

Arexx Commands

COLLABORATORS

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Chapter 1

Arexx Commands

1.1 EASYCALC AREXX COMMANDS

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SETSTYLE
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SHOWMESSAGE

U

UPDATE

W

WINDOWTOBACK
WINDOWTOFRONT

1.2 x1

EasyCalc 2.0 Arexx Command Set ("EasyRexx")

Return Values:

Any command that returns a value stores it in the Arexx standard variable called RESULT. You need the line 'OPTIONS RESULTS' near the beginning of your Arexx script for this to work.

About the "Focus":

The focus is the current window that is receiving EasyRexx commands. To make the idea of a focus clearer, think about EasyCalc 2.0 with several windows open. When you type something, the letters appear in the "current" window only not all of them. It is exactly the same with EasyRexx, most

commands only make sense if sent to one window at a time.

If you are running your own EasyRexx scripts from disk using the RX command then the focus is not set until you use SETCURRENT however if you are running scripts from within EasyCalc 2.0 (which is the preferred option) the SETCURRENT command is not needed because the focus is automatically set to the window you launched the macro from.

About "ADDRESS":

Arexx supplies a standard command called ADDRESS which allows you to specify which Arexx port you are currently sending commands to. With scripts you execute yourself using RX, you have to use ADDRESS, but scripts executed within EasyCalc 2.0 already have the correct address. Yet another reason to run your scripts within EasyCalc 2.0.

Arexx Name

The EasyCalc 2.0 Arexx port is called "EasyCalc.1" for the first invocation of EasyCalc 2.0, then "EasyCalc.2" for the second and so on.

1.3 x2

MOVECURSOR [xpos] [ypos]

(Move the cursor)

Inputs

[xpos] - A number from 0 to 255 denoting the column.

[ypos] - A number from 0 to 8191 denoting the row.

Function

Moves the cursor to the specified coordinates. If the cursor is moved to a part of the worksheet already visible then very little needs to be redrawn. If the cursor gets moved to a hidden area on the worksheet then the worksheet visible area will change to make the cursor area visible.

1.4 x3

CUP

(Cursor Up)

Function

Makes the cursor in the current worksheet move up by one cell from its current position.

1.5 x4

CDOWN

(Cursor Down)

Function

Makes the cursor in the current worksheet move down by one cell from its current position.

1.6 x5

CLEFT

(Cursor Left)

Function

Makes the cursor in the current worksheet move left by one cell from its current position.

1.7 x6

CRIGHT

(Cursor Right)

Function

Makes the cursor in the current worksheet move right by one cell from its current position.

1.8 x7

GETREVISION

(Find out the worksheet revision number)

Function

Returns the revision field of the Information requester. This field is incremented everytime the worksheet is saved. You can use this command to track multiple worksheets with the same name.

Returns

RESULT will contain the revision number.

1.9 x8

SETCURRENT [name] [num]

(Change the focus of all other EasyRexx commands)

Inputs

[name] - Name of the worksheet to make the focus (as displayed in the worksheets window title)

[num] - A window number. Starting from 0 for the first window.

Function

Makes all other EasyRexx commands work on the specified worksheet. This command is needed before you can do anything else.

If you delete the worksheet or window that is the current focus then you have to SETCURRENT a new focus. If you create a new worksheet then the focus changes to that. However if you create a new window on a worksheet the focus is unchanged.

1.10 x9

GETVERSION

(Find out EasyCalc 2.0 version)

Function

Returns a string such as "EasyCalc 2.0a"

1.11 x10

SETWORKSHEETNAME [newname]

(Change the name of a worksheet)

Inputs

[newname] - a new name for the current worksheet.

Function

The worksheet title bar is changed to reflect the name.

1.12 x11

SETCOMMENT [comment]

(Set the comment field of this worksheet)

Inputs

[comment] - new comment for this worksheet

Function

The comment field in the Information requester will change. The comment field is limited to 39 characters. Anything longer will be ignored leaving the old comment unchanged.

1.13 x12

SETAUTHOR [author]

(Set the author of this worksheet)

Inputs

[author] - a new author string

Function

Sets the author field of the information requester with the new author string specified.

1.14 x13

SETREVISION [num]

(Set the revision field of the Information requester)

Inputs

[num] - The new revision value.

Function

Changes the worksheet revision value (which is incremented everytime the worksheet is saved).

