THOR_Rexx

COLLABORATORS

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```

1.2   THOR_REXX/--background--

```
    NOTES
    All function will set the THOR.LASTERROR variable on error. It will
    contain a description of why the function returned an error code.

    All funtions will return a error level of 30 on failure. The reason
    for the failure is described in THOR.LASTERROR.
```

1.3   THOR_REXX/BEEP

```
    NAME
        BEEP -- Will flash the current THOR screen.

    SYNOPSIS
        BEEP

    FUNCTION
        This function will simply flash the screen THOR is
        running on.  On OS 2.1 and higher, this flash is
        configurable in the Sound program.

    INPUTS

    RESULT
        0 - success

    EXAMPLE

    NOTES
        New for THOR 2.0

    BUGS

    SEE ALSO
```

1.4   THOR_REXX/CHANGEWINDOW

```
    NAME
        CHANGEWINDOW - change the size and position of windows

    SYNOPSIS
        CHANGEWINDOW WINDOW/A,LEFTEDGE/N,TOPEDGE/N,WIDTH/N,HEIGHT/N
```

FUNCTION
    This function will change the size and position of the given
    window indentifier to the values you supply.

INPUTS
    This function takes the following arguments:

    WINDOW - This is a string that will identify which window
            you will change. Currently, these identifiers are
            defined:

            MAINWINDOW - The main reader window
            CONFWINDOW - The window with the list of
                        conferences
            NEWFILESWINDOW - The window with the list of
                        new files
            MSGLISTWINDOW - The window listing the messages
                        in each conference
            DOCKWINDOW - The function dock window (can not be resized)

            LEFTEDGE - The new left edge position of the window
            TOPEDGE - The new top edge position of the window
            WIDTH   - The new width of the window
            HEIGHT   - The new height of the window

RESULT
    0   -   Success
    5   -   Window was not open on the screen
    30 -   Failure

EXAMPLE

NOTES
    If one of the LEFTEDGE, TOPEDGE, WIDTH or HEIGHT arguments is
    missing, THOR will not change the already existing value for
    the missing argument(s).

BUGS

SEE ALSO

1.5 THOR_REXX/CLOSEPROGRESS

NAME
    CLOSEPROGRESS -- Close a progress bar window

SYNOPSIS
    CLOSEPROGRESS REQ/N/A

FUNCTION
    Close a progress bar window that was opened with OPENPROGRESS.

INPUTS
    REQ/N/A - The number returned in result from OPENPROGRESS *must*
        be supplied to this function.

```
RESULT
    0  - success
    30 - failure

EXAMPLE
    See UPDATEPROGRESS for detailed example.

NOTES
    New for THOR 2.0

BUGS

SEE ALSO
    OPENPROGRESS, UPDATEPROGRESS
```

1.6 THOR_REXX/CURRENTMSG

```
NAME
    CURRENTMSG -- return information about current message

SYNOPSIS
    CURRENTMSG STEM/A

FUNCTION
    Will return in stem variables information about the current message.
    Currently, the following information will be returned:

    <stem>.BBSNAME   - The System/BBS this message is on.
    <stem>.CONFNAME  - The conference name this message is in.
    <stem>.MSGNR     - The message number of the message. This is the
                       internal message number in the THOR database.

    Further information about a message can be obtained with
    READBRMESSAGE.

INPUTS
    STEM - Base name of the stem variables to put data in. Must be in
           uppercase.

RESULT
    0  - success.
    30 - failure.

EXAMPLE

    CURRENTMSG stem MSG
    if(rc ~= 0) then
    do
        say THOR.LASTERROR
        exit
    end

    say 'System/BBS name of message:' MSG.BBSNAME
    say 'Conf name of message:' MSG.CONFNAME
```

```
          say 'Message number:' MSG.MSGNR

          exit

     NOTES
          New for THOR 2.0.

     BUGS

     SEE ALSO
          READBRMESSAGE
```

1.7 THOR_REXX/CURRENTSYSTEM

```
     NAME
          CURRENTSYSTEM -- Get current System and Conference.

     SYNOPSIS
          CURRENTSYSTEM STEM/A

     FUNCTION
          This function will return the current System which is open or
          the selected System in Startup Window.  If there's a current
          conference, this will also be returned.
          Currently, the following information will be returned:

          <stem>.BBSNAME    - The current BBS/System.
          <stem>.CONFNAME   - The current conference. Note: Will be empty ("")
                              if there is no current conference.
     INPUTS
          STEM - Base name of the stem variables to put data in. Must be in
                 uppercase.

     RESULT
          0  - success.
          1  - success, but no System was open.
          30 - failure.

     EXAMPLE

          CURRENTSYSTEM stem CURRENT

          if(rc = 30) then
          do
               say THOR.LASTERROR
               exit
          end
          say CURRENT.BBSNAME

          if(CURRENT.CONFNAME ~= "") then
               say CURRENT.CONFNAME

          exit

     NOTES
```

New for THOR 1.22.

Renamed from CURRENTBBS to CURRENTSYSTEM. The old CURRENTBBS will
still work for backwards compatibility, but all script authors
are advised to use CURRENTSYSTEM instead.

BUGS

SEE ALSO
    CURRENTMSG

1.8 THOR_REXX/GETCLIP

NAME
    GETCLIP -- Get a string from the system clipboard.

SYNOPSIS
    GETCLIP UNIT/N,MAXCHARS/N

FUNCTION
    This function will return in result a string currently
    in the supplied clipboard unit.

INPUTS
    UNIT/N - The clipboard unit to get the string from.
        Can be in the range of 0-255, although 0 is the unit
        supported with pasting etc. Defaults to unit 0.
        If the unit supplied is out of the allowed range, 0
        will be used.
    MAXCHARS/N - Maximum number of characters to get from the
        clipboard. Defaults to 1000.

RESULT
    0 - success
    5 - No characters were read from the clipboard.
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.0

BUGS

SEE ALSO
    PUTCLIP

1.9 THOR_REXX/GETCOMMANDINFO

NAME
    GETCOMMANDINFO -- Return information on available commands.

