

**Hard2:Projekte/EnvoyARexx/Docs/EnvoyARexx**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Hard2:Projekte/EnvoyARexx/Docs/EnvoyARexx		
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# Hard2:Projekte/EnvoyARexx/Docs/EnvoyARexx

## 1.1 Hard2:Projekte/EnvoyARexx/Docs/EnvoyARexx.guide

EnvoyARexx - Version 1.0

ARexx-service for Envoy

User's manual

Copyright © 1995 Alexander Stirmlinger

Copyright	Copyright and legal information
Overview	What is EnvoyARexx?
Archive overview	What is what in the archive?
Installation	Installation of the package
Rexx functions	Descriptions of the functions
CLI commands	The CLI-commands of the package
Simple example	To see how it works
Errorcodes	Errorcodes and -messages
Known problems/bugs	Limitation(s)
Author information	How to reach me
Acknowledgements	Those who are indispensable...
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## 1.2 EnvoyARexx.guide/COPYRIGHT

Copyright and legal information

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## 1.3 EnvoyARexx.guide/OVERVIEW

Overview

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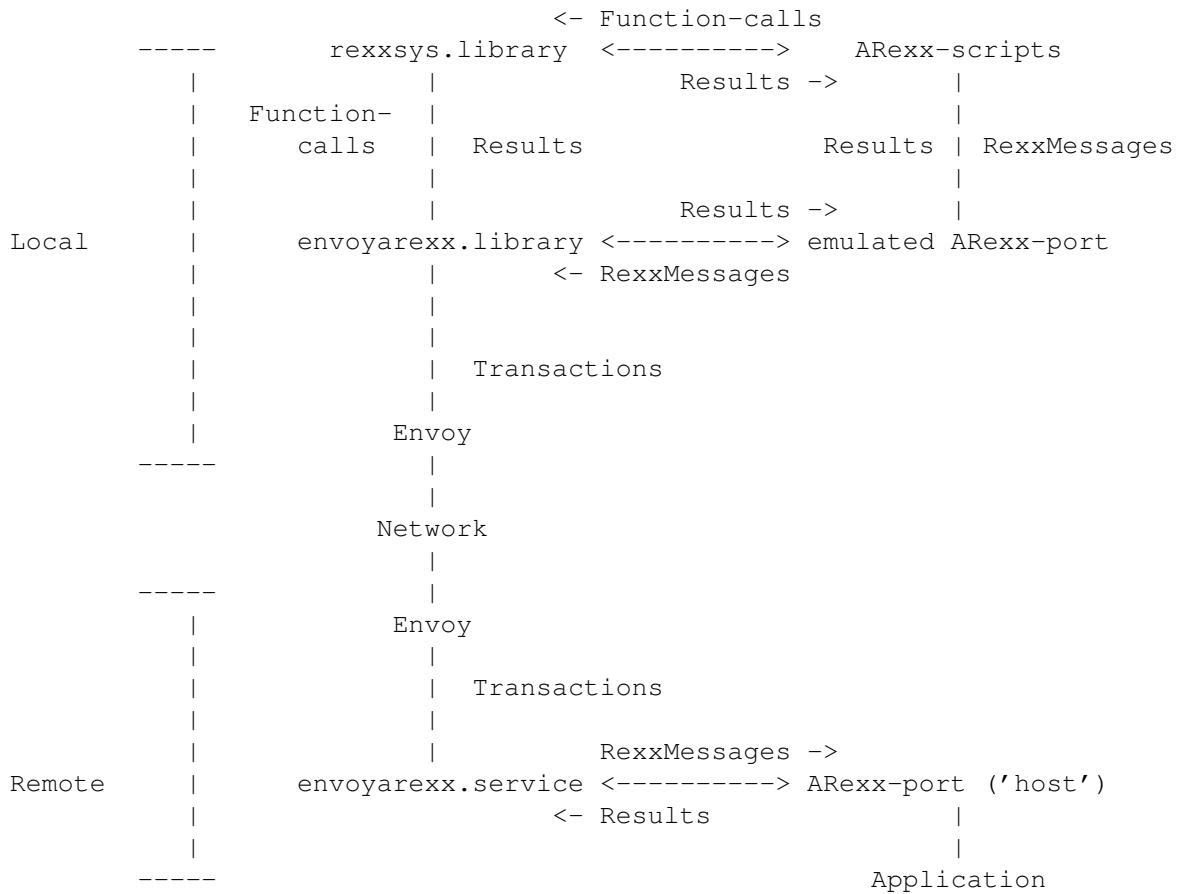
The purpose of EnvoyARexx is to transmit ARexx-commands (and thus execute whole ARexx-scripts) over an Envoy network.