1.15 x14

COLWIDTH [column num] [new width]

(Set Column Width)

Inputs

[column num] - A number from 0 to 255 denoting the column to change.
[new width] - A value in screen pixels from 3 to 600 (ish).

Function

Column width is changed and the worksheet is redrawn.

1.16 x15

UPDATE

(Update Worksheet Values)

Function

Causes all cell formulae to be re-evaluated. Also the visible worksheet portion is redrawn completely. This command should be called after any of the following:

- Adding cells.
- Removing cells (not needed if DELONECELL is used).
- ~Changing cells.

1.17 x16

REDRAW

(Redraw Worksheet)

Function

Simply redraws everything on the current visible worksheet portion.

1.18 x17

RESETPALETTE

(Restore Default Colours)

Function

Returns EasyCalc to the default WB2.0/3.0 colour scheme. The current palette of the Workbench screen is copied into the EasyCalc 2.0 screen.

It is not necessary to SETCURRENT a worksheet to use this command because it applies to everything.

1.19 x18

SAVEPALETTE

(Save current colour scheme)

Function

Stores the current palette values into the Palette.prefs file. The next time EasyCalc 2.0 is started the saved colours will be used instead of the defaults.

1.20 x19

GETRESPONSE [message] [gadgets]

(Get choice from user)

Inputs

[message] - Some text to display in the requester. Multi-line text is possible by embedding newlines in the string.

[gadgets] - A gadget format string.

Function

Sticks a requester on the screen for the user to read then respond to. The EasyCalc 2.0 screen will pop to the front while the requester is on screen.

The [gadgets] string is made up of text seperated with '|' symbols.

Each element separated with a vertical bar is a gadget. They appear in the requester from left to right in the order you specify them.

It is possible to give each gadget a keyboard shortcut. This is denoted by preceding the shortcut character with an '_' symbol. The leftmost gadget also accepts 'Y' and RETURN by default. The rightmost gadget uses ESCAPE as its default shortcut.

By convention, the right-most gadget is for cancelling something, and the rest perform some actions.

Examples

· ~"OK|Cancel" would give two gadgets called "OK" and "Cancel".

· "OK|Retry|Cancel" would give three gadgets called "OK", "Retry" & "Cancel"

· "_Delete|C_ancel" would give two gadgets called "Delete" and "Cancel". The "Delete" gadget would also have the 'D' key as a keyboard shortcut. The "Cancel" gadget would also accept the 'a' key as a shortcut.

Returns

result will contain a number worked out like this:

- 0 - the gadget was cancelled (right most gadget selected).
- 1 - the left most gadget was selected.
- >1 - the rest of the gadgets from left+1 to the end.

Examples

A requester with gadgets like this:

```
[OK] [RETRY] [HELP] [CANCEL]
```

Could generate the following returns:

- 0 - "Cancel" selected.
- 1 - "OK" selected.
- 2 - "Retry" selected"
- 3 - "Help" selected.

1.21 x20

GETFILE [message]

(Get a filename from user)

Inputs

[message] - A text message to display in the file requester

Function

Brings the EasyCalc 2.0 screen to front and displays a file requester. The user may then choose a file or cancel.

Results

result will contain either "" if the user cancelled, or the FULL path to the chosen file.

1.22 x21

GETTEXT [message] [max]

(Get a line of text from the user)

Inputs

[message] - A text message to display in the window.

[max] - The maximum number of chars to enter (no more than 255).

Function

This command brings the EasyCalc 2.0 screen to the front and displays a requester for the user to enter some text. The user will be unable to enter more characters than you specified in the [max] parameter.

When the request has been satisfied (or cancelled) the previous screen pops back to the front.

Results

RESULT will contain either the text the user entered, or "" denoting the user cancelled the request.

1.23 x22

GETNUMBER [message] [min] [max]

(Get a number from the user)

Inputs

[message] - A text message to display
[min] - Minimum valid value
[max] - Maximum valid value

Function

The EasyCalc 2.0 screen will pop to the front and a number requester will appear. The requester displays the [min] and [max] values that are acceptable. When finished the EasyCalc 2.0 will hide again.

Results

RESULT will contain either "" if the user cancelled, or a number entered by the user.

1.24 x23

DELCELL [xpos] [ypos]

(Delete Cell)

Inputs

[xpos] - A number from 0 to 255 denoting the column.
[ypos] - A number from 0 to 8191 denoting the row.

