 0.

Also see Batch Programs.

Command LOWER

Function:

Convert a text string to lower case. The converted text string is stored in an environment variable called LOWER.

Syntax:

LOWER [text]

text	Sequence of characters.

Note:

Also see Batch Programs.

Command PARSE

Function:

Allows a sentence to be broken into pieces. The pieces are stored in environment variables. PARSEA contains the text that was extracted, and PARSEB contains the remainder of the text.

Syntax:

PARSE [text]

text	Sequence of characters.

Note:

The PARSE command automatically breaks on commas, quotation marks, dots, exclamation marks, colons, backslashes and frontslashes.

Example on using PARSE.

Also see Batch Programs.

PARSE Example

Consider the following batch program :-

```
@ECHO   off
SET   text=a,b,c,d,e,f
PARSE   %text%
:loop
IF   "%PARSEB%"=="" GOTO stop
SAY    %PARSEA%
PARSE   %PARSEB%
GOTO   loop
:stop
```

This batch program will display the letters ' abcdef ' on a single line.

Command PLAY

Function:

Play a wave sound (ie. .WAV) file.

Syntax:

PLAY [drive:][path]filename

[drive:][path]filename	Specifies the sound file to play.

Note:

Command PLAY will only play a wave sound file when a sound board (eg. a Sound Blaster) is installed.

When no sound board is installed, then no sound will be played or heard.

Wildcards are not allowed for parameter filename.

Also see command BEEP and Batch Programs.

Command POPD

Function:

Pop a directory from the directory stack and make this directory the current directory.

Syntax:

POPD [number]

number	Number of directories to pop of the stack.

Note:

Also see command PUSHD, DIRS and Batch Programs.

Command PUSHD

Function:

Push the current directory onto the directory stack and change to the specified directory.

Syntax:

PUSHD [[drive:]directory]

directory	Specifies the directory to change to.

Note:

When no parameters are specified then the current directory is pushed onto the stack only.

Also see command POPD, DIRS and Batch Programs.

Command READLN

Function:

Read a line of text from a file. The line of text is stored in an environment variable called READLN.

Syntax:

READLN [drive:][path]filename [linenum]

filename	Specifies the text file to read.
linenum	Specifies the line number to retrieve.

Note:

Line numbers start from 1.

When parameter linenum is not specified then the environment variable will be set to the total number of lines in the text file.

Example on using READLN.

Also see Batch Programs.

READLN Example

Consider the following batch program :-

```
@ECHO OFF

SET calc=0
READLN %1
FOR %%i is 1 TO %readln% DO {
        READLN %1 %%i
        IF NOT "%readln%"=="" CALC %calc%+%readln%
}
ECHO Total is %calc%
```

This batch program will sum a list of numbers contained in a text file, that has been specified on the command line. Blank lines are ignored and one number per line is assumed.

Command RETURN

Function:

Return to the next command following the original GOSUB command.

Syntax:

RETURN

Note:

Also see Batch Programs.

Command SAY

Function:

Display a message. This command with NOT add a carriage return - line feed at the end of the message.

Syntax:

SAY [message]

message	Sequence of characters.

Note:

Example on using SAY.

Also see Batch Programs.

SAY Example

Consider the following batch program :-

```
@ECHO off
SAY hello
SAY   world
```

This example will display 'hello world' on the same line.

Command SER2DATE

Function:

Convert a serial date value to a date. The date is stored in an environment variable called SER2DATE.

Syntax:

SER2DATE number

number	Specifies the serial date value to convert to a date.

Note:

When the serial date value is converted to a date, then the environment variable contains the date in the format dd-mm-yyyy.

Also see command DATE2SER and Batch Programs.

Command SETINI

Function:

Set or delete an initialisation file key value.

Syntax:

SETINI section key=[value] [filename]

section Specifies the section name.
key Specifies the name of the key in the section to use.
value Specifies the key value to set.
filename Specifies the initialisation file name.

Note:

Initialisation files generally have a .INI file extension.

The file extension must be included as part of the file name when parameter filename is specified (eg. WIN.INI).

When parameter filename is not specified then WIN_ONE.INI is used. Since WIN_ONE.INI is automatically mapped to the System Registry, then setting or deleting a key value from WIN_ONE.INI will set or delete the key value from the System Registry.

When parameter value is not specified then the key will be deleted from the specified section in the initialisation file.

Also see Batch Programs.

Command SLEEP

Function:

Do nothing for some time.

Syntax:

SLEEP [seconds]

seconds	Specifies the number of seconds to wait.

Note:

When no parameter is specified then zero seconds is assumed. Similarly, zero seconds is assumed for invalid values of parameter seconds.

Also see Batch Programs.

Command STOP

Function:

Stop processing a batch program and continue processing the batch program that called this one (ie. using the CALL batch command).

Syntax:

STOP

Note:

When there is no batch program to continue processing, then the batch program simple ends.

Also see Batch Programs.

Command STRPAD

Function:

Pad a text string with space characters. The padded text string is stored in an environment variable called STRPAD.

Syntax:

STRPAD LEFT | RIGHT | CENTER width [text]

LEFT | RIGHT | CENTER Specifies how to justify the text string :-

LEFT	- insert spaces at the end of the string.
RIGHT	- insert spaces at the front of the string.
CENTER	- insert spaces at both the front and the end of the string so that the string is centered.

width Specifies the minimum width of the text string. When the length of the string is less then the width then space characters are inserted to pad the text string.

text Sequence of characters.

Note:

When the text is larger then the specified width then the text is copied to the environment variable unmodified.

Also see Batch Programs.

Command STRSIZE

Function:

Determine the length of a string. The length is stored in an environment variable called STRSIZE.

Syntax:

STRSIZE [text]

text	Sequence of characters.

Note:

Also see Batch Programs.

Command SUBSTR

Function:

Extract a section of text from a text string. The extracted text string is stored in an environment variable called SUBSTR.

Syntax:

SUBSTR pos size [text]

pos	Position to start extracting text from, where the first character is at position 1, the second character is at postion 2, etc...
size	Number of characters to extract.
text	Sequence of characters.

Note:

Parameter pos can also be negative. The last character is at position -1, the second last character is -2, etc...

Examples on using SUBSTR.

Also see Batch Programs.

SUBSTR Example

Example 1:
To extract the first 5 characters from the text string 'abcdefgh', enter at the WinOne prompt :-

```
SUBSTR 1 5 abcdefgh
```

The environment variable SUBSTR will be set to   'abcde'.

Example 2:
To extract 5 characters from the text string 'abcdefgh', start from the third character, enter at the WinOne prompt :-

```
SUBSTR 3 5 abcdefgh
```

The environment variable SUBSTR will be set to   'cdefg'.

Example 3:
To extract 5 characters from the end of the text string 'abcdefgh' , enter at the WinOne prompt :-.

```
SUBSTR   -1   5 abcdefgh
```

The environment variable SUBSTR will be set to   'defgh'.

Example 4:
To extract 5 character from the text string 'abcdefg', starting at the third last character in the string, enter at the WinOne prompt :-

```
SUBSTR -3 5 abcdefgh
```

The environment variable SUBSTR will be set to 'bcdef'.

Command UPPER

Function:

Convert a text string to upper case. The converted text string is stored in an environment variable called UPPER.

.

Syntax:

UPPER [text]

text	Sequence of characters.

Note:

Also see Batch Programs.