

## ShellBench

COLLABORATORS

	TITLE : ShellBench		
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## Chapter 1

# ShellBench

### 1.1 ShellBench.guide

```
*****
***** SHELLBENCH *****
*****
```

By Nick Christie  
Version 1.0  
30th April 1995

Distribution.  
Disclaimer.  
Package Contents.  
Background Info.  
Requirements.  
Installation.  
Starting and Quitting.  
Using ShellBench.  
ShellBench Tooltypes.  
Bugs and Improvements.  
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### 1.2 Distribution

Distribution  
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- o ShellBench is Copyright ©1995 by Nick Christie.  
All rights are reserved.
- o ShellBench is "freeware" so no donation is required. It is \*not\*

in the public domain.

- o ShellBench may be freely distributed provided all the files listed in Contents remain unaltered and are included in the distribution. They may, however, be archived to conserve space.
- o No profit is to be made by selling this software. You may only charge enough to cover reasonable production and distribution costs.
- o This software may not be included in a commercial package, or on a magazine coverdisk, without the author's written permission.
- o This software may not be uploaded onto any BBS that claims copyright on uploaded material.
- o If you use ShellBench, I would enjoy receiving a postcard or email from you. See my addresses.

The BGUI library is copyright  
©1993-4 Jaba Development/Jan van den Baard.

Amiga, AmigaDOS, AmigaGuide, Workbench and Kickstart  
are registered trademarks of Commodore-Amiga, Inc.

## 1.3 Disclaimer

Disclaimer  
=====

This program is provided "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of this program is with you. In no event can I be liable to you for damages of any kind arising out of the use of this program, or the inability to use it.

## 1.4 Package Contents

Package Contents  
=====

This package consists of:

ShellBench	The program itself.
ShellBench.info	8 colour icon for above.
ShellBench.4clr.info	4 colour icon for above.
def_ShellBench.info	8 colour project icon.
def_ShellBench.4clr.info	4 colour project icon.

ShellBench.readme	Program overview in text format.
ShellBench.readme.info	8 colour icon for above.
ShellBench.guide	Documentation in AmigaGuide format.
ShellBench.guide.info	8 colour icon for above.
Shellbench.install	Installation script.
Shellbench.install.info	8 colour icon for above.
ShellBench.pi	Product-Info file for databases.
Catalogs/ShellBench.cd	Catalog generation files.
Catalogs/ShellBench.ct	
Libs/bgui.library	Jan van den Baard's interface library.
bgui.guide	AmigaGuide documentation for above.
bgui.guide.info	8 colour icon for above.

## 1.5 Background Info

Background Info  
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Let's face it, when Commodore put the Execute function in the menus of Workbench 2, they only got it a quarter right. They seem to have a knack of putting great features into the OS, but not taking proper advantage of them when it came to utilities. File notification, public screens, AppWindows, AppIcons... the list goes on. And so it was with this Execute facility.

Have you ever been irritated by the way you have to type the whole path for everything into the Execute requester? Sick of squinting at that awful topaz font that looks about 2 pixels high on a 640x512 screen? Been unable to use Execute with some programs because they need a larger stack size? Wanted to use Execute to run a program at a priority other than zero?

No? Ok, so you think you don't need ShellBench? What about...

...getting Shell programs to run from Workbench? Yeah, you can double-click on them and get that nasty Execute requester again. Or you can mess around with IconX and DOS scripts. Have fun.

Now there's an alternative. Read on, friend...

One last note - although I've decided not to include the source in this package, I would not refuse a polite request. So if you want to convert it to MUI, for example, get in touch.

## 1.6 Requirements

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## Requirements

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ShellBench requires:

- o AmigaOS 2.04 / Kickstart V37 or higher.
- o bgui.library V38 or higher (included). (windows, gadgets, etc)

The following disk-based Commodore libraries are required, but are part of AmigaOS 2.04 anyway:

- o asl.library V38 or higher. (requesters)
- o workbench.library V37 or higher. (appwindow support)
- o commodities.library V37 or higher. (commodity support)

The following disk-based Commodore libraries are optional, but their absence will limit the functionality of ShellBench:

- o ifffparse.library V37 or higher. (clipboard support)
- o diskfont.library V36 or higher. (custom font selection)
- o locale.library V38 or higher. (localization)

All the above libraries are standard Commodore ones, except for BGUI, which is by Jan van den Baard and is included in this package. Programmers are encouraged to get the full archive from AmiNet.

## 1.7 Installation

### Installation

=====

A script for Commodore's Installer utility is provided, just double click on the install icon. Installer is available from AmiNet or from Fish Disk #870.

If you prefer to perform the installation by hand:

- o copy ShellBench anywhere you like,
- o copy bgui.library to LIBS: or wherever you keep custom libraries (first check in case you have a newer version).

