

scout-39

COLLABORATORS

	<i>TITLE :</i> scout-39		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 20, 2024	

REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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Chapter 1

scout-39

1.1 scout-39.guide

Scout 37.138
Release 2.6
User's Manual
Copyright (C) 1994-96 Andreas Gelhausen

Introduction	What is Scout?
Copyright	What you should know for distributing
Disclaimer	NO WARRANTY
Giftware	Scout is giftware
System Requirements	What your system should have
Installation	Installing Scout
Using Scout	How to use Scout
Scout and AmiTCP	Scout as AmiTCP service
Scout without MUI	MUI is not necessary!
Options	You can set some variables.
Commands	ARexx and shell commands
Updates	How to get updates
Credits	Thanks are going to...
Author Info	How to reach the author
Index	Contents index

1.2 scout-39.guide/Introduction

What is Scout?
=====

Scout is a tool that allows you to monitor your computer system. It

displays many different things -- like tasks, ports, assigns, expansion boards, resident commands, interrupts, etc. -- and you can perform some certain actions on them.

For example you can freeze tasks, close windows and screens, release semaphores or remove locks, ports and interrupts.

Through AmiTCP it's also possible to use Scout as an TCP/IP service.

Since version 2.0 of Scout you can use nearly all implemented functions through shell parameters. Therefore it's not necessary to install MUI for using Scout, but you will need MUI, if you want to use Scout with its graphical user interface.

1.3 scout-39.guide/Copyright

Copyright

=====

Scout 37.138 (Release 2.6) - Copyright (C) 1994-96 by Andreas Gelhausen, all rights reserved.

Scout is a giftware program and you are only allowed to freely distribute it, if you let this archive unchanged. No part of this archive is allowed to be distributed with commercial software without a written permission of the author.

1.4 scout-39.guide/Disclaimer

Disclaimer

=====

No warranties are made for this program. All use is at your own risk. No liability or responsibility is assumed for any damages occurred during the usage of Scout. You have been warned.

1.5 scout-39.guide/Giftware

Giftware

=====

Scout 37.138 is giftware. If you like and use this program, you are welcome to appreciate my programming efforts by sending me a little present -- thanks a lot in advance! =:^)

1.6 scout-39.guide/System Requirements

System Requirements
=====

Scout only requires Amiga operating system version 2.04.

If you want to use Scout's graphical user interface, you also have to install MUI version 2.1 or higher. See also MUI and where you can get it.

The TCP/IP features of Scout are only available, if you have installed the version 4.0 of AmiTCP. See also AmiTCP and where you can get it.

1.7 scout-39.guide/MUI

MUI - MagicUserInterface
=====

(C) Copyright 1992-96 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called muiXXusr.lha (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send DM 30.- or US\$ 20.- to

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1.8 scout-39.guide/AmiTCP

AmiTCP
=====

AmiTCP is a TCP/IP protocol stack for the Amiga. The demo version 4.0 (or higher) should be available in greater public domain collections or on the AmiNet. Ask your preferred Amiga dealer. =:^)

1.9 scout-39.guide/Installation

Installing Scout

=====

You only have to copy the program scout and the data file scout.data to your favourite directory and then you can start it. The file scout.data includes data of expansion boards.

1.10 scout-39.guide/Using Scout

How to use Scout

This chapter describes the usage of Scout through its graphical user interface. This graphical user interface is based on the Magic User Interface (MUI) and MUI have to be installed in your system, if you want to use Scout through windows and so on.

If you don't like MUI, you should see Scout without MUI.

If you start the program, you will get following window:

```

-----
|   Libraries      Devices      Resources   |
|   Tasks         Ports       Resident Cmds |
|   Expansions    Memory      Residents   |
|   Assigns       Locks       Mounted Devs |
|   InputHandlers Interrupts  Vectors     |
|   Fonts         Semaphores  Windows    |
-----

```

Every gadget you see represents a certain kind of system structures.

Click one of these gadgets and another window will be opened with a list of the structure type that is indicated on the pressed gadget.

Example: Press the task gadget and you will get a window with the list of tasks and processes.