SYNOPSIS
    GETCOMMANDINFO COMMAND=CMD,STEM/A

FUNCTION
    Command to return information on available commands. If the command
    parameter is given, the template for the command will be returned in
    the STEM variable. If the command is not given, all commands and
    templates will be returned. The data will be put into the following
    variables:

    <stem>.COUNT   - Number of commands.
    <stem>.n   - Name of command 'n'.
    <stem>.n.TEMPLATE - Template for command 'n'.

INPUTS
    COMMAND - Command to get template for. If this parameter isn't given,
              all commands with templates will be returned.
    STEM -   Base name of the stem variables to put data in. Must be in
              uppercase.

RESULT
    0 - success
    30 - failure

EXAMPLE

    GETCOMMANDINFO command REQUESTLIST stem TEMP
    if(rc ~= 0) then
    do
        say THOR.LASTERROR
        exit
    end

    say 'Template for REQUESTLIST command:' TEMP

    GETCOMMANDINFO stem INFO
    if(rc ~= 0) then
    do
        say THOR.LASTERROR
        exit
    end

    say "The number of ARexx commands in THOR:" INFO.COUNT

    do i=1 to INFO.COUNT
        say "Command :" INFO.i
        say "Template:" INFO.i.TEMPLATE
    end
    exit

NOTES

BUGS

SEE ALSO

GETCOMMANDINFO

1.10 THOR_REXX/GETFILELIST

NAME
    GETFILELIST -- Get selected/all entries in the file database win

SYNOPSIS
    GETFILELIST OUTSTEM,ALL,CLIPBOARD=CLIP/S,FILENAME=FILE

FUNCTION
    This function is meant be used when the file database window
    is open. The selected or all files can be returned in stem
    variables, or saved to disk or to the clipboard.

INPUTS
    OUTSTEM - If present, this is the base name of the stem variables
        the selected/all files in the current list in the file database
        window will be put into.
        The stem variables will be filled in like this:

        <outstem>.COUNT - Number of entries selected/total
        <outstem>.FILENAME.<n> - <n> are numbers from 1 to
                        <stem>.COUNT and will contain the filename.
        <outstem>.FILENR.<n> - <n> are numbers from 1 to
                        <stem>.COUNT and will contain the number the
                        file has in the database.
    ALL - If present, all files in the current list will be returned.
    CLIPBOARD/S - If present, a filelist of the selected/all files
        will be saved to the clipboard as they appear in the list.
        Can be used in conjuction with FILENAME and OUTSTEM.
    FILENAME - If present, a filelist of the selected/all files
        will be saved to disk using the supplied filename.
        If the file already exist, this list will be appended at
        the end of the previous file.
        Can be used in conjuction with CLIPBOARD and OUTSTEM.

RESULT
    0 - success
    5 - The file database window was not open
    6 - The area list was the current list or there were no selected
        files.
    30 - failure

EXAMPLE

    GETFILELIST outstem LIST
    if(rc ~= 0) then
    do
        if(rc = 5) then say 'Filedatabase window not open.'
        if(rc = 6) then say 'No files selected.'
        if(rc = 30) then say THOR.LASTERROR
        exit
    end

```
        say 'You selected '||LIST.COUNT||' files'
        do i=1 to LIST.COUNT
            say 'Nr:' || LIST.FILENR.i || ' Filename: ' || LIST.FILENAME.i
        end
```

NOTES
    New for THOR 2.0.

    Note the difference in output format between using OUTSTEM
    and saving to clipboard/disk.

    Further information about the files returned in OUTSTEM can be
    obtained with READBRFILE.

BUGS

SEE ALSO
    READBRFILE

1.11   THOR_REXX/GETGLOBALCONFIG

NAME
    GETGLOBALCONFIG – Obtain the global configuration for THOR

SYNOPSIS
    GETGLOBALCONFIG STEM/A

FUNCTION
    Function to obtain the global configuration from THOR. All the data
    will be put in the supplied stem variable.
    Currently the following data will be returned:

    <stem>.SAVEDIR   – The default directory for saving messages
    <stem>.EDITORNAME   – The name of the external editor, if any
    <stem>.EDITORTYPE   – INTERNAL or EXTERNAL
    <stem>.QUOTECHAR   – The custom quote character(s)
    <stem>.QUOTETYPE   – Quote type: 0 for Default, 1 for None,
                              2 for def+space, 3 for Custom, 4 for
                              Initials.
    <stem>.MSGFONTNAME   – Name of font for the message window
    <stem>.LISTFONTNAME   – Name of font for the lists
    <stem>.GADGETFONTNAME   – Name of font for the gadgets
    <stem>.FSEFONTNAME   – Name of font for the internal editor
    <stem>.PUBSCREENNAME   – Name of the public screen THOR is running on

INPUTS
    STEM – Base name of the stem variable to put config in. Must be
           in uppercase. Required.

RESULT
    0 – Success.
    30 – Failure.

EXAMPLE

```
        GETGLOBALCONFIG stem CFG
        if(rc ~= 0) then
        do
            say THOR.LASTERROR
            exit
        end

        say "THOR Global Config:"
        say " Savedir.......:" GFG.SAVEDIR
        say " Editor........:" GFG.EDITORNAME
        say " EditorType....:" GFG.EDITORTYPE
        say " QuoteChar.....:" GFG.QUOTECHAR
        say " QuoteType.....:" GFG.QUOTETYPE
        say " Msgfont.......:" GFG.MSGFONTNAME
        say " ListFont......:" GFG.LISTFONTNAME
        say " GadgetFont....:" GFG.GADGETFONTNAME
        say " FSEFont.......:" GFG.FSEFONTNAME
        say " PubScreenName.:" GFG.PUBSCREENNAME
        say " Con Output....:" GFG.CONOUTPUT

        exit

    NOTES
        This function does not return the same data as the
        GETGLOBALDATA function does.  Some of the data
        returned from this function in THOR 1.22 can only be
        obtained with the GETGLOBALDATA function now.

    BUGS

    SEE ALSO
        GETGLOBALDATA
```

