

**WBStart-handler**

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NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>WBStart-handler</b>	<b>1</b>
1.1	" . . . . .	1

# Chapter 1

## WBStart-handler

### 1.1 "

Documentation for WBStart V1.3

27-Jun-1993

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What is the purpose of this program?

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WBStart is a package to emulate the Workbench startup procedure. Emulating this method is easy, because you only have to load a program, create a process for it and then send a WB startup message to it. The only problem is this startup message, because it contains memory and directory locks owned by your process and it is only returned after the WB process ends. So you can't leave your program until ALL WB processes you created have ended, or the replied messages will go into nowhere land.

WBStart solves this problem by using a handler process, which handles the

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creation of the processes and then waits for the reply messages. You just send a message to the handler port, which contains all needed information, like name and parameters. The handler duplicates this information, so you can free your copy and leave your program.

#### Installation & Usage

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Just copy the file WBStart-Handler into your L: directory. Be sure to set the execute flag on this file with

```
Protect L:WBStart-Handler +e
```

You can break WBStart-Handler by sending a CTRL-C to its process. If all WB processes have returned, it will exit.

WBStarter is an example program how to use the handler. It has the following syntax:

```
WBStarter <command> [<command> ...]
```

WBStarter tries to start every command as WB process without parameters. If the handler is not running, WBStarter tries to start it.

#### How to use WBStart-Handler from your programs

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The handler opens a public message port named "WBStart-Handler Port". You must send a message of the following type to this port:

```
struct WBStartMsg {
    struct Message  wbsm_Msg;
    char            *wbsm_Name;
    BPTR            wbsm_DirLock;
    ULONG           wbsm_Stack;
    LONG            wbsm_Prio;
    ULONG           wbsm_NumArgs;
    struct WBArg    *wbsm_ArgList;
};
```

##### wbsm\_Msg

Standard message structure. You MUST initialize the mn\_ReplyPort field to your own message port.

##### wbsm\_Name

Pointer to a string, which contains the name of the program. The handler recognizes project icons and extracts the default tool.

##### wbsm\_DirLock

Lock on a directory. wbsm\_Name will be used relative to this directory.

##### wbsm\_Stack

Stack size for the new process. Minimum is 4096 Bytes. If a tool icon exists, then the stack size from the icon is used. When this message is replied, this field contains a boolean, which indicates the success of the

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action.

wbsm\_Prio

Priority of the new process. Must be in the range -128..127.

wbsm\_NumArgs

Number of arguments in wbsm\_ArgList. May be 0.

wbsm\_ArgList

Pointer to an array of WB Arguments. These arguments contain lock on a directory and a pointer to a file name, which is relative to the directory. Look into <workbench/startup.h> for the definition of this data structure.

Look into the C source for WBStarter for the details.

#### Compilation

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This program was compiled with DICE, Matt Dillon's superb C compiler. Just say "DMake" and it will produce the binary.

#### History

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##### 1.3 (27.06.1993)

- The handler now copies the path from the WB process. This solves the problems with programs which use WB2CLI() or similiar functions to get the WB path list, e.g. SYS:System/CLI.  
My apologies to Michael Sinz, Michael B. Smith and the GRn beta testers.
- The handler now scans the path list when it tries to load a program.
- The handler now uses NewLoadSeg() instead of LoadSeg().
- Major source cleanup.

##### 1.2 (21.09.1992)

- corrected version strings

##### 1.1 (13.09.1992)

- Fixes weird return bug in WBStart
- Fixes "Insert volume PROGDIR:..." bug

##### 1.0 (24.11.1991)

- Initial release

#### Contact addresses

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