You can also select these functions by pressing the underlined key you see on each gadget or by using the right mousebutton menu.

If you wish to handle/remove a given structure, you should know what you do.

Warning: Wrong handling of the showed structures can crash your system. At the worst you will lose your data.

Please note: You should not be surprised, if you don't find a certain detail information in this manual, because it's to much work to explain each element of all the structures you could see in this program.

Many books are written about these things and if you want to have more information about them, you should have a look in the specialized literature.

1.11 scout-39.guide/Assigns

Assigns

=====

This type of structure assigns a logical name to a directory.

If you assign the directory `dh0:data/documents` the logical name `texts:`, you will also be able to choose a file filename in that directory with the path `'texts:filename'`.

Column items

Address

Address of the assign structure.

Name

Logical name of a directory

Path

Here you will find the path of the directory.

Actions

Update

Selecting this gadget updates the list of assigns.

Print

This function allows you to send the list of Assigns to printer or a selected file.

Remove

The selected assign will be removed with this function.

Exit

The Assigns window will be closed.

1.12 scout-39.guide/Devices

Devices

=====

A device is -- like a library (see Libraries) -- a collection of functions/procedures, which have to do certain jobs.

E.g. the trackdisk.device includes functions for the floppy disk handling.

Column items

Address

Address of the device structure

ln_Name

Name of a device

ln_Pri

Priority of a device

OpenC

This element shows how often the device was opened.

RPC

RPC means RAM Pointer Count and shows how many jump addresses of the device point into RAM. In this way many programs -- like the setpatch command from Commodore -- patch the system.

Many viruses patch the system in this way too, but don't panic now. If you check your system in regular intervals with a current virus killer, it should be out of danger.

If the whole program code of the device is located in RAM, you will find a dash (minus sign) here, because in this case it's unimportant how many jump addresses point into RAM.

ln_Type

Type of this structure (usually device)

Actions

Update

If you select this gadget, the list of devices will be updated.

Print

This function allows you to send the list of Devices to printer or a selected file.

Remove

The selected device will be removed with this function provided that no program uses this device anymore and the OpenC is zero.

Priority

Herewith the priority of the device can be changed. A little window will be opened, that asks you for a new priority. Through the new priority it can happen that the device gets a new place in the device list.

More

Another window will be opened and you will see more informations

about the selected device.

You will have the same effect, if you doubleclick an element of the device list.

Exit

The Devices window will be closed.

1.13 scout-39.guide/Expansions

Expansions

=====

This window includes informations about the used processors and custom chips and a list of all your expansion boards (graphic boards, memory expansions and so on) too.

Column items

BoardAddr

Usually you will find the ROM of the card here. If this address points into RAM, the card is a memory expansion.

BoardSize

If the entry belongs to a memory expansion, the size of the memory is displayed here. Otherwise it's the ROM size of the card.

Manufacturer

ManufacturerID, assigned by Commodore

Product

Productnumber, assigned by the manufacturer of the board

Serial#

Serialnumber of the card (usually unused)

Actions

Print

This function allows you to send the list of Expansions to printer or a selected file.

More

Now a window will be opened, that includes more informations about the selected expansion board.

Doubleclick an element of the Expansions list and you will have the same effect.

Exit

The Expansions window will be closed.

Unknown expansion boards

If you select an expansion board by selecting its list item, you will get the name of the manufacturer and the card in the textfield you find below the list, provided that I have known these data at compiling.

If no information is available in this textfield or the given information is wrong, you should send me the following data, please.

1. ManufacturerID (Manufacturer)
2. ProductID (Product)
3. Name of the company
4. Name of your expansion card

If you send me these data, the next version of file scout.data will include your expansion boards. Please be as precise you can.

1.14 scout-39.guide/Fonts

Fonts

=====

This function will show you all fonts existing in your system.

Column items

YSize

Vertical size of the font

Count

Here you can see how many programs use the font.

Type

ROMFONT means the font is located in ROM and DISKFONT means the font was loaded from disk/harddisk.

Name

Name of the font

Actions

Update

The list of fonts will be updated.