1.12 THOR_REXX/GETMESSAGEARRAY

```
    NAME
        GETMESSAGEARRAY -- Get the message numbers valid for the current
                           read mode in the given conference on the given
                           system.

    SYNOPSIS
        GETMESSAGEARRAY SYSTEMNAME=SYSTEM/K,CONFNAME=CONF/A,STEM/A,LOGINSTATE=LS/S

    FUNCTION
        There are currently 3 possible read modes in THOR: All, Unread and
        Search. THOR keeps all message numbers for all available messages
        in the present read mode internally. This command will return
        the message numbers for the current read mode.
        The message numbers will be sorted based on the read mode and
        the sort-by method selected on the current system, if any.
        This will be in the same order as messages shown in the message
        list window.
        If the conference is not the current one, THOR will, in most cases,
        have to build the array for this command from scratch.
```

```
INPUTS
    SYSTEMNAME - If given, THOR will use this system for getting the
        message array from.   If no SYSTEMNAME is provided, THOR
        will default to the current system, if any. If this
        argument is provided, THOR will dump the unread messages
        in the array.

    CONFNAME - The name of the conference on the current system or
        the given system using the SYSTEMNAME argument.


    STEM - If present, this is the base name of the stem variables
        the message numbers will be put into.

        The stem variables will be filled in like this:

        <stem>.COUNT - Number of entries
        <outstem>.<n> - <n> are numbers from 1 to <stem>.COUNT
                        and will contain a message number

    LOGINSTATE - Will return the unread messages that were available
        when entering the current BBS, regardless of any changes
        that might have happened to the number of unread messages
        in the conference after this time.

RESULT
    0  - success
    5  - no message numbers to return
    30 - failure

EXAMPLE

    address(thorport)

    GETMESSAGEARRAY '"comp.sys.amiga.programmer"' array
    if(rc ~= 0) then
    do
        if(rc ~= 30) then exit
        say THOR.LASTERROR
        exit
    end

    do n=1 to array.count
        say "Msg nr: "array.n
    end
    say "Total: "array.count

    exit

NOTES
    New for THOR 2.0

    SYSTEMNAME argument is new for THOR 2.32.

BUGS
```

    SEE ALSO

1.13 THOR_REXX/GETMSGLISTSELECTED

    NAME
        GETMSGLISTSELECTED -- Get the message numbers of the selected entries
                             in the message list window for the current
                             conference.

    SYNOPSIS
        GETMSGLISTSELECTED STEM/A

    FUNCTION
        From THOR 2.05, it is possible to multiselect messages in the
        messagelist window. This command will return the message
        numbers of the selected messages in the message list window.
        The message numbers will be returned in the order they appear
        in the message list window.

    INPUTS
        STEM - This is the base name of the stem variables the message
              numbers will be put into.

            The stem variables will be filled in like this:

            <stem>.COUNT - Number of entries
            <outstem>.<n> - <n> are numbers from 1 to <stem>.COUNT
                            and will contain a message number
    RESULT
        0 - success
        3 - no message numbers to return
        5 - the message list window was not open
        30 - failure

    EXAMPLE

        address(thorport)

        GETMSGLISTSELECTED array
        if(rc ~= 0) then
        do
            if(rc ~= 30) then exit
            say THOR.LASTERROR
            exit
        end

        do n=1 to array.count
            say "Msg nr selected: "array.n
        end
        say "Total: "array.count

        exit

    NOTES
        New for THOR 2.1

```
BUGS

SEE ALSO
```

1.14   THOR_REXX/GETSELECTEDEVENT

```
NAME
    GETSELECTEDEVENT -- Will return the event number of
                       of the selected event in the Event
                       window.

SYNOPSIS
   GETSELECTEDEVENT

FUNCTION
    This function will return the number of the current event
    highlighted in the Event window. This number is the number
    the event has in the event database.

INPUTS

RESULT
    0  - success
    5  - event window is not open
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.0

BUGS

SEE ALSO
    READBREVENT
```

1.15   THOR_REXX/ISCONFERENCELIST

```
NAME
    ISCONFERENCELIST -- Test if the conference list window is open or
                       not.

SYNOPSIS
    ISCONFERENCELIST

FUNCTION
    This function will test if the conference list window is open or
    not.

INPUTS
```

```
RESULT
    0  - the conference list window is open
    5  - the conference list window is NOT open

EXAMPLE

NOTES
    New for THOR 2.11

BUGS

SEE ALSO
```

1.16 THOR_REXX/ISICONIFIED

```
NAME
    ISICONIFIED -- Test if THOR is in an iconified state

SYNOPSIS
    ISICONIFIED

FUNCTION
    This function will test if THOR is in an iconified state

INPUTS

RESULT
    0  - THOR is iconfied
    5  - THOR is NOT iconified

EXAMPLE

NOTES
    New for THOR 2.11

BUGS

SEE ALSO
    THORTOFRONT
```

1.17 THOR_REXX/ISMESSAGELIST

```
NAME
    ISMESSAGELIST -- Test if the message list window is open or not.

SYNOPSIS
    ISMESSAGELIST

FUNCTION
    This function will test if the message list window is open or not.

INPUTS
```

```
RESULT
    0  - the message list window is open
    5  - the message list window is NOT open

EXAMPLE

NOTES
    New for THOR 2.11

BUGS

SEE ALSO
```

1.18   THOR_REXX/ISSTARTUPWINDOW

```
NAME
    ISSTARTUPWINDOW -- Test if the Startup window is open

SYNOPSIS
    ISSTARTUPWINDOW

FUNCTION
    This function will test if the Startup window is open

INPUTS

RESULT
    0  - the Startup window is open, no system is entered
    5  - the Startup window is NOT open

EXAMPLE

NOTES
    New for THOR 2.11

BUGS

SEE ALSO
    THORTOFRONT
```

1.19   THOR_REXX/LEAVESYSTEM

```
NAME
    LEAVEBBS - Will leave the current system (if any) and return
               to the Startup window.

SYNOPSIS
    LEAVESYSTEM

FUNCTION
    This function will simply close all open windows on a system
```

        and return you to the Startup window. It will not do anything
        if you are already in the Startup window.
        Events on the closing system will be packed if the bbs type
        defines a packer.