Optionally:

- o copy ShellBench.guide and bgui.guide wherever you keep guides,
- o def\_ShellBench is an example icon you may like to use for your ShellBench projects - copy it anywhere you like,
- o copy the catalog file for your preferred language to "LOCALE:Catalogs/<language>/ShellBench.catalog".

NB: There are currently no catalog files available: translations would

be appreciated; send them to me here.

## 1.8 Starting and Quitting

### Starting and Quitting

=====

To start ShellBench from Workbench:

- o Double click on its icon.
- or
- o Create a project icon with some ShellBench tooltypes and make ShellBench its default tool, then double click on that.

Note that ShellBench's default behaviour is to open its window on start-up. To change this, set the tooltype CX\_POPUP to NO. For more information, see the tooltypes section.

By shift-selecting other icons and then double clicking on ShellBench, you can make other useful things happen: see Project Icons.

To start ShellBench from Shell:

- o Change to the directory in which you installed it, or add that directory to your shell path, and enter 'ShellBench'. There are no command line arguments and if you want your Shell back you'll have to 'Run' it. There are no command line arguments, ShellBench will still look for its icon in its home directory and read the tooltypes in it.

To open ShellBench's window when it is hidden:

- o Press the pop-up hotkey combination. The default is "RCommand RShift E", which means press 'E' while holding down the right Amiga and shift keys. You can change this with the CX\_POPKEY tooltype.
- or
- o Double click on the ShellBench icon again (assuming that it does not have the COMMODITY tooltype set to NO).
- or
- o Start the Exchange program, find ShellBench in the list, select it and click on the Show button.

To close ShellBench's window, without quitting the program (only possible when installed as a commodity):

- o Click on the close window gadget.
- or
- o Click on the Hide gadget.
- or
- o Press Esc.
- or



- o Start the Exchange program, find ShellBench in the list, select it and click on the Hide button.

To quit ShellBench, removing it from memory:

- o Click on the close window gadget (if not a commodity).
- or
- o Click on the Quit gadget in its window.
- or
- o De-activate the command string gadget (by pressing Shift+Return) and press Q for quit (if ShellBench is not a commodity, just press Esc).
- or
- o Start the Exchange program, find ShellBench in the list, select it and click on the Kill button.
- or
- o Send it a Control-C signal using the AmigaDOS Break command.

Right, that's the basics, now get down the more useful part: actually using the program.

## 1.9 Project Icons

Project Icons  
=====

Icons shift-selected from Workbench get their full pathnames inserted into the command string gadget. As a special case, the first icon is examined for the SHELLBENCH tooltype, which marks it as a ShellBench project icon. If this tooltype is found, the other ShellBench tooltypes are searched for and processed (eg. STACKSIZE, OUTPUT).

ShellBench project icons can also contain the COMMAND and LAUNCH tooltypes. COMMAND specifies the initial contents of the command string gadget, LAUNCH (YES or NO) specifies whether the command should be executed immediately (default, YES). Once the command is launched, ShellBench will quit.

The above also applies to project icons which have ShellBench as their default tool.

An example should clarify this. Take a project icon, set its default tool to be ShellBench and put in these tooltypes:

```
SHELLBENCH
COMMAND=LIST QUICK
LAUNCH=YES
```

Now click on the project icon and shift-double-click on your RamDisk icon. You should get a window with a short listing of the files in RAM:. Unfortunately, the icon you use cannot be a tool, as Workbench will try to launch it as a program.

---

You can create these project icons easily using the Options window.

## 1.10 Using ShellBench

Using ShellBench  
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### WINDOW AND GADGETS

-----

The ShellBench window consists of a string gadget for entering the desired AmigaDOS command, plus several button gadgets:

[Execute] launches the command (if you've typed one in) and closes the ShellBench window.

[Options...] opens a window with various gadgets for setting the environment for launched commands - see the Options Window.

[Hide] closes the ShellBench window without launching the command, but leaves ShellBench running (only available if installed as a commodity).

[Quit] quits ShellBench.

### APPWINDOW

-----

The ShellBench window is an AppWindow: icons dropped on to it get their full pathnames appended to the current command string. You can disable this facility with the APPWINDOW tooltype, if you wish.

### KEYBOARD CONTROL

-----

Keypresses can be used to control the gadgets, just press the key underlined in the gadget label. However, the command string gadget is normally active and anything you type goes in there. The answer is to press Shift+Return, which deactivates the string gadget without launching the command or closing the window.

Here are some other useful keypresses, which work whether the string gadget is active or not:

Esc	closes the window without launching the command.
Return	launches the command and closes the window.
Ctrl+Return	launches the command, keeping the window open.