Print

This function allows you to send the list of Fonts to printer or a selected file.

Close

The font will be closed by using this function.

Remove

It is possible to remove a font from system, provided that no program uses it and it's no ROMFONT.

Exit

The Fonts window disappears.

1.15 scout-39.guide/InputHandlers

InputHandlers

=====

Input handlers take care of all user input arriving in system (pressed keys, mouseclicks, inserted disks, etc.). They stand one behind the other like on a production line and analyze the user input. The input handler with the highest priority gets the 'events' first and if it doesn't know how to react on these 'events', the second input handler gets them, and so on.

Usually the system input handler has a priority of 50. Every input handler, that wants to get the user input before the system, must have a higher priority.

Column items

In_Name

Name of the input handler

In_Pri

Its priority

is_Data

This address points to some data needed by the input handler.

is_Code

The program code starts here. If the code is located in RAM, the address is of different color. Otherwise you can find the code in ROM. Some viruses install an input handler in system. In this case the is_Code address points into RAM, but many other programs uses input handlers, too. Don't panic!

Actions

Update

The list of input handlers will be updated when you select this gadget.

Print

This function allows you to send the list of InputHandlers to printer or a selected file.

Remove

Removes an input handler from system.

Priority

Changes the priority of an input handler.

Exit

The window will be closed.

1.16 scout-39.guide/Interrupts

Interrupts

=====

Interrupts are important events the computer system has to react on. It exists a list of interrupt routines for each interrupt type. If a certain interrupt occurs, all these interrupt routines will be called. During their execution the running program will be interrupted.

Column items

ln_Name

Name of the interrupt

ln_Pri

Its priority

is_Data

At this address you find the data of the interrupt.

is_Code

Address of the interrupt code. If this address points into RAM, it's of a different color.

NUM

This number represents the type of event the interrupt routine is called on. The IntName you find in the interrupt detail window gives you a little bit more information about it.

Example: Number 5 means that the interrupt is called at every vertical blank interval.

Actions

Update

The list of interrupts will be updated.

Print

This function allows you to send the list of Interrupts to printer or a selected file.

Remove

If the interrupt is a server you can remove it from system. An

interrupt handler can't be removed by Scout.

If you call avail flush and the audio.device isn't used, the interrupt handlers of the audio.device will be removed.

More

Now a window will be opened that includes more details of the interrupt.

Exit

Selecting this gadget will close the Interrupts window.

1.17 scout-39.guide/Libraries

Libraries

=====

A library is a collection of functions/procedures, which have to do certain jobs. E.g. the 'graphics.library' includes routines for graphical display.

Column items

Address

Address of the library structure

ln_Name

Name of a library

ln_Pri

Priority of a library

OpenC

Here you see, how often the library was opened.

RPC

RPC means RAM Pointer Count and shows how many jump addresses of the library point into RAM. In this way many programs -- like the setpatch command from Commodore -- patch the system.

Many viruses patch the system in this way too, but don't panic now. If you check your system in regular intervals with a current virus killer, it should be out of danger.

If the whole program code of the library is located in RAM, you will find a dash (minus sign) here, because in this case it's unimportant how many jump addresses point into RAM.

ln_Type

Type of this structure (usually library)

Actions

Update

The list of libraries will be updated.

Print

This function allows you to send the list of Libraries to printer or a selected file.

Remove

The selected library will be removed with this function provided that no program uses this library anymore and the OpenC is zero.

Some libraries can't be removed from system without a reset. So you shouldn't wonder about it, if this happens.

Close

A library must be closed by all programs, if you want to remove it from system. In this case the OpenC is zero.

If you select this function, you will be asked, how often you want to close it. You can choose between Once and All.

Select All and the library will so often be closed till the OpenC is zero.

Priority

Herewith the priority of the library can be changed. A little window will be opened, that asks you for a new priority. Through the new priority it can happen that the library gets a new place in the list of libraries.

More

A window will be opened that includes more details of the library.

Exit

Selecting this gadget will close the library window.