    INPUTS

    RESULT
        0 - success
        5 - The user was already in the Startup window.
        30 - failure

    EXAMPLE

    NOTES

    BUGS

    SEE ALSO

1.20 THOR_REXX/LOCKGUI

    NAME
        LOCKGUI -- Lock the GUI in THOR

    SYNOPSIS
        LOCKGUI

    FUNCTION
        This function will disable all user input. All windows
        will be locked with waitpointers.

    INPUTS

    RESULT
        0 - success

    EXAMPLE

    NOTES
        New for THOR 2.0

        Normally, this function isn't needed in a ARexx script.
        Be sure to match this with an 'UNLOCKGUI' (use of ARexx 'on error'
        is strongly recommended)!

    BUGS

    SEE ALSO
        UNLOCKGUI

1.21 THOR_REXX/MAKESIGNATURE

NAME
    MAKESIGNATURE -- Add a tagfile/signature and tagline to a file.

SYNOPSIS
    MAKESIGNATURE FILENAME=FILE/A,INCLUDETAG=INCTAG/S

FUNCTION
    This function will take a filename as argument, and append the
    default signature and an optional random tagline (if a tagfile is
    configured) to the file.

INPUTS
    FILENAME - filename of the file to append tagfile/signature to.
        If the file doesn't exist, it will be created.

RESULT
    0 - success
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.5

BUGS

SEE ALSO

1.22 THOR_REXX/NOP

NAME
    NOP -- A do-nothing command.

SYNOPSIS
    NOP

FUNCTION
    The NOP (NO-oPeration) instruction is provided to
    control the binding of ELSE clauses in compound IF
    statements.

INPUTS

RESULT
    0 - success

EXAMPLE

```
    if i = j then                    /* First (outer) IF */
        if j = k then a = 0          /* Inner IF */
        else NOP                     /* Binds to inner IF */
    else a = a + 1                   /* Binds to outer IF */
```

NOTES

BUGS

SEE ALSO

1.23   THOR_REXX/OBTAINFILETYPE

NAME
    OBTAINFILETYPE -- Use datatypes to obtain the filetype

SYNOPSIS
    OBTAINFILETYPE FILENAME=FILE/A

FUNCTION
    This function will return the filetype in result. Any filetype
    recognized by datatypes.library will be returned.

INPUTS
    FILENAME - Filename of the file to obtain the filetype on.

RESULT
    0 - filetype returned in result successfully
    3 - failed to obtain the datatype of the file (not a known format)
    5 - failed to open datatypes.library
    30 - failure

EXAMPLE
    Possible filetypes returned include, but are not limited to:

        pict/ilbm (IFF pictures)
        pict/gif   (GIF pictures)
        pict/jfif (JPEG pictures)
        anim/anim (IFF animations)
        docu/amig (Amigaguide documents)

    The first part of the filetype is the group (eg. "pict"), the
    second is the type in that group.

NOTES
    New for THOR 2.3

BUGS

SEE ALSO
    datatypes.library/ExamineDT

1.24   THOR_REXX/OPENPROGRESS

NAME
    OPENPROGRESS -- Open a window with a progressbar

SYNOPSIS

```
            OPENPROGRESS TITLE/A,TOTAL/N,ABORTTEXT=AT
                         PROGRESSTEXT=PT,PROGRESSCHARWIDTH=PCW/N
```

FUNCTION
    This function will open a window with a progressbar, an optional
    abort-gadget (with selectable text) and a text information field.

INPUTS
    TITLE/A - Required title text for the progress window
    TOTAL/N - Total number of levels in the progressbar. Defaults to 100.
    ABORTTEXT - The text in abort gadget. '_' infront of a character will
        make that character the keyboard shortcut. If this argument is not
        supplied, no gadget will be created and the user can not abort the
        progress window.
    PROGRESSTEXT - Text to be shown over the progress bar.
    PROGRESSCHARWIDTH - Optional width of progressbar in characters.
        Will default to the number of characters supplied in PROGRESSTEXT.

RESULT
    0 - success, in which case result will contain a number that *must*
        be supplied to UPDATEPROGRESS and CLOSEPROGRESS in the REQ
        parameter.
    30 - failure

EXAMPLE
    See UPDATEPROGRESS for detailed example.

NOTES
    New for THOR 2.0

    Make sure the number in result remains unchanged and pass this
    number to CLOSEPROGRESS and UPDATEPROGRESS without modification.
    If modified, nasty things will surely happen.

    The use of ARexx 'on error' is strongly recommended.

BUGS

SEE ALSO
    UPDATEPROGRESS, CLOSEPROGRESS

1.25 THOR_REXX/PACKEVENTS

NAME
    PACKEVENTS - Make event package for a BBS

SYNOPSIS
    PACKEVENTS BBSNAME=BBS/A

FUNCTION
    This function will make a new event package to be uploaded to
    a BBS. If the BBS given do not support event packages
    (eg .REP files for QWK), this function will return without
    doing anything.
    If events like ReplyMsg or EnterMsg are added to a BBS with

```
    the WRITEBREVENT command, this command *must* be
    used to make sure the event package is updated with the new
    messages!

INPUTS
    This function takes only one argument:

    BBSNAME - The name of the BBS to make an event package for

RESULT
    0  - success
    30 - failure

EXAMPLE

NOTES

BUGS

SEE ALSO
    WRITEBREVENT
```