### COMMAND LAUNCHING

-----

When ShellBench launches a command, it does so asynchronously. This is like using 'Run' and means you can continue to use ShellBench while the launched program executes. The environment of the launched command

---

is highly configurable - see the Options Window for more info.

#### MOVE BY WORD

-----

In addition to the usual string gadget editing keys supported by Intuition, you can press Control plus left and right cursor keys to move the cursor to the next or previous word.

#### HISTORY BUFFER

-----

Launched commands are added to a history buffer; use the cursor up and down keys to move through the available selection. When you quit ShellBench, it saves the history to a file for use next time you run the program. When the history buffer is full, new lines overwrite the oldest lines. You can control the operation of the history buffer with the HISTORYLINES, HISTORYSAVE and HISTORYFILE tooltypes.

#### FILENAME COMPLETION

-----

When typing in a filename, instead of entering the whole name, type in the first few characters and press TAB; ShellBench will complete the name for you. If more than one file matches what you've typed, press TAB repeatedly to cycle through the available matches. This also works with wildcard patterns, for example, enter "docs:\*.doc" and press TAB.

#### INSERTING ALL MATCHES

-----

To insert all filenames that match a pattern such as "\*.doc", press Shift+TAB.

#### INSERTING A NAME VIA FILE REQUESTER

-----

Pressing the HELP key in the string gadget opens a file requester, select a file or directory name and it will be inserted into the command at the cursor position. If you type in a directory, such as "GAMES:", and then press HELP, the file requester will open in that directory.

#### CLIPBOARD PASTE

-----

RightAmiga+V inserts the contents of the clipboard into the string gadget, assuming of course that the clipboard contains some text. You can disable this facility with the CLIPPASTE "tooltype" link TooltypesNode}, if you wish.

#### INSERT HOTLIST STRING

-----

The function keys F1 to F10 can be programmed with your favourite commands or phrases using tooltypes. The phrase will be inserted into the string gadget at the cursor position.

---

## WILDCARD EXPANSION

When you launch a command, ShellBench will first expand all wildcard patterns it finds in the command. For example, if you entered "more docs:\*.doc" it would expand "docs:\*.doc", replacing it with all matching file and directory names. Words in the command which are enclosed in double quotes (") will always be left unexpanded. The [Exp.Wild] checkbox gadget in the Options Window offers dynamic control over this behaviour: when it is checked, wildcards will be expanded; otherwise the command will be launched as it is. Use the EXPANDWILD tooltype to specify your preferred initial setting.

## 1.11 Options Window

Options Window.

Set the environment for launched commands permanently using tooltypes, or dynamically using the Options window. You can open this window using the [Options...] button in the main ShellBench window.

This window is also an AppWindow - if you drop a ShellBench project icon on it, the values in the appropriate tooltypes of the icon will be put into the gadgets. See Project Icons for more info.

## OUTPUT

Type in the desired output filename for the command. Usually you will want the output to go to a console window, which is the default.

## CURDIR

Enter the desired current directory for launched programs, or click on the button to the right to pick one using a requester. If you leave this blank, the program will inherit ShellBench's current directory.

## PATH

When started from Workbench, ShellBench clones Workbench's search path. When started from a Shell, it inherits the shell's path. Launched commands also inherit this path. With this gadget, you can add directories to the beginning of this list: just type in the directory names, separated by commas (,). Use the button to the right to select directories using a requester.

## STACK

Sets the size, in bytes, of the command's stack. The default of 8000

bytes is appropriate for most software. Take care if lowering this, as the command may need more and crash unexpectedly as a result.

#### PRIORITY

-----

You can select the task priority the command should have, ie. how much CPU attention it should get. You should generally stick to values between -3 and 3. The default is 0.

#### EXP.WILD

-----

This checkbox governs whether ShellBench should try to expand wildcard patterns in the command line before launch. Remember that anything enclosed in double quotes (") will never be expanded.

#### SHELL

-----

Normally commands are sent to the default user shell for processing, which means the AmigaDOS shell for most people. If you would like the command to be interpreted by some other shell, enter its name in this gadget.

#### OKAY

-----

Keeps the settings for this session only.

#### SAVE TO ICON

-----

Saves the current settings to the tooltypes of an icon. A file requester appears for you to select the icon with. You can either select an existing icon, or type in the name of a new one that ShellBench should create. When creating new icons, ShellBench will use the default project icon set with the DEFICON tooltype. If that fails, the system default project icon is used.

If the command string gadget in the main ShellBench window has a command in it, this will also be put in the icon using the COMMAND tooltype. The LAUNCH tooltype will also be inserted, with a value of YES. You can quickly create ShellBench project icons using this method.

#### CANCEL

-----

Closes the Options window, discarding any changes you may have made to the settings.

## 1.12 ShellBench Tooltypes

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## ShellBench Tooltypes

=====

The tooltypes are examined even if ShellBench is started from a Shell. You can use these tooltypes both in the icon for ShellBench and in ShellBench project icons.