1.18 scout-39.guide/Locks

Locks

=====

A lock structure shows you, that a program reads from or perhaps write into a file or a directory. With this type of structure the system prevents, that a file will be deleted while another program gets some data from it.

Column items

Access

Here you can see the type of access. This could be READ, WRITE or OWN. OWN stands for a lock Scout created to get the elements of this list.

Path

Path of the file or directory

Actions

Update

The list of Locks will be updated.

Print

This function allows you to send the list of Locks to printer or a selected file.

Remove

A lock will be removed through dos.library's 'UnLock()' function.

Pattern

If you give Scout a pattern, only the locks with a matching path will be shown.

Exit

The Locks window will be closed.

1.19 scout-39.guide/Memory

Memory

=====

In this list you will find the segments of your memory. At least you will find an entry for your chip memory.

Column items

ln_Name

Name of the memory segment (e.g. chip memory)

ln_Pri

Priority of memory

mh_Lower

First address of memory

mh_Upper

Last address of memory

Actions

Print

This function allows you to send the list of the memory segments to printer or a selected file.

Priority

This function allows you to change the priority of a memory segment. The memory segment with the highest priority will be preferred from system, provided that no certain type of memory is demanded.

More

Another window will be opened. This window includes more information about the memory segment.

Exit

The window will be closed.

1.20 scout-39.guide/Mounted Devs

Mounted Devices

=====

In this list you will find all your devices like disk drives, printer devices, etc.

Column items

Name

Name of the device

Unit

Unit number

Heads

Number of heads

Cyl

Number of cylinders

State

The state shows you for example, if a disk is in drive.

DiskType

Type of a disk (e.g. OFS (OldFileSystem), FFS (FastFileSystem), ...)

Handler or Device

The handler or the device you find here has to manage the stream of data from and to the device.

Actions

Update

The list will be updated.

Print

This function allows you to send the list of Mounted Devs to printer or a selected file.

Exit

The window will be closed.

1.21 scout-39.guide/Ports

Ports

=====

Programs are able to communicate together through ports.

Column items

Address

Here you will find the port structure.

ln_Name

Name of port

ln_Pri

Priority of port

mp_SigTask

The task is communicating through the port.

Actions

Update

The ports list will be updated.

Print

This function allows you to send the list of Ports to printer or a selected file.

Remove

The port will be removed.

Priority

Herewith the port priority can be changed.

Exit

The Ports window will be closed.

1.22 scout-39.guide/Resident Cmds

Resident Commands

=====

This list includes all resident commands. That means all commands you find in ROM and the commands you made 'resident' through the resident command.

Positions and sizes of their hunks you will find here, too.

Column items

Name

Name of the command

UseCount

Here you can see, how often a command was being executed at the time the list was build.

Lower

First address of hunk in memory

Upper

Last address of hunk in memory

Size

Size of hunk (upper - lower - 8 bytes overhead)

Actions

Update

The list of Resident Commands will be updated.

Print

This function allows you to send the list of Resident Commands to printer or a selected file.

Remove

The selected command will be removed with this function provided that no program uses this command anymore and the UseCount is zero.

Exit

The window disappears.

1.23 scout-39.guide/Residents

Residents

=====

Resident modules are reset-protected segments (code and data). In the list of Residents you usually find libraries, devices and resources. A programmer has the possibility to make his own programs

reset-protected. He has to initialize a resident structure for it and then he can link the program through the kick-vectors (see Vectors) to the list of the resident modules. The residents you linked to system are usually located in RAM and are of a different color.

If you find a resident module that points into RAM and you don't know which program has created it, you should start your favourite virus detector and let it check your memory. Many viruses prefer this way to travel around.

Column items

Address

At this address the resident module is located.

In_Name

Name of the resident module

rt_Pri

Priority

rt_IdString

Identity string of the resident module.

Actions

Update

The list of Residents will be updated.

Print

This function allows you to send the list of Residents to printer or a selected file.

More

Selecting this gadget opens a new window with more information about the selected resident module.

Exit

The Residents window will be closed.

1.24 scout-39.guide/Resources

Resources

=====

Usually a resource is -- like a library (see Libraries) -- a collection of functions/procedures, which have to do certain jobs.