Function

If a cell at the specified position is present it will be totally removed. However the worksheet will not be redrawn. This allows large numbers of cells to be removed quickly.

For the user to see any effect, you should UPDATE the worksheet when you have finished deleting cells.

1.25 x24

DELONECELL [xpos] [ypos]

(Delete One Cell)

Inputs

[xpos] - A number from 0 to 255 denoting the column.

[ypos] - A number from 0 to 8191 denoting the row.

Function

If a cell at the specified position is present it will be totally removed. This command differs from DELCELL in that it also UPDATES the worksheet immediatly after deleting the cell. This makes the command slower but more convenient for small numbers of cells.

1.26 x25

SETSTYLE [xpos] [ypos] [style]

(Set the text style of a specified cell)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

[style] - style to change to.

Function

[style] is a standard bit mask. You make up the values by adding together any combination of the following numbers:

- 2 for BOLD
- 4 for ITALICS
- 1 for UNDERLINED

If you wanted plain you would make [style] equal to 0.

Examples

To get BOLD + UNDERLINED: 2 + 4

or to get BOLD + ITALICS: 2 + 1

1.27 x26

SETPREC [xpos] [ypos] [prec]

(Set cell precision)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

[prec] - number of decimal places to display (0-14).

Function

Same as choosing the precision gadget in EasyCalc 2.0. The effect is only visible if the cell format is fixed ('FIX') or scientific ('SCI'). The worksheet will be REDRAWn if that is the case.

1.28 x27

CLEAR SHEET

(Clear current worksheet)

Function

Causes the current worksheet data to be cleared.

1.29 x28

QUIT

(Quit EasyCalc)

Function

Initiates a shutdown. All data will be lost immediately as no confirmation is required to quit from EasyRexx.

1.30 x29

MARKBLOCK [x1] [y1] [x2] [y2]

(Mark a block)

Inputs

[x1] - start column (0-255)

[y1] - start row (0-8191)

[x2] - end column (0-255)

[y2] - end row (0-8191)

Function

Marks a block on the current worksheet. This is exactly the same as the user dragging a block with the mouse.

Commands such as PRINTPROJECT will use this marked area. When you have finished with the block you should call ENDBLOCK.

1.31 x30

GETCURX

(Find out current cursor column)

Function

Returns the column number of the cursor.

Returns

RESULT will contain a number between 0 and 255. 0=A, 1=B etc.

1.32 x31

GETCURY

(Find out current cursor row)

Function

Returns the row number of the cursor.

Returns

RESULT will contain a number between 0 and 8191. 0=row 1, 1=row 2 etc.

1.33 x32

SETCELL [xpos] [ypos] [text]

(Change the contents of a cell)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

[text] - some text to put in the cell

Function

The text will be analysed by EasyCalc 2.0 in exactly the same way as if the text had been typed in by the user. So a formula would start with an '=' symbol etc.

The text will generate a cell of one of three types:

- NUMERIC - if [text] was a simple number. 23.3, -2, 56 etc.
- FORMULA - if [text] started with an '=' sign and could be evaluated.
- TEXT - if [text] was something else or started with ', ^, or ".

Be warned that if a formula has an error, then a requester will appear allowing the user to stop execution of your script.

Returns

RESULT will contain either 0 for failure or >0 for success. This is the opposite way round to most EasyRexx commands.

Notes

Because of contention between Arexx and EasyCalc 2.0 regarding the use of the double quote symbol ("), EasyCalc 2.0 will now accept a back-slash (\) in place of a double quote. To prevent errors you should use a back-slash instead of a quote in all your setcell strings.

Examples

```
SETCELL 5 6 "=@UPPER("fred")"
```

the above would not evaluate correctly before so try the following instead:

```
SETCELL 5 6 "=@UPPER(\fred\)"
```

this works fine.

1.34 x33

GETNAME

(Find out worksheet name)

Function

The name of the current worksheet (the text displayed in the worksheets window title) will be returned. This command will ALWAYS return a non-empty string.

If the worksheet has not been saved yet, then its name will be "Untitled-x" where x is a positive integer.

Returns

RESULT will contain the name of the current worksheet.

1.35 x34

GETMAXCOL

(Find out the visible part of the worksheet)

Function

Returns the maximum column that is visible. You can use this command along with the three complementary commands to determine exactly what portion of the worksheet is visible to the user.