1.26 THOR_REXX/PUTCLIP

```
NAME
    PUTCLIP -- Send a file or string to the system clipboard.

SYNOPSIS
    PUTCLIP UNIT/N,FILE,STRING

FUNCTION
   This function will take a file and/or a string and put it
   into the system clipboard.

INPUTS
    UNIT/N - The clipboard unit to put the string/file to.
        Can be in the range of 0-255, although 0 is the unit
        supported with pasting etc. Defaults to unit 0.
        If the unit supplied is out of the allowed range, 0
        will be used.
    FILE - A filename of a file you want to put into the
        clipboard.
    STRING - A string you want to put into the clipboard.

RESULT
    0  - success
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.0

BUGS
```

```
SEE ALSO
    GETCLIP
```

1.27 THOR_REXX/QUIT

```
NAME
    QUIT -- Will quit THOR

SYNOPSIS
    QUIT FORCE/S

FUNCTION
    Will quit the addressed THOR.
    The FORCE keyword is optional and will close all internal editors
    without asking.  Use the FORCE option with caution since messages
    etc. in the editors will not be saved before closing.
    Without FORCE, THOR will ask the user to close all editors first.

INPUTS
    FORCE - "Hostile" exit of THOR, without any confirmation.

RESULT
    0 - success

EXAMPLE

NOTES

BUGS

SEE ALSO
```

1.28 THOR_REXX/REQUESTFILE

```
NAME
    REQUESTFILE - For requesting a file from the user

SYNOPSIS
    REQUESTFILE TITLETEXT=TITLE/A,INITIALDRAWER=ID/A,INITIALFILE=IF
                FULLPATH=FP/S,FILEPATTERN=PAT,MULTISELECT=MS/S,
                OUTSTEM/K

FUNCTION
    This function will open a standard ASL filerequester and let
    the user select a file from this requester.
    The filename can be returned with full path or just the filename.

INPUTS
    REQUESTFILE takes the following arguments:

    TITLETEXT - The text that is to be placed in the titlebar of
        the requester.
```

```
    INITIALDRAWER - The initial drawer on disk that will come up in
        the requester

    INITIALFILE - The initial file that will be in the file field
        of the requester

    FULLPATH - Is set, this function will return the full path
        to the selected file. If not present, only the
        filename will be returned.

    FILEPATTERN - This is a standard AmigaDOS filepattern which
        will be used to filter out files that are to be
        shown in the requester.
        "~#?" can be used if you only want directories to be shown
        in the requester.

    MULTISELECT - Will allow for selection of multiple files. If
        this option is used, you MUST provide a OUTSTEM.
        INITIALFILE is ignored when this option is used, and
        FULLPATH is implied.

    OUTSTEM - Base name of the stem variables the selected entries in
        requester will be put in. Must be supplied if you use MULTISELECT
        or this function will fail. The stem variables will be filled
        like this:

        <outstem>.COUNT - Number of entries
        <outstem>.<n> - <n> are numbers from 1 to <stem>.COUNT and
                         will contain a string. All entries upto
                         <stem>.COUNT will be filled with a valid
                         string.

RESULT
    0    -   Success. Result will contain the filename selected
    5    -   User canceled the requester, or if the MULTISELECT
             option was used, no files were selected.
    30   -    Failure

EXAMPLE

    REQUESTFILE TITLE '"Select a file:"' ID '"Work:dloads"' FP PAT '"#?"'
    if(rc ~= 0) then
    do
        say THOR.LASTERROR
        exit
    end

    say result

    exit

NOTES
    No checking is made if the user do not select a file but still
    selects OK in the requester.

    "~#?" can be used as pattern if you only want directories to be shown
```

in the requester.

MULTISELECT and OUTSTEM is new for THOR 2.4.

BUGS

SEE ALSO

1.29 THOR_REXX/REQUESTINTEGER

NAME
    REQUESTINTEGER -- Will open an number-entry requester

SYNOPSIS
    REQUESTINTEGER MIN/A/N,MAX/A/N,INITIALINTEGER=INIT/N,
                   TITLETEXT=TITLE/A,BUTTONTEXT=BT/A,VAR

FUNCTION
    Will let the user enter a number within the given
    range. No other characters than a number will be
    accepted.

INPUTS
    MIN/A/N - Minimum number allowed
    MAX/A/N - Maximum number allowed
    INITIALINTEGER=INIT/N - Initial number to be displayed
    TITLETEXT=TITLE/A - Title of the requester
    BUTTONTEXT - The text to be in the gadgets and the
            shortcut can be set with '_' in front if the
            key that is to act as a shortcut. The text
            for each gadget is separated with a '|', and
            it's possible to define 1 or more gadgets,
            although anything else than 2 gadgets doesn't
            make much sense.
    VAR - Optional variable to put the entered number
            into. If not supplied, result will be used.

RESULT
    0 - success
    5 - user cancelled the requester
    30 - failure

EXAMPLE

    REQUESTINTEGER MIN 12 MAX 100 INIT 34 TITLE '"Enter a number:"' BT '"Ok| ←
       Cancel"' var NUMBER
    if(rc ~= 0) then
    do
        say THOR.LASTERROR
        exit
    end

    say "Number entered : " NUMBER

    exit

NOTES

BUGS

SEE ALSO

1.30 THOR_REXX/REQUESTLIST

NAME
     REQUESTLIST – Select from a supplied list of entries

SYNOPSIS
     REQUESTLIST INSTEM/A,OUTSTEM,TITLE,DRAGSELECT/S,MULTISELECT/S,
                 SIZEGADGET/S

FUNCTION
     Function for selecting entries from the list given in the STEM
     variable. Drag and multiselection is possible.
     The window will be scaled to fit all supplied entries in their
     full lenght and will not be smaller than the width of the TITLE
     text.

INPUTS
     INSTEM – Base name of the stem variables the tag data is in.
         Must be supplied or this function will fail. The stem
         variables must be filled like this:

         <instem>.COUNT – Number of entries
         <instem>.<n>   – <n> are numbers from 1 to <stem>.COUNT and
                          must contain a string. All entries upto
                          <stem>.COUNT must be filled with a valid
                          string and no newline characters is allowed.