EnvoyARexx is able to create ARexx-ports on the local machine. Any incoming message will be converted to an Envoy-transaction and sent to the appropriate remote machine. The service running on the remote will convert the transaction to an ARexx-message and forward it to the ARexx-port of the real application. The result of the messages (returned by the application) will be converted back to an Envoy-transaction and replied to the local machine. The library on the local machine will convert the result for use within the ARexx-message and replies the message. See also Archive overview.

Additionally, you can 'connect' to the COMMAND-'port' (1) of a remote machine. Thus, you can easily run commands on a remote machine in the

network.

A diagram may elucidate thoughts:



----- Footnotes -----

(1) This port isn't actually a port, but can be accessed just like a port by ARexx-scripts.

## 1.4 EnvoyARexx.guide/ARCHIVE

Archive overview

\*\*\*\*\*

- \* `envoyarexx.library`: ARexx function-library. Interface between ARexx and Envoy. Adds functions to ARexx when added to your system. Creates local ARexx-ports and forwards incoming ARexx-messages, receives the results from the remoted machines and sends them back to their reply-port. In the network-language you would call this library a client.
- \* `envoyarexx.service`: Envoy-alike service. Receives messages from a client, converts them to ARexx-messages and forwards them to the desired destination port. Sends back the result to the appropriate client. This Envoy-service is a server.

- \* `ConnectHost`: Creates a communication-path from the local `envoyarexx.library` to a remote `envoyarexx.service`. Opens an ARexx-port on the local machine, ready to receive and forward ARexx-messages. (1)
- \* `DisconnectHost`: Removes a communication-path which was previously created by `DisconnectHost` or by the appropriate ARexx-function of the library. Causes the `envoyarexx.library` to close the local ARexx-port.
- \* `Install_EnvoyARexx`: Automatic installation-script for EnvoyARexx.
- \* `EnvoyARexx.(guide|dvi)`: This manual. :-)

----- Footnotes -----

(1) Please note that the `envoyarexx.library` provides compatible functions for ARexx-scripts.

## 1.5 EnvoyARexx.guide/INSTALL

Installation

\*\*\*\*\*

Automatic installation  
Manual installation

## 1.6 EnvoyARexx.guide/INSTALL\_AUTO

Automatic installation

=====

For automatic installation of EnvoyARexx you can (should) use the script for Commodore's Installer (1)

----- Footnotes -----

(1) Installer and Installer project icon (c) Copyright 1991-93 Commodore-Amiga, Inc. All Rights Reserved. Reproduced and distributed under license from Commodore.

INSTALLER SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE; NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY OR RESPONSIBILITY IS ASSUMED.