E.g. the 'filesystem.resource' includes functions for the filesystem handling.

Column items

Address

Address of the resource structure

ln_Name

Name of a resource

ln_Pri

Priority of a resource

OpenC

This element shows how often the resource was opened.

RPC

RPC means RAM Pointer Count and shows how many jump addresses of the resource point into RAM. In this way many programs -- like the setpatch command from Commodore -- patch the system.

Many viruses patch the system in this way too, but don't panic now. If you check your system in regular intervals with a current virus killer, it should be out of danger.

If the whole program code of the resource is located in RAM, you will find a dash (minus sign) here, because in this case it's unimportant how many jump addresses point into RAM.

ln_Type

Type of this structure (usually resource)

Actions

Update

The list of Resources will be updated.

Print

This function allows you to send the list of Resources to printer or a selected file.

Remove

The selected resource will be removed with this function, provided that no program uses it anymore and the OpenC is zero.

Priority

Herewith the priority of the resource can be changed. A small window will be opened, that asks you for a new priority. Through the new priority it can happen that the resource gets a new position in the list of resources.

More

Select this gadget and you get a new window with more information about the selected resource.

Exit

The Resources window will be closed.

Please note: If you should find three dashes (minus signs) at OpenC and/or RPC, the resource has no typical library structure. This happens for example at the 'FileSystem.resource'.

1.25 scout-39.guide/Semaphores

Semaphores

=====

The use of semaphores is a way of single-threading critical sections. For example only one program is allowed to use the printer at one time, otherwise the texts would be mixed.

Column items

In_Name

Name of a semaphore

Nest

This item counts how often the semaphore has been obtained by the owner task.

Queue

This counter shows you, how many programs want to obtain the semaphore.

Owner

Here you will find the name of the task that owns the semaphore.

Actions

Update

The list of Semaphores will be updated.

Print

This function allows you to send the list of Semaphores to printer or a selected file.

Obtain

This function is used to gain access to a semaphore. The NestCnt will be increased at one by this call.

Release

Herewith you can make a signal semaphore available to others.

Exit

The Semaphores window will be closed.

1.26 scout-39.guide/Tasks

Tasks

=====

In this window you find a list of all tasks and processes being in system. Each program you start will be executed as a task or process.

Column items

ln_Name

Name of the task/process

ln_Type

Type of the structure (task or process)

ln_Pri

Priority of the task/process

NUM

If a non detaching program was started from shell, you will find here the number of the process. Programs you started from Workbench have a dash here.

State

Here you see the state of the task or process. You will find Scout's own process on the top of the list with a run at this place, because this process is always running when it gets the task list.

ready means the task wants to work, but it's interrupted by the execution of another task.

A task that is waiting for a certain signal is in the state wait. In this case it doesn't need processing time.

SigWait

Signalmask the task is waiting for.

Actions

Print

This function allows you to send the list of Tasks to printer or a selected file.

Freeze

With this function you freeze the selected task. It can still be found in the list of tasks, but it gets no processing time from system.

Warning: If you try to freeze tasks essential to the system like 'input.device', you should have saved all important data, cause a RESET is the only way out!

Activate

A frozen task can be activated here.

CPU

Here you will find a text field and a cycle gadget. This text field displays -- dependent on the state of the cycle gadget -- the CPU load in percent.

For the cycle gadget you can choose between three states:

off

In this case the CPU load won't be displayed. If you select another state, Scout will patch some system functions to calculate the CPU load of all tasks.

full

If you select this state, Scout sets the real cpu load to 100%. That means the total of the CPU loads of all tasks and processes will be 100%. Therefore nothing will be displayed in the text field.

in %

Scout starts a task named « Scout's cheat task » to calculate the real CPU load and it will be displayed in the text field.

Secs

This string gadget allows you to set the intervall time for updating of the CPU load display.

Update

The list will be updated.

Remove

A task will be removed from the list. You should prefer the freeze function, if you perhaps need this task again.

See also Break!

Signal

If you select a signal mask, it will be send to the task.