Returns

RESULT will contain the column number (0-255).

1.36 x35

GETMINCOL

(Find out the visible part of the worksheet)

Function

Returns the leftmost column that is visible. You can use this command along with the three complementary commands to determine exactly what portion of the worksheet is visible to the user.

Returns

RESULT will contain the column number (0-255).

1.37 x36

GETMAXROW

(Find out the visible part of the worksheet)

Function

Returns the maximum row that is visible. You can use this command along with the three complementary commands to determine exactly what portion of the worksheet is visible to the user.

Returns

RESULT will contain the row number (0-8191).

1.38 x37

GETMINROW

(Find out the visible part of the worksheet)

Function

Returns the topmost row that is visible. You can use this command along with the three complementary commands to determine exactly what portion of the worksheet is visible to the user.

Returns

RESULT will contain the row number (0-8191).

1.39 x38

GETAUTHOR

(Return Author field of Information requester)

Function

Either "" for no author or the author text from the Information requester.

1.40 x39

GETCOMMENT

(Retrieve the comment text of a worksheet)

Function

This command returns the "Comment" field of the Information requester.

Results

RESULT will contain "" if there is no comment, or the comment text. Comments will NEVER be more than 39 characters.

1.41 x40

NEWWORKSHEET

(Open a new project window)

Function

Opens a new project window in the same way as choosing "New Worksheet". The focus of all subsequent EasyRexx commands will be to this new window.

1.42 x41

NEWWINDOW

(Open a window on a worksheet)

Function

Opens a new window on the current worksheet. The focus of all subsequent EasyRexx commands will be unchanged though.

1.43 x42

LOADSHEET [name]

(Load a worksheet from disk)

Inputs

[name] - a full AmigaDOS filename to try to load.

Function

The current worksheet is replaced with the specified one from disk (if possible).

Returns

RESULT will have one of the following values:

- 0 - worksheet successfully loaded.
- 1 - tried to load a file that wasn't an EasyCalc 2.0 worksheet.
- 2 - tried to load an EasyCalc Plus worksheet (EasyConvert is needed).
- 3 - couldn't open file (may not exist or a disk error).
- 4 - tried to load an EasyCalc Classic file (unsupported at present).

1.44 x43

SAVESHEET [filename]

(Save current worksheet)

Inputs

[filename] - an AmigaDOS filename + optional path to save worksheet as.

Function

The current worksheet is saved to disk in EasyCalc 2.0 format. If filename is "" then the current worksheet name will be used, or if the worksheet has never been saved before a file requester will appear allowing the user to save the file.

If the user cancels the requester, the command will fail and this will be indicated in RESULT.

Returns

RESULT will contain either 0 for success or 1 to indicate failure (perhaps because the disk was write-protected).

1.45 x44

PRINTPROJECT

(Print out the current worksheet)

Function

If a block is marked then this will print the block using the current print settings. However if no block is marked then the entire project will be printed out.

1.46 x45

GETSCREENDDEPTH

(Find out how many colours are available)

Function

The EasyCalc 2.0 screen can be run in any Amiga screenmode so this command returns how many colours are currently available for you to change.

Current Amiga technology means that this command can return anything from 2 to 256 for AGA machines and 2 to 16 for non-AGA machines. However one day EasyCalc 7.5 may run in 24 bits so very large numbers could be possible.

The SETPALETTE command numbers colours from 0. So assuming you had 64 returned by GETSCREENDDEPTH that would allow you to use values from 0 to 63 for SETPALETTE.

Returns

RESULT will contain a number from 2 to 256.

1.47 x46

EASYTOFRONT

(Bring EasyCalc 2.0 to users attention)

Function

Brings the EasyCalc 2.0 screen to the front (if it isn't already).

1.48 x47

EASYTOBACK

(Hide EasyCalc 2.0 screen)

Function

Move the EasyCalc 2.0 screen to the back of all the others.

1.49 x48

INSERTCOL [col]

Inputs

[col] - column number. The new column will be before this one.

Function

Inserts a new column at the insertion point. All columns beyond are moved along by one and all cell references are adjusted to keep formulas valid.

1.50 x49

INSERTROW [row]

Inputs

[row] - row number. The new row will be inserted before this one.