     OUTSTEM – Base name of the stem variables the selected entries in
         list will be put in. Must be supplied or this function
         will fail. The stem variables will be filled like this:

         <outstem>.COUNT – Number of entries
         <outstem>.<n> – <n> are numbers from 1 to <stem>.COUNT and
                          will contain a string. All entries upto
                          <stem>.COUNT will be filled with a valid
                          string.

     TITLE – Optional window title. If not given, a default (localized)
         window title will be supplied.

     DRAGSELECT – If present, the listview will support dragselection
         of entries in the list. Implies MULTISELECT.

     MULTISELECT – If present, the listview will support shift-key mouse
         selection of several entries.

     SIZEGADGET – If present, the window will contain a size gadget and
         a zoom gadget.

MAXHEIGHT – The maximum height the window will have in pixels. If not
    present, maxheight will be 1/2 of the visual screen height.

SEARCHGADGET – If present, a search gadget with an search option will
    be available. This argument will currently only be present when
    DRAGSELECT and/or MULTISELECT is given.

RESULT
    0   –   Success
    5   –   User canceled the window
    30 –   Failure

Note: Even with multiselect, there can be a selected entry, which
will be marked in bold and underline. On success, result will
contain the string selected.
OUTSTEM will not be used if the MULTISELECT or DRAGSELECT argument
is not given. Result will be used on in these single-select cases.

EXAMPLE

    drop LIST.   /* Important! */

    LIST.COUNT = 3
    LIST.1 = 'First Entry'
    LIST.2 = 'Second Entry'
    LIST.3 = 'Third Entry'

    /* Multi and dragselect from the list, no sizegadget */

    REQUESTLIST instem LIST outstem SELECTED MULTISELECT DRAGSELECT title '" ↵
        Select entries:"'
    if(rc ~= 0) then
    do
        say THOR.LASTERROR
        exit
    end

    say 'You selected: '||SELECTED.COUNT
    do i=1 to SELECTED.COUNT
        say SELECTED.i
    end

NOTES
    This function is completly changed from REQUESTLIST in THOR 1.25,
    and not compatible in *any* way.

    This function is well suited for use in combination with
    GETBBSLIST or some of the other list functions in BBSREAD.
    The resulting stem variable from e.g. GETBBSLIST can be
    used directly as INSTEM for this function.

    Changed for 2.1:
    Previously, when using multi/dragselection, the white single-selected
    entry would not be present in the outstem variable, only in result.
    Starting from this version, it will be in both.

The SEARCHGADGET argument is new for THOR 2.11.

BUGS

SEE ALSO
GETBBSLIST, GETCONFLIST, GETFAREALIST

1.31 THOR_REXX/REQUESTNOTIFY

NAME
REQUESTNOTIFY – will open an information requester

SYNOPSIS
REQUESTNOTIFY TEXT/A,BUTTONTEXT=BT/A

FUNCTION
This function will open a requester with some information text
within, specified in the TEXT argument. Useful for informing
the user about possible errors, etc.

INPUTS
The function takes the following arguments:

TEXT – This is the text that is to be shown to the user
in the requester.
TEXT can, currently, contain upto 2000 characters
and will be prosessed like the signatures in THOR.
This means that variables like $ver and $time
can be used and will be translated. Note that the
2000 limit is the limit *after* any $ver and $time
variables has been expanded, so the practical limit
is more like 1950 characters.
'\n' (backslash n) can be used to add a newline.

BUTTONTEXT – The text to be in the gadgets and the shortcut
can be set with '_' in front if the key that is
to act as a shortcut. The text for each gadget is
separated with a '|', and it's possible to define
1 or more gadgets.

RESULT
0 – Success, in which case the value in result will be 1 (TRUE)
for leftmost (positive) response, then each consecutive
response will return 1 more, the rightmost (false) response
will return 0 (FALSE) in result.
30 – Failure

EXAMPLE

```
REQUESTNOTIFY TEXT '"Do you feel fine?"' BT '"_YES!|_MAYBE|_NO"'
if(rc ~= 0) then
do
   say THOR.LASTERROR
   exit
end
```

```
        if(result = 0) then say 'Sorry to hear that!'
        if(result = 1) then say 'I feel fine too!'
        if(result = 2) then say '"Ok, I'm not sure either.."'

        exit
```

NOTES
    Do not use this function if you intend to show large amounts of
    text. REQUESTLIST or SHOWTEXT is more suitable for this purpose.

BUGS

SEE ALSO
    REQUESTLIST, SHOWTEXT

1.32 THOR_REXX/REQUESTSTRING

NAME
    REQUESTSTRING – For requesting a string from the user

SYNOPSIS
    REQUESTSTRING TITLETEXT=TITLE/A,BUTTONTEXT=BT,INITIALSTRING=ID
                  BODYTEXT=BODY,MAXCHARS/N/A,INVISIBLE=QUIET/S

FUNCTION
    This function will open a string requester that will accept any
    string input you give it, upto MAXCHARS number of characters.

INPUTS
    REQUESTSTRING takes the following arguments:

    TITLETEXT – The text that is to be placed in the titlebar of
        the requester.

    BUTTONTEXT – The text to be in the gadgets and the shortcut
        can be set with '_' in front if the key that is
        to act as a shortcut. The text for each gadget is
        separated with a '|', and it's possible to define
        1 or more gadgets. If you use more than 2 gadgets, the
        THORRC variable should be checked to find out what gadget
        that was selected.

    INITIALSTRING – If present, the supplied string will be put in
        the string gadget initially.

    BODYTEXT – The optional text that is to appear above the string
        gadget in the requester.
        '\n' (backslash n) can be used to add a newline.

