

Execute

COLLABORATORS

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Chapter 1

Execute

1.1 Contents

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Please Choose a topic:

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1.2 Introduction

Hello, and welcome to Execute.

Execute is a drop-in replacement for the "Execute Command..." menu option in Workbench.

"Execute Command..." has a number of limitations, the most prolific being the fact that you can't insert commands/paths into the string gadget via a file requester. This means that you have to type in long and laborious paths, and if you can't remember exactly where something is, you're stumped. Execute is here to fix these problems!

BGUI.Library

Execute uses the marvellous BGUI.Library (c) by Jan van den Baard and Ian J. Einman. This is a GUI library along the lines of MUI, but with a number of important differences.

Firstly, BGUI.Library is not as user-configurable as MUI, secondly it doesn't patch into the existing OS functions, and thirdly, it doesn't require the obscene amounts of RAM and processor power that MUI does!

In my opinion, MUI sucks. If any programmers are still trying to defend their using MUI by saying that "it makes programming the GUI easier..." then they should try BGUI.Library. BGUI.Library makes life so simple, that the world's most complicated GUIs can be created in just a few minutes.

It doesn't require a 40Mhz 030 with 6Mb of RAM, either. I run BGUI in 2Mb of RAM with a 7Mhz 68000, and it's still acceptably fast!

MUI IS RUBBISH! DON'T STAND FOR IT!

1.3 Installation

Execute uses the Commodore Installer software to install itself. Simply double-click the Install icon and Execute will do it's stuff.

I have not included the Installer program in this archive. This is not due to licensing worries that other PD authors seem to fret about, but simply due to size. The Installer program is over 100k, and since the vast majority of you will have it already, I don't see the point in wasting your phone bill downloading it! If you don't have Installer, then follow the steps below will allow you to install Execute manually.

1. Copy the file libs/BGUI.Library to your LIBS: directory
2. Copy the file
Execute to wherever you wish to run it from - WBStartup is the recommended place.

And that's it! Simple!

The hotkey string must be surrounded by quotation marks: "< ↵
hotkey>"
String value.
Defaults to "Right Amiga f"

CX_POPUP/K =<TRUE or FALSE>

Whether you want Execute to open its
window as soon as you run it.
String value.
Defaults to TRUE

CX_PRIORITY/K/N =<-127 to 128>

The Priority of Execute in the Commodities
Chain.
Numeric value.
Defaults to 0.

None of the above arguments must be specified. You can leave the command
line blank, and Execute will use its default configuration.

1.6 Icon Tooltypes

All of the tooltypes that Execute can use are stored in the icon ↵
itself.

Simply select the icon from Workbench and press "right amiga i" to
view/edit them.

The definitions for all tooltypes are as in the
command line

,
except that the hotkey definition need not be surrounded in quotes: "<hotkey>"

1.7 Execute is a Commodity

Commodities are a new feature of V36 which allow the user to run
several background tasks that can be activated independently. For
example, a screen blanker can run as soon as you hit it's hotkey.
Similiarly, the Execute window can be shown on screen at any time
by depressing it's hotkey combination. This allows for a very
powerful system of tasks which take up virtually no processor time
but, paradoxically, are ever aware when you send a message their way!

Commodities can be controlled from the central Commodities Exchange
program which you will find on your Extras disk.

1.8 hotkeys

You can use the following hotkeys

One or a combination of:

lshift	(Left Shift)
rshift	(Right Shift)
shift	(Either shift)
ctrl	(Control)
lcommand	(Left-Amiga)
rcommand	(Right-Amiga)
caps	(Caps Lock)
lalt	(Left Alt)
ralt	(Right Alt)
alt	(Either Alt)

along with one of: a-z; A-Z; f-keys; 1-9; rawkeys (e.g. esc)

1.9 Distribution

Execute is classified as PostCardWare/E-MailWare/MBA4Ware. That is ←
, if
you use it then get in
touch!
I don't solícite any
money, and I don't ask for any donations. If you feel inclined to, the
next time you go past a charity collector in the street, chuck fifty
pence in or whatever you can afford.

I regret that I cannot be held responsible for any loss or damage Execute
causes, but if you find a bug then report it to me ASAP. I will do my best
to fix it.

1.10 Thankyou to the following

The following people have my eternal thanks...

Phillip Snell - I'll buy you a neural-link to the net when I'm rich
and famous, Phil :)

Wouter van Oortmerssen for Amiga E.

1.11 Future Developments

I am open to suggestion as to the future development of Execute. If you
want new in the program, and I think it's worth it, I'll do my best to
put it in, along with a credit to you.

As for other projects, if anyone wants to collaborate on something new, or wants to suggest something new, then get in touch!