Function

Inserts a new row at the insertion point. All rows beyond are moved along by one and all cell references are adjusted to keep formulas valid.

1.51 x50

DELETECOL [col]

(Delete a column)

Inputs

[col] - column number to delete (0-255) [0=A, 1=B etc]

Function

Deletes the specified column. All columns to the right of the column will be moved left one column and all cell references will be adjusted so that all formulas remain valid.

This command can be quite slow on unexpanded machines but is optimised so that if you request a column to be deleted that does not make sense then this routine will return very quickly.

1.52 x51

DELETEROW [row]

(Delete a row)

Inputs

[row] - row number to delete (0-8191). [0=row 1, 1=row 2 etc]

Function

Similar to DELETECOL except applying to rows (obviously).

1.53 x53

ENDBLOCK

(Finish with a marked block)

Function

Removes the current marked block from the worksheet. The block is replaced with a cursor again.

1.54 x54

GETCELLCONTENTS [xpos] [ypos]

(Get contents of cell)

Inputs

[xpos] - A number from 0 to 255 denoting the column.

[ypos] - A number from 0 to 8191 denoting the row.

Function

This command is used to extract the contents of a cell. If a formula cell is specified the cell formula will be returned NOT the result of that formula.

Returns

RESULT will contain "" if the cell was empty or it will contain the contents of the cell.

1.55 x55

GETCELLVALUE [xpos] [ypos]

(Get value of cell)

Inputs

[xpos] - A number from 0 to 255 denoting the column.

[ypos] - A number from 0 to 8191 denoting the row.

Function

This command is used to extract the value of a cell. If a formula cell is specified the cell value will be returned NOT the formula.

Returns

RESULT will contain "" if the cell was empty or it will contain the value of the cell.

1.56 x56

DELCELLNAME [xpos] [ypos]

(Delete a cell name)

Inputs

[xpos] - A number from 0 to 255 denoting the column.

[ypos] - A number from 0 to 8191 denoting the row.

Function

If the specified cell has a name it is removed. Otherwise nothing happens.

Be careful not to remove a cellname that is referenced by a formula somewhere else. Cells usually have a name for a good reason.

1.57 x57

DELCELLNOTE [xpos] [ypos]

(Delete a cell note)

Inputs

[xpos] - A number from 0 to 255 denoting the column.

[ypos] - A number from 0 to 8191 denoting the row.

Function

If the specified cell has some help text attached then it will be removed, otherwise nothing happens.

You shouldn't really remove cellnotes without good reason because they supply valuable information to the user about the use of a worksheet.

1.58 x58

SETCELLNAME [xpos] [ypos] [name]

(Give a logical name to a cell)

Inputs

[xpos] - A number from 0 to 255 denoting the column.

[ypos] - A number from 0 to 8191 denoting the row.

[name] - Name for this cell (no more than 25 characters).

Function

Gives this cell the specified name, replacing the existing name if it has one.

1.59 x59

SETCELLNOTE [xpos] [ypos] [note]

Inputs

[xpos] - A number from 0 to 255 denoting the column.

[ypos] - A number from 0 to 8191 denoting the row.

[note] - Cell note for this cell (no more than 255 characters).

Function

Gives this cell the specified help text, replacing the existing text if it has any. No newlines should be in [note] because the EasyCalc 2.0 system will wordwrap the text for you.

1.60 x60

GETCELLNAME [xpos] [ypos]

(Get the name of the specified cell)

Inputs

[xpos] - A number from 0 to 255 denoting the column.

[ypos] - A number from 0 to 8191 denoting the row.

Function

Retrieves the logical name of a cell.

Returns

RESULT will contain either "" if the cell had no name or the logical cell name.

1.61 x61

GETCELLNOTE [xpos] [ypos]

(Get the help text of the specified cell)

Inputs

[xpos] - A number from 0 to 255 denoting the column.

[ypos] - A number from 0 to 8191 denoting the row.

Function

Retrieves the help text (cell note) of a cell.

Returns

RESULT will contain either "" if the cell had no name or the help text. It is possible for cell notes to contain embedded newlines.

1.62 x62

SETCOLOUR [xpos] [ypos] [col]

(Set cell colour)

Inputs

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

[col] - new colour to use (0 - (SCREENDEPTH-1))

Function

Changes the colour of the specified cell and redraws the worksheet so the changes are visible immediately.