Break

A signal mask that includes the signals CTRL-C and CTRL-D will be send to the task you selected. Many tasks and processes end, if they receive these signals.

Priority

The priority of a task can be changed with this function.

More

Selecting this gadget will open another window that displays more informations about the task or the process.

Exit

The window will be closed.

1.27 scout-39.guide/Vectors

Vectors

=====

Actions

Update

The displayed vectors will be updated.

Print

This function allows you to send the list of Vectors to printer or a selected file.

Exit

The window will be closed.

Reset Vectors

A program can make itself reset-protected by using the reset vectors. If the vectors are unused, they have a value of zero. The programs which use the Kick-Vectors (KickTagPtr, KickMemPtr and KickChecksum) can also be found in the list of resident structures. See also Residents.

Auto Vector Interrupts

In a computer system with a MC68000 processor you will find the seven Auto Vector Interrupts from address \$64 to address \$7c. Higher processors (MC68010, etc.) have the VBR (Vector Base Register) that allows you to move the interrupt table to FAST-MEM. The system will be a little bit faster then. Scout uses the VBR if it exists.

Interrupt Vectors

Here you see 16 interrupt vectors (IntVecs). These vectors are located in the 'ExecBase' (base structure of the exec.library).

1.28 scout-39.guide/Windows

Windows

=====

All screens with the windows opened on them are listed here. Screens are of a different color as windows.

Column items

Pos(x,y)

x and y position of the screen/window

Size(x,y)

x and y size of the screen/window

Title

Title of the screen/window

Actions

Update

The list will be updated.

Print

This function allows you to send the list of Windows to printer or a selected file.

Close

With this function it is possible to close screens and/or windows. If you close a screen, all windows on it will be closed too.

To Front

The selected screen/window will be popped to front.

More

If you select this gadget another window will be opened that displays more informations about the window or the screen.

Exit

The window will be closed.

1.29 scout-39.guide/Scout and AmiTCP

Scout and AmiTCP

=====

This section will show you what you have to do for using Scout as a TCP/IP service through AmiTCP. Nearly all functions of Scout can also be used via AmiTCP.

Now some knowledge will be assumed. If you don't know, what kind of program AmiTCP represents, you should read AmiTCP's user's manual before. (See also AmiTCP.)

If you have installed AmiTCP, you can use Scout as client and server. Except the installed programs of AmiTCP you don't need another program for using Scout on networks.

If you want to make your computer available for other systems on the network, you have to do following two steps:

1. Add the line scout 6543/tcp to file AmiTCP:db/services.

2. Now please add the line `scout stream tcp nowait root dh0:scout` to file `AmitCP:db/inetd.conf`. Make sure that the path at the end of this line is the right path for scout.

That's it! If you start AmitTCP now, your computer is available for other systems through using the options HOST, USER and PASSWORD.

Example: If I want perform some actions on some system structures of my own system for example, I have to start Scout through something like:

```
l> scout HOST crash.north.de USER atte PASSWORD secret
```

If you leave out option PASSWORD, you will be asked for the correct password through the `password:` prompt. In this case nobody can see your password, because it won't be displayed in shell.

If you don't use option USER, AmitTCP takes the username that is actually available in system.

The usage of AmitTCP doesn't provide the installation of MUI. All of Scout's shell commands (see also Commands) can be used via network through AmitTCP.

Example: If I want to get the task list of my system, I have to use something like:

```
l> scout HOST crash.north.de USER atte PASSWORD secret Tasks
```

You and all other users must always identify themselves through their usernames (option USER) and their passwords (option PASSWORD). It's also possible to allow or deny certain systems the usage of some services through the file `AmitCP:db/inet.access`. See also the user's manual of AmitTCP.

If you want to get more informations about the implemented options and commands, you should also see Options and Commands.

1.30 scout-39.guide/Scout without MUI

Scout without MUI
=====

Nearly all through the graphical user interface available functions of Scout are also available via shell. Therefore you don't really need MUI for using Scout. But if you want to use Scout's graphical user interface, you must have MUI in your system.