## 1.7 EnvoyARexx.guide/INSTALL\_MANUAL

Manual installation

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If you want to install EnvoyARexx by hand (for what reason ever) you should copy:

- \* `envoyarexx.library` in your LIBS: directory or wherever your scripts will find this file. The library is only needed on those machines which should run ARexx-scripts and/or run the `ConnectHost` command for example.
- \* `envoyarexx.service` in your Envoy/Services directory. The service is only needed on target-machines which actually run a ARexx-application. Please make sure to enable the service with the Services Configuration program.
- \* `ConnectHost` and `DisConnectHost` are the CLI-equivalents of the `envoyarexx.library`'s functions and thus only needed if you want to establish connections-paths 'by hand' or via batch-files. The `ConnectHost` and `DisConnectHost` commands need the `envoyarexx.library`.
- \* `EnvoyARexx.guide` should - of course - be installed on every machine in your network, to come handy when you need it and to disturb you when you don't. ;-)

## 1.8 EnvoyARexx.guide/REXXFUNCTIONS

Rexx function description

\*\*\*\*\*

The following functions are implemented in the `envoyarexx.library` for usage within ARexx-scripts. Please note that there are compatible(1) CLI commands of these functions. See also CLI commands.

Please remember that you have to `CALL ADDLIB('envoyarexx.library', 0, -30)`, before you can use these functions within ARexx-scripts.

`CONNECTHOST()`  
`DISCONNECTHOST()`

----- Footnotes -----

(1) compatible means that it's possible to remove connections with the CLI command `DisConnectHost`, which were originally established by using the ARexx-function `CONNECTHOST()` and vice versa.



## 1.9 EnvoyARexx.guide/REXX\_CONNECTHOST

CONNECTHOST ()

=====

### NAME

CONNECTHOST () - Establish an EnvoyARexx-connection to a remote ARexx-port

### SYNOPSIS

CALL CONNECTHOST (Remote\_Machine,Remote\_ARexxPort,Local\_ARexxPort)

### FUNCTION

Creates a connection to a public port on a remote Amiga. Invokes the EnvoyARexx-service on the remote machine. No connection will be made, if the desired port can't be found on the remote machine. After usage, the connection should be removed with the DISCONNECTHOST () function or the DisconnectHost CLI command.

### EXAMPLE

```
CALL CONNECTHOST ("RIKER","Ed")
CALL CONNECTHOST ("CORE","COMMAND","COMMAND.CORE")
```

### INPUTS

1. Remote\_Machine: Hostname of the remote Amiga.
2. Remote\_ARexxPort: Case-sensitive name of the public port you wish to connect to on the remote machine. The remote port must be findable via FindPort () and should be an ARexx-port, of course.
3. Local\_ARexxPort: Name of the appropriate public port that should be opened on the local Amiga. This argument is optional(1) and defaults to the name of Remote\_ARexxPort. This name is case-sensitive, too.

### RESULTS

The ARexx-variable RC contains a specific error-code. See also Errorcodes and -messages.

----- Footnotes -----

(1) However, this argument is required for COMMAND remote ports. You can never open a local port named COMMAND!

## 1.10 EnvoyARexx.guide/REXX\_DISCONNECTHOST

DISCONNECTHOST ()

=====

### NAME

DISCONNECTHOST () - Remove a connection to a remote ARexx-port

## SYNOPSIS

```
CALL DISCONNECTHOST (Local_ARexxPort)
```

## FUNCTION

Closes the connection to the remote port, removes the local port from Exec's list and frees it. Ports, that were not created by the CONNECTHOST() function or the DisconnectHost CLI command, won't be touched.

## EXAMPLE

```
CALL DISCONNECTHOST ("Ed")
CALL DISCONNECTHOST ("COMMAND.CORE")
```

## INPUTS

1. Local\_ARexxPort: Case-sensitive name of the public port, whose connection to the remote port should be removed.

## RESULTS

The ARexx-variable RC contains a specific error-code. See also Errorcodes and -messages.

## 1.11 EnvoyARexx.guide/CLICOMMANDS

## CLI commands

```
*****
```

The following CLI commands are provided for manual use or for usage within AmigaDOS-scripts (batch-files). Compatible ARexx-functions are provided for use within ARexx-scripts. See also Rexx functions.

```
ConnectHost
DisconnectHost
```

## 1.12 EnvoyARexx.guide/CLI\_CONNECTHOST

## ConnectHost

```
=====
```

## NAME

ConnectHost - Establish an EnvoyARexx-connection to a remote ARexx-port

## TEMPLATE

```
HOST/A, REMOTEPORT/A, LOCALPORT, LIBRARY/K
```

## FUNCTION

ConnectHost acts just like the ARexx-function CONNECTHOST(). See

also CONNECTHOST().