1.63 x63

SETFORMAT [xpos] [ypos] [form]

(Change cell format)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

[form] - three letter code denoting one of 12 formats.

Function

EasyCalc 2.0 currently supports the following formats:

- 'GEN' - General
- 'FIX' - Fixed
- 'DAT' - Date
- 'TIM' - Time
- 'CUR' - Currency
- 'COM' - Commas
- 'HID' - Hidden
- 'SCI' - Scientific notation
- 'HEX' - Hexadecimal
- 'OCT' - Octal.

The letters in 'quotes' are what you feed the [form] parameter.

The worksheet is redrawn at once to reflect the changes.

1.64 x64

SETJUST [xpos] [ypos] [just]

(Change justification of cell contents)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

[just] - a single character denoting the type of justification.

Function

[just] can be one of the following:

'L' - for left justify
'C' - for centred text
'R' - for right justify

The worksheet is redrawn at once to reflect the changes.

1.65 x65

SETLOCK [xpos] [ypos] [lock]

(Lock/Unlock cell)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).
[ypos] - y coordinate (row) of cell to change (0-8191).
[lock] - either 1 or 0. 1=locked, 0=unlocked.

Function

Protects or unprotects a cell from future editing or overwriting. As no visuals change, this command does not redraw the worksheet.

The cell is not protected from EasyRexx though.

1.66 x67

SHOWMESSAGE [message]

(Display a message in the message bar)

Inputs

[message] - Some (short, upto 50 chars) text to display

Function

EasyRexx displays the message in the standard EasyCalc 2.0 message bar (near the top of the screen). No other action is performed.

1.67 x68

GETSHEETWIDTH

(Find out how many columns are used)

Function

Returns the last column which is actually occupied with cells in the current worksheet.

Returns

RESULT will contain the column number (0-255).

1.68 x69

GETSHEETHEIGHT

(Find out how many rows are used)

Function

Returns the last row which is actually occupied with cells in the current worksheet.

Returns

RESULT will contain the row number (0-8191).

1.69 x70

SETPALETTE [col] [red] [green] [blue]

(Set EasyCalc Palette Values)

Inputs

[col] - The colour number to change. 0-255 maximum.
[red] - Red value in RGB terms (0-15 only).
[green] - Green value (0-15).
[blue] - Blue value (0-15).

Function

If [col] is valid then the RGB values will be changed. The colours set will be forgotten if EasyCalc 2.0 exits unless you save the palette information.

1.70 x100

GETLOCK [xpos] [ypos]

(Return whether cell is locked)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

Function

Returns a 1 if the specified cell is locked, or a 0 if the cell is unlock. Cell locking does not protect a cell from EasyRexx.

1.71 x204

SETBACKCOLOUR [xpos] [ypos] [col]

(Set the background colour of a cell)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

[col] - colour number to use.

Function

Sets the background colour of the specified cell to the supplied colour number. The worksheet is redrawn instantly for the change to take effect.

1.72 x201

GETBLOCKENDCOL

(Find the last column in a block)

Function

Returns the maximum column number of the currently marked block.

1.73 x203

GETBLOCKENDROW

(Find the last row in a block)

Function

Returns the maximum row number of the currently marked block.

1.74 x200

GETBLOCKSTARTCOL

(Find the first column in a block)

Function

Returns the minimum column number of the currently marked block.

1.75 x202**GETBLOCKSTARTROW**

(Find the first row in a block)

Function

Returns the minimum row number of the currently marked block.

1.76 x300**MAKEGRAPH [type] [name]**

(Create a graph of marked data)

Function

Creates a graph of the currently marked block. At least two cells MUST be marked for this command to work. The [type] parameter is a number between 0 and 9 and controls the graph type, the types are in the same order as the graph type menu in EasyCalc 2.0.

The [name] parameter is some text to display in the title bar of the graph window.

Example

```
'MAKEGRAPH 0 "Vertical Bar Graph"'
```

1.77 x301**SAVEGRAPHIFF [name]**

(Save a created graph as an IFF file)

Function

Saves the current graph display as an IFF ILBM file, called [name].

1.78 x302

SETGRAPHTITLE [name]

(Set the title of the graph)

Function

Sets the titlebar display to any name (upto 70 characters) you supply.