    MAXCHARS – This is the maximum number of characters the user
        is allowed to enter into the gadget.
        MAXCHARS can be no more than 1000.
        Do not set MAXCHARS to a number higher than you
```

```
            need, it will just be a waste of memory.
            Default is 100 characters.

        INVISIBLE - When this keyword is present, letters entered will not
            be echoed, only dots will appear for typed letters. Use this
            on passwords etc.

    RESULT
        0   -   Success. Result will contain the string entered
        5   -   User canceled the requester or didn't enter any text
        30  -   Failure

        On success, this function will set the THORRC variable to
        1 for leftmost (positive) response, then each consecutive
        response will return 1 more, the rightmost (false) response
        will return 0 in THORRC.


    EXAMPLE

        REQUESTSTRING TITLE '"Enter something:"' BT '"_Ok|_Cancel"' ID '"Some text ←↩
            "'
        if(rc ~= 0) then
        do
            say THOR.LASTERROR
            exit
        end

        say result

        exit

    NOTES
        THORRC is new for THOR 2.1.

    BUGS

    SEE ALSO
```

1.33 THOR_REXX/RESCAN

```
    NAME
        RESCAN - Scan for mail packets in the download directory

    SYNOPSIS
        RESCAN

    FUNCTION
        This function will, if the Startup window is open, scan for
        new mail packets (grabs) in the configured download
        directory and show them with a '*' in the Startup window.

    INPUTS

    RESULT
```

```
    0 - Success
```

EXAMPLE

NOTES
    Currently, no error codes will be returned to arexx upon
    failure in the scan for grabs. However, an informative
    error message will be shown to the user in a requester if
    this command fails for one reason or another.

BUGS

SEE ALSO

1.34 THOR_REXX/SAVEMESSAGE

NAME
    SAVEMESSAGE - Save a message in THOR to disk or to the clipboard

SYNOPSIS
    SAVEMESSAGE BBSNAME=BBS,CONFNAME=CONF,MSGNUMBER=MSGNR/N,CURRENT/S,
                FILENAME=FILE,CLIPBOARD=CLIP/S,NOHEADER/S,NOANSI/S
                OVERWRITE/S

FUNCTION
    Function to save a message to disk or to the clipboard. The message can
    be saved with or without ANSI codes and a header field.

INPUTS
    BBSNAME   - Name of the BBS
    CONFNAME   - Name of the conference
    MSGNUMBER   - Message number in database
    CURRENT   - Save current message
    FILENAME   - File name to save message as
    CLIPBOARD   - Save message to clipboard
    NOHEADER   - Don't save any header fields with the message
    NOANSI   - Strip all ANSI codes from the message
    OVERWRITE   - Will overwrite any existing file with the same
                              filename instead of appending to the end of the
                              same file. Use this argument with caution.

RESULT
    0 - Success
    5 - Message is deleted.
    30 - Failure

EXAMPLE

NOTES
    The NOANSI argument is new for THOR 2.0.

    FILENAME and CLIPBOARD can both be used with the effect that the
    message will be saved both to the clipboard and to a file.
    CURRENT will override BBSNAME, CONFNAME and MSGNUMBER.

```
        The OVERWRITE argument is new for THOR 2.1.

    BUGS

    SEE ALSO
```

1.35 THOR_REXX/SHOWCONFERENCE

```
    NAME
        SHOWCONFERENCE -- Show the given conference, as if it was selected
                          from within THOR.

    SYNOPSIS
        SHOWCONFERENCE CONFNAME=CONF/A

    FUNCTION
        This function will show the given conference, just as if the
        conference was selected for reading directly from within THOR.
        The read mode currently in use will be used, and the conference
        must exist on the current BBS.

    INPUTS
        CONFNAME - Name of the conference on the current BBS to show.

    RESULT
        0  - success
        5  - The ReplyMsg/EnterMsg window was open, in which case this
             function can't be executed.
        30 - failure

    EXAMPLE

    NOTES
        New for THOR 2.0

        This command can't be used while the ReplyMsg/EnterMsg window
        is open. This window uses the current conference pointer and
        this pointer must not be changed while this window is open.

        The conference enter ARexx script will *NOT* be run as usual when
        this function is used. This is to avoid loops where a script
        calls this function, which again starts a new script etc.

    BUGS

    SEE ALSO
```

1.36 THOR_REXX/SHOWPICTURE

```
    NAME
        SHOWPICTURE -- View a picture using datatypes in the message
                  window.
```

```
SYNOPSIS
    SHOWPICTURE FILENAME=FILE/A,CLEAR/S

FUNCTION
    This function will put the supplied picture into the
    message list area using datatypes.

INPUTS
    FILENAME - Filename of the picture to view

    CLEAR - This option will clear the contents of the message list
        area first so that only the picture will be present.

RESULT
    0  - success
    5  - the main window was not open
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.1

    This function requires AmigaOS 3.0 or higher and
    datatypes.library installed and working properly.

    Running THOR in 16 colors or more is recommended.

BUGS

SEE ALSO
```

1.37 THOR_REXX/SHOWTEXT

```
NAME
    SHOWTEXT -- Show a textfile in the message window.

SYNOPSIS
    SHOWTEXT FILENAME=FILE/A,CURRENTMSGTEXT=CMT/S,APPEND/S

FUNCTION
    This function will put the supplied text file into the
    message list area.  The text file will be prosessed just
    like any ordinary message text. ANSI codes, Style Tags, etc.
    will be shown according to your configuration settings.

INPUTS
    FILENAME - Filename of text file to show

    CURRENTMSGTEXT - This switch will cause THOR to quote the
        text currently visible in the message text area, and
        not the text on disk when replying to the message.
        Note: This option will only work if no other message
        text is shown in the message text area before the
```

```
        message is replied to.

    APPEND - If there is already existing text in the message
        window, the new text will just be appended and will not
        overwrite the already existing text or gfx.

RESULT
    0  - success
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.0

    Calling this function with a binary file as FILENAME might
    cause problems.

    APPEND is new for THOR 2.21.