1.31 scout-39.guide/Options

Options

There are some options for Scout which you can use, when you start the program. The following options are available from shell and as tool types from Workbench.

ICONIFIED

Usage: ICONIFIED

If this option is activ, Scout starts iconified.

PORTNAME

Usage: PORTNAME=portname

The name of Scout's ARexx port can be changed into portname. Without this option the ARexx port is called 'SCOUT.X'. The X stands for a decimal number that will be incremented, if a so called port already exists.

TOOLPRI

Usage: TOOLPRI=value

This option allows you to change the priority of Scout's process into value.

STARTUP

Usage: STARTUP=command

The variable command should be an ARexx script or a single ARexx command. Both (script or command) will be executed, when Scout will be started. In this way you can open more than only the main window by starting. Try for example the command OpenWindow Tasks and you will get two windows by starting (the main window and the task list window).

(See also ARexx port.)

INTERVALTIME

Usage: INTERVALTIME=seconds

This options allows you to save your preferred update time for the list of tasks. (See also Secs.)

CPUDISPLAY

Format: CPUDISPLAY=value

Through the variable value you can select the state of the CPU cycle gadget you find in the Tasks window. (See also CPU.)

* 1 means CPU: full

* 2 means CPU: in %

HOST

Format: HOST=hostname

This options allows you to specify the system (hostname) you want to manipulate via network through AmiTCP.

USER

Format: USER=username

You have to use this option to identify yourself by using Scout as a TCP/IP service.

PASSWORD

Format: PASSWORD=password

Without a password Scout can't connect to another system via network. This option allows you to set the correct password.

COMMAND

Format: COMMAND=commandline

Nearly all of Scout's implemented functions are available from shell through this option. You don't need the COMMAND key to use this option. (See also Commands.)

SINGLEWINDOWS

Format: SINGLEWINDOWS

Some users don't like to handle the many windows of Scout. This option solves the problem of too many windows. If this option is selected, only one list window and only one detail window is opened at a time.

SORT#?TYPE

Format: SORT#?TYPE=number

Many of Scout's lists have a cycle gadget below themselves. With these gadgets you can select, how a certain list will be sorted.

SORT#?TYPE stands for each of the following options:

SORTLIBRARIESTYPE, SORTDEVICESTYPE,
SORTRESOURCESTYPE, SORTTASKSTYPE, SORTPORTSTYPE,
SORTCOMMANDSTYPE, SORTASSIGNSTYPE and SORTLOCKSTYPE.

SORT#?TYPE should follow a decimal number, which selects the kind of sorting.

Here are some examples for the list of tasks:

SORTTASKSTYPE=1 the tasks will be sorted by their names.
SORTTASKSTYPE=2 the tasks will be sorted by their priorities.

1.32 scout-39.guide/Commands

Scout's commands via ARexx and shell

Scout supports two kinds of commands:

1. commands only available from shell
2. commands available from ARexx and shell

ARexx port

It's a feature of MUI to give each application its own ARexx port. Therefore Scout also has an ARexx port that usually has the name SCOUT.X. The X stands for a decimal number that will be incremented, if a so called port already exists.

You will find the name of Scout's ARexx port in the window you get, if you select the Project/About menu.

Using tasknames:

If a task or a process was started from shell and hasn't detached itself, you will find the name of the command being executed, where usually the taskname is displayed. The real name of those tasks usually is something like Background CLI, but such a taskname isn't useful.

Example: If you start a non detaching task like DH0:Debug/Sushi from shell, you will see DH0:Debug/Sushi as taskname.

Some ARexx commands need a taskname as parameter. You have to select those from CLI started self detaching tasks by using their command names like Scout displays them in the lists of tasks.

Commands only available from shell

=====

Help

Format: Help

This command is the most important one and it doesn't need parameters. If you try Help, Scout prints a list of all available commands to shell. =:^)

Now 18 commands follow. These commands allow the user to get all lists of system structures from shell. Therefore you only need to install MUI for using Scout's graphical user interface.

Each of the following commands has a shortened form that stands behind the command in parentheses.