Example

```
'SETGRAPHTITLE "Hello World"'
```

1.79 x303

REMOVEGRAPH

(Close the graph display)

Function

Shuts down the graph screen and returns the user to the EasyCalc 2.0 screen.

1.80 x304

SETGRAPHTYPE [type]

(Sets the type of graph displayed)

Function

The graph type is set to anyone of ten different types. The types are numbered from 0-9 in the [type] parameter. The numbers correspond directly to the Graph Type menu option in EasyCalc 2.0.

Example

```
SETGRAPHTYPE 5
```

1.81 x305

DELAY [time]

(Stop working for a while)

Function

Freezes the execution of the script in a multitasking-friendly way. The

[time] parameter is the number of seconds EasyCalc 2.0 will stop working.

Example

```
DELAY 3
```

1.82 x5000

```
CHANGEWINDOWBOX [xpos] [ypos] [width] [height]
```

(Change the position and dimensions of a window)

Function

Changes the current window dimensions and positioning. If the values are too big, then the window will be truncated to make it best fit into the EasyCalc 2.0 screen.

1.83 x5002

```
WINDOWTOBACK
```

(Position the current window behind all others)

Function

What it says really. If no window is current, then the command will fail.

1.84 x5001

```
WINDOWTOFRONT
```

(Position the current window in front of all others)

Function

What it says really. If no window is current, then the command will fail.

1.85 x5003

```
GETFORMAT [xpos] [ypos]
```

(Return the format of a cell)

Function

Returns the format of the specified cell. RESULT will be set with one of

the following strings:

- 'GEN' - General
- 'FIX' - Fixed
- 'DAT' - Date
- 'TIM' - Time
- 'CUR' - Currency
- 'COM' - Commas
- 'HID' - Hidden
- 'SCI' - Scientific notation
- 'HEX' - Hexadecimal
- 'OCT' - Octal.

These are the same as the strings you can feed into SETFORMAT.

1.86 x5005

GETCELLTYPE [xpos] [ypos]

(Return the type of a specified cell)

Function

RESULT will contains one of the following strings, depending on the specified cell:

STRING - for a string cell
CONSTANT - for a numeric constant cell
FORMULA - for a formula cell

1.87 x32b

SETCELLQUICK [xpos] [ypos] [text]

(Change the contents of a cell)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).
[ypos] - y coordinate (row) of cell to change (0-8191).
[text] - some text to put in the cell

Function

The text will be analysed by EasyCalc 2.0 in exactly the same way as if the text had been typed in by the user. So a formula would start with an '=' symbol etc.

The text will generate a cell of one of three types:

- NUMERIC - if [text] was a simple number. 23.3, -2, 56 etc.
 - FORMULA - if [text] started with an '=' sign and could be evaluated.
-

· TEXT - if [text] was something else or started with ', ^, or ".

Be warned that if a formula has an error, then a requester will appear allowing the user to stop execution of your script.

This function is a quicker counterpart to SETCELL. SETCELLQUICK does not update the worksheet, or even redraw after the cell has been set. This allows you to add large amounts of cells quickly.

Returns

RESULT will contain either 0 for failure or >0 for success. This is the opposite way round to most EasyRexx commands.

Notes

Because of contention between Arexx and EasyCalc 2.0 regarding the use of the double quote symbol ("), EasyCalc 2.0 will now accept a back-slash (\) in place of a double quote. To prevent errors you should use a back-slash instead of a quote in all your setcell strings.

Examples

```
SETCELLQUICK 5 6 "=@UPPER("fred")"
```

the above would not evaluate correctly before so try the following instead:

```
SETCELLQUICK 5 6 "=@UPPER(\fred\)"
```

this works fine.

1.88 x9000

```
GETBACKCOLOUR [xpos] [ypos]
```

(Return the background colour of a cell)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

1.89 x9001

```
GETCOLOUR [xpos] [ypos]
```

(Return the text colour of a cell)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

1.90 x9002

GETJUST [xpos] [ypos]

(Return the justification of a cell)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

Results

RESULT will contain either LEFT, CENTRE or RIGHT.

1.91 x9003

GETJUST [xpos] [ypos]

(Return the width of a cell)

Inputs

[xpos] - x coordinate (column) of cell to change (0-255).

[ypos] - y coordinate (row) of cell to change (0-8191).

Results

RESULT will contain the number of pixels wide the cell is. Divide this by eight to find out how many characters can be displayed in the cell.