BUGS

SEE ALSO
```

1.38 THOR_REXX/STARTEDITOR

```
NAME
    STARTEDITOR -- Start the configured editor in THOR on a file

SYNOPSIS
    STARTEDITOR FILENAME=FILE/A

FUNCTION
    This function will start the configured editor (internal or
    external) on the given file.

INPUTS
    FILENAME - Filename to start the editor with. Must be supplied
        or this function will fail. Note: This must be the complete
        path to the file. Can be a non-existing file as long as the
        editor supports this.

RESULT
    0  - success
    30 - failure

EXAMPLE

    STARTEDITOR '"ram:test.file"'
    if(rc ~= 0) then
    do
        REQUESTNOTIFY TEXT '"'THOR.LASTERROR'"' BT '"_Ok"'
        exit
    end
```

```
        exit

    NOTES
        New for THOR 2.0

        If the configured editor is the internal editor in THOR, the
        ARexx port for the started editor will be available as normal.

        Not all external editors accept a non-existing file as argument
        upon startup. CED and TurboText does, but Edge doesn't.

        The editor will be started async as a separate prosess from THOR.

        The line length in the internal editor will be 80 characters.

    BUGS

    SEE ALSO
```

1.39 THOR_REXX/THORTOFRONT

```
    NAME
        THORTOFRONT -- Will bring the THOR screen to front.

    SYNOPSIS
        THORTOFRONT

    FUNCTION
        Will bring the screen the addressed THOR is using to the
        front.

    INPUTS

    RESULT
        0 - success

    EXAMPLE

    NOTES
        If THOR is iconfied, THOR will be uniconified and brought to
        front.

    BUGS

    SEE ALSO
```

1.40 THOR_REXX/UNLOCKGUI

```
    NAME
        UNLOCKGUI -- Unlock the GUI in THOR after a call to LOCKGUI

    SYNOPSIS
```

```
    LOCKGUI

FUNCTION
    This function will enable all user input after a previous call
    to LOCKGUI.

INPUTS

RESULT
    0 - success

EXAMPLE

NOTES
    New for THOR 2.0

    Safe to call even if LOCKGUI has never been called.

BUGS

SEE ALSO
    LOCKGUI
```

1.41 THOR_REXX/UPDATECONFWINDOW

```
NAME
    UPDATECONFWINDOW -- Updates the conference window

SYNOPSIS
    UPDATECONFWINDOW

FUNCTION
    This function will update the conferences in the conference window
    so all information is up-to-date, with correct number of messages,
    conference flags and names.  Use this function if you have added
    or deleted messages from a conference.

INPUTS

RESULT
    0  - success
    5  - Conference window was not open.
    30 - failure

EXAMPLE

NOTES
    New for THOR 2.0

BUGS

SEE ALSO
```

1.42 THOR_REXX/UPDATEPROGRESS

```
NAME
    UPDATEPROGRESS -- Update a progressbar opened with OPENPROGRESS

SYNOPSIS
    UPDATEPROGRESS REQ/N/A,CURRENT/N,TOTAL/N,PROGRESSTEXT=PT

FUNCTION
    This function will update a progressbar window.

INPUTS
    REQ/N/A - The number returned in result from OPENPROGRESS.
    CURRENT/N - Change the current level of the progressbar
    TOTAL/N - The progressbar will be reset to it's initial state if
        this argument is provided with a total value.
    PROGRESSTEXT - Text to be shown over the progress bar.

RESULT
    0 - success
    5 - The user has pressed the abort gadget and your ARexx script
        should close the progress window with CLOSEPROGRESS and
        abort. It is your responsibility to check this and stop
        your ARexx script.
    30 - failure

EXAMPLE

    OPENPROGRESS TITLE '"Progress Test"' AT '"_Abort"' PCW 30
    if(rc = 0) then
    do
        window = result      /* Important !!! */

        do i=1 to BBSLIST.COUNT
            /* Display bbsname and reset progressbar.*/
            UPDATEPROGRESS REQ window TOTAL 50 CURRENT 1 PT '"'BBSLIST.i'"'
            do n=1 to 50
                /* Update progressbar 50 times for each bbs */
                UPDATEPROGRESS REQ window CURRENT n
                /* Check if user aborted */
                if(rc ~= 0) then do
                    CLOSEPROGRESS REQ window
                    exit
                end
            end
        end
    end

NOTES
    New for THOR 2.0

BUGS

SEE ALSO
    OPENPROGRESS, CLOSEPROGRESS
```

1.43 THOR_REXX/VERSION

```
NAME
    VERSION -- Get version information from THOR

SYNOPSIS
    VERSION STEM/A

FUNCTION
    This function will return version information from THOR.
    Currently, the following information will be returned:

    <stem>.THOR     - The release version of THOR
    <stem>.BBSREAD  - The version of the bbsread.library
    <stem>.UTGUI    - The version of the utgui.library
    <stem>.FSE      - The version of the THOR internal editor
    <stem>.REQTOOLS - The version of the reqtools.library


INPUTS
    STEM - Base name of the stem variables to put data in. Must be in
            uppercase.

RESULT
    0  - success
    30 - failure

EXAMPLE

    VERSION stem VER

    say "THOR             : " VER.THOR
    say "bbsread.library  : " VER.BBSREAD
    say "utgui.library    : " VER.UTGUI
    say "FSE              : " VER.FSE
    say "reqtools.library : " VER.REQTOOLS

    exit

NOTES
    New for THOR 1.22.

BUGS

SEE ALSO
```

1.44 THOR_REXX/WBTOFRONT

```
NAME
    WBTOFRONT -- Will bring the Workbench screen to front.

SYNOPSIS
    WBTOFRONT
```

FUNCTION
     Will bring the Workbench screen to front. To bring the THOR
     screen to front again, use THORTOFRONT.

INPUTS

RESULT
     0 - success
     30 - failure

EXAMPLE

NOTES
     New for THOR 2.0

BUGS

SEE ALSO
     THORTOFRONT