Assigns (a), Commands (c), Devices (d), Expansions (e), Fonts (f), InputHandlers (h), Interrupts (i), Libraries (l), Memory (m), Mounts (n), Locks (o), Ports (p), Residents (r), Semaphores (s), Tasks (t), Resources (u), Vectors (v) und Windows (w)

Example: To get the list of ports, you only have to use scout

ports or scout p from shell.

Commands available from ARexx and shell

=====

FindTask

Usage: FindTask task

This command allows you to check, if task task exists in system or not. The result is the address of the task task, if it has been found. task can be the name or the address of a task.

FreezeTask

Usage: FreezeTask task

The task taskname will be frozen. After that it will still be found in system's task list, but then it doesn't need processing time. You can choose the name or the address of a task for task.

ActivateTask

Usage: ActivateTask task

If task task was frozen, it will be activated, otherwise an error occurred. task is again a task's name or an address.

RemoveTask

Usage: RemoveTask task

This command removes the task task. It's lost forever.

BreakTask

Usage: BreakTask task

Scout sends the task task a certain signal mask that includes the signals CTRL-C and CTRL-D. Many programs support these signals and finish themselves, if they receive one of them.

SignalTask

Usage: SignalTask task hexsignal

This command allows you to send a signal hexsignal to the task task. The signal must be specified as a hexadecimal number.

Example:

```
SendSignal 'scout' 0x001000
sends task scout a CTRL-C and after that Scout ends.
```

SetTaskPri

Usage: SetTaskPri task priority

The task task gets a new priority (priority).

RemovePort

Usage: RemovePort port

The port port will be removed from Scout. port can be the name of a port or its address.

GetLockNumber

Usage: GetLockNumber lockpattern

This command returns the number of locks which have paths matching to the pattern lockpattern.

Example: Use the command

```
GetLockNumber 'WORK:Utilities/#?'
```

and you will know, how many locks are currently used for files in the directory WORK:Utilities/.

RemoveLocks

Usage: RemoveLocks lockpattern

Use this command and all locks which have paths matching to the pattern lockpattern will be removed. (See also GetLockNumber.)

RemoveLock

Format: RemoveLock lockaddress

The lock at adress lockaddress will be removed.

FindNode

Usage: FindNode nodetype nodename

This command allows you to find a certain node. You only have to know its name (nodename) and its type (nodetype).

Nodetype can have following values: LIBRARY, DEVICE, RESOURCE, MEMORY, SEMAPHORE, PORT or INPUTHANDLER.

Example: If you want to get the address of the disk.resource you must use:

```
FindNode RESOURCE 'disk.resource'
```

GetPriority

Usage: GetPriority nodeaddress

This command allows you to check the priority of a certain node structure. This includes all following structure types: tasks, libraries, devices, resources, ports, residents, input handlers, interrupts, semaphores and the elements of the memory list.

You only have to know the address (nodeaddress) of that structure.

Example: The following ARExx commands store the priority of your chip memory in the variable pri:

```
FindName MEMORY 'chip memory'  
addr = result  
GetPriority addr  
pri = result
```

SetPriority

Usage: SetPriority nodetype nodename

If you want to change the priority of the node nodename, you can

use this command. Again nodetype can have following values:
LIBRARY, DEVICE, RESOURCE, MEMORY, SEMAPHORE, PORT or INPUTHANDLER.

CloseLibrary

Format: CloseLibrary library

The library library will be closed once. library can be the name of the library or its address.

RemoveLibrary

Format: RemoveLibrary library

The library library will be removed, if no program uses it.

RemoveDevice

Format: RemoveDevice device

The selected device device will be removed. For device use the name or the address of the device.

RemoveResource

Format: RemoveResource resource

The resource resource will be removed.

ObtainSemaphore

Format: ObtainSemaphore semaphore

This command allows you to obtain the given semaphore. semaphore can be the semaphore's name or address.

ReleaseSemaphore

Format: ReleaseSemaphore semaphore

The semaphore semaphore will be once released.

RemoveSemaphore

Format: RemoveSemaphore semaphore

You are able to remove the semaphore semaphore by using