Boolean tooltypes (those that ask for a yes/no value) accept values of YES, NO, TRUE or FALSE. Specifying the boolean tooltype without a value is the same as saying YES.

OUTPUT=<filename>

-----

Where to direct command output to.

Default: CON:0/20/600/140/ShellBench Output/AUTO/CLOSE/WAIT

STACKSIZE=<numbytes>

-----

Stack size in bytes to give command.

Default: 8000

PRIORITY=<taskpri>

-----

Task priority to give command. Suggested limits are -3 to 3.

Default: 0.

CURRENTDIR=<dirname>

-----

Current directory to give command.

Default: inherited from ShellBench.

PATH=<dir1,dir2...>

-----

Search path to give command. Separate multiple directories with commas (,). ShellBench will append the original (WB or Shell) search path to the directories specified.

Default: inherited from ShellBench.

CUSTOMSHELL=<shellname>

-----

Name of custom shell to send command to.

Default: none (command sent to system default user shell).

---

EXPANDWILD=<yes/no>

-----

Whether to expand wildcards in command before launching. This tooltype sets the initial condition of the 'Wild' checkbox.

Default: YES

HISTORYLINES=<numlines>

-----

Maximum number of lines to keep in history buffer. When the buffer is full, new lines replace the oldest lines.

Default: 20

HISTORYSAVE=<yes/no>

-----

Whether to save the history buffer to a file on exit.

Default: YES

HISTORYFILE=<filename>

-----

Name and path of file to read/write history buffer from/to.

Default: ENV:ShellBench.history

CLIPPASTE=<yes/no>

-----

Enables RightAmiga+V clipboard paste in command string gadget.

Default: YES

Fn=<hotstring>

-----

Hotlist string for function key 'n' (1-10).

Default: none (empty strings).

COMMODITY=<yes/no>

-----

Whether ShellBench should install as a commodity.

Default: YES

CX\_POPUP=<yes/no>

-----

Whether to open window when started as a commodity.

Default: YES

---

CX\_POPKEY=<keydefstr>

-----

Pop-up hotkey definition. It is legal to not provide a value, which suppresses the creation of a hotkey, eg. "CX\_POPKEY=".

Default: RCommand RShift e

CX\_PRIORITY=<hotkeypri>

-----

Hotkey priority among commodities.

Default: 0

PUBSCREEN=<pubscreenname>

-----

Name of public screen to open window on.

Default: none (system default public screen).

WINDOWFONT=<fontname/size>

-----

Name and size of font to use in window, eg. "example.font/15". A minimum font size of 6 is enforced.

Default: none (screen default font).

APPWINDOW=<yes/no>

-----

Enables AppWindow behaviour: icons dropped on ShellBench window get their full pathnames appended to the command string.

Default: YES

WINDOWLEFT, WINDOWTOP, WINDOWWIDTH=<num>

-----

Define the starting position and width of the ShellBench window.

Default: Centred under the mouse pointer, two thirds the width of the screen.

LANGUAGE=<language>

-----

Overrides system default language, used for selecting the catalog file on systems that support locale (WB2.1 upwards).

Default: system default language.

GUIDEFILE=<filename>

-----

---



Defines name and location of ShellBench AmigaGuide documentation. Not currently used; for future implementation of on-line help.

Default: ShellBench.guide

DEFICON=<iconname>

-----

The path and name of the default project icon that ShellBench should use with the Save to Icon facility in the Options window. Leave out the ".info" ending.

Default: def\_ShellBench

## 1.13 Bugs and Improvements

Bugs and Improvements

=====

No known bugs at this time.

Suggested improvements in no particular order:

- o new invocations of SB should pass their args to resident SB.
- o delete by word in string gadget using CONTROL+BS and DEL.
- o gadtools or MUI based version.
- o on-line help.
- o some catalogs.

Please send bug reports or further suggestions to me.

## 1.14 Version History

Version History

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1.0 (30.4.95) First release.

## 1.15 Credits

Credits

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Thanks go to:

Jan van den Baard for BGUI.  
Pierre for the SystemTagList() call info.  
Stefan Becker for the search path info.

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Andreas M. Kirchwitz for CSh.  
Roger Nedel for BadLinks.  
Bruce Dawson for CygnusEdPro3.  
The SAS Institute for SAS/C.  
HiSoft for DevPac3.

ShellBench was developed with the following equipment:

Amiga B2000rev6  
Kick 37.175, WB 37.67  
ECS 1MB Agnus, OCS Denise  
GVP G-Force 030/882 @ 40MHz  
8MB Fast, 1MB Chip  
340MB SCSI HD  
Philips CM8833 monitor

## 1.16 Author

Author  
=====

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