#### INPUTS

1. HOST: Hostname of the remote Amiga in your network.
2. REMOTEPORT: Remote port to connect to.
3. LOCALPORT: Local name for the remote port.
4. LIBRARY: Path/filename of the envoyarexx.library. This is optional and useful if the library isn't located in LIBS:.

## 1.13 EnvoyARexx.guide/CLI\_DISCONNECTHOST

DisConnectHost

=====

#### NAME

DisConnectHost - Remove a connection to a remote ARexx-port

#### TEMPLATE

LOCALPORT/A

#### FUNCTION

DisConnectHost acts just like the ARexx-function DISCONNECTHOST().  
See also DISCONNECTHOST().

#### INPUTS

1. LOCALPORT: Name of the local port to remove.

## 1.14 EnvoyARexx.guide/EXAMPLE

First example

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Example.earexx is a very simple example-script for EnvoyARexx.  
Please edit the remote machine's name in the script before you start  
(rx Example.earexx) it.

The script first attempts to connect the the COMMAND-port of the  
remote, to run the Ed editor. After this, the script will send the  
quit command over the network. As a result, Ed will return a warning  
(20), which is returned over the network.

The output looks like this:

```
Connecting to RIKER port COMMAND
Disconnecting
Connecting to RIKER port Ed
 65 ** ADDRESS 'LocalEd' 'q';
+++ Command returned 20
Disconnecting
```

## 1.15 EnvoyARexx.guide/ERRORS

Errorcodes and errormessages

\*\*\*\*\*

- \* 0 - no error: everything ok.
  - \* 1 - unknown error: error occurred, cause not known.
  - \* 2 - destination port not found: the destination port was not found on the remote Amiga. Check if the application is running on the remote machine.
  - \* 3 - no response space: size of the data to be replied exceeds the reply-buffer size.
  - \* 4 - reply immediate: this is not really an error and should never occur.
  - \* 5 - warning: generic warning.
  - \* 10 - generic error
  - \* 20 - fatal error
  - \* 21 - no child-process: the library was unable to create the child-process.
  - \* 22 - no messageport: unable to create messageport.
  - \* 23 - no reply-messageport: unable to create reply-messageport.
  - \* 24 - no host or service: service or host not found. May also indicate an Envoy-error.
  - \* 25 - no file-handles: unable to open file-handles for SystemTagList().
  - \* 26 - local port already exists
  - \* 27 - port not found or alien: this error occurs if you try to disconnect a non-existing or a foreign port.
-

## 1.16 EnvoyARexx.guide/BUGS

Known bugs/problems

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The following problem encountered so far: An ARexx-command, which doesn't return a result 'immediately' (a command that waits for user-input, for example) may cause an timeout-error, when the Envoy-timeout span is elapsed.

The timeout for REXXMessage-transactions is currently set to 200 seconds, which should be enough in most cases, but can be too much in some cases, anyway. Future versions of EnvoyARexx may provide a function to control the timeout by the ARexx-script dynamically.

## 1.17 EnvoyARexx.guide/AUTHOR

Author information

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                                   alex@cybernet.de)

## 1.18 EnvoyARexx.guide/THANKS

Acknowledgements

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Thanks to those who made it happen:

- \*        Jens Dreifeld: for providing me unparalleled service at cybernet.de.
- \*        Robin Losch: for the envoyarexx.service-icon(s).

## 1.19 EnvoyARexx.guide/HISTORY

History

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Version 1.0

First public release (10.12.95)

## 1.20 EnvoyARexx.guide/V10

EnvoyARexx - Version 1.0

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\* First public release.

## 1.21 EnvoyARexx.guide/INDEX

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