CLITool 1.0 documentation

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CLITool 1.0 documentation

1.1   CLITool 1.0 documentation

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                              CLITool 1.0

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1.2   Introduction

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         CLITool is a Workbench tool that is supposed to be used as  ←
              default tool
  for project icons to allow execution of CLI commands with the project as
  argument.

  CLITool can be said to be an advanced IconX. IconX exists to allow
  execution of script files from a project icon. That is, if you create a
```

script file and want it to be started from an icon, you set the script
file's default tool to IconX. CLITool is even more powerful. See

                    Examples
                    .

1.3 Distribution Info

CLITool is freeware. This means that you are allowed to copy and use it
for free. You are not allowed to gain any profit by selling any part of this
distribution in any form, except for Aminet CD's, without my permission.

Any re-distribution has to include all files, as in the original archive,
without modifications.

1.4 Disclamer

By using this product, you accept the FULL responsibility for any damage or
loss that might occur through its use or misuse. The developer can NOT be
held responsible.

1.5 Requirements

                    You need at least OS1.2 to run CLITool. There are however some ←
                         limits if
you don't have OS2.0 or higher, see
              Bugs & Limitations
                    .

1.6 Installation

Use the included installer script to install CLITool.

If you don't have the installer utility, just open a shell and do the
following:

   copy CLITool#? SYS:System

1.7 Program Usage

```
                    Change the default tool of any project icon to CLITool and set   ←
                     the
appropriate tooltypes (see
              Configuration
              ).
```

Imagine that you have a sample play command for CLI and you wish to click
on sample icons to hear them. Create a project icon for the samples, set
the default tool to CLITool and add the tooltype COMMAND=play %s (%s will
be replaced by the project file name). That's it!

There are many possibilities. You could use it to unpack archives by
clicking their icons. Imagine that you can start ARexx scripts with the
project file as argument!

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              Examples
```

1.8 Examples

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              Starting CLI commands with arguments

              Starting CLI commands without arguments

              Starting the project file itself
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1.9 Starting CLI commands with arguments

Suppose that you have a CLI command called "play" that plays music files.
You have a lot of music files that you wish to start from Workbench. Here
is what to do.

Create a project icon for each music file, set the default tool to
CLITool and the tooltype 'COMMAND=C:play %s'.

1.10 Starting CLI commands without arguments

You can have a project icon, without project, that can execute CLI
commands. This example will create an icon to empty the temporary
directory.

Create a project icon, set the default tool to CLITool and the tooltype
'COMMAND=C:delete T:#? QUIET'

1.11 Starting the project file itself

I have a lot of old CLI games which can't be run from Workbench directly.

The cure is to create project icons for the games, set the default tool to CLITool and the tooltype 'COMMAND=%s'!

1.12 Configuration

There are two tooltypes available for use in the project icons. These are:

COMMAND – Specify which CLI command to run and any arguments. Use %s if
          you want to use the project filename.
          Default: %s

WINDOW – Specify output window
          Default: CON:0/50//80/CLITool/CLOSE/WAIT/AUTO

Remember to set the stack size in the project icon to a reasonable value. Some programs require lots of stack. Most CLI commands only need about 4000 bytes.

1.13 Bugs & Limitations

I have not discovered any bugs... YET!

There is a slightly annoying limitation if you don't have at least OS2.0. That is the stack size. When the CLI command is executed it will get 4096 bytes of stack. It is not possible, yet, to select different stack sizes.

If you are a lucky owner of a machine equipped with OS2.0 or higher, you can set the stack size in the project icon (as usual).

1.14 Author Information

CLITool 1.0 was written by Jonas Hultén and finished September 2 1997.

Send bug reports, comments or suggestions to the following e-mail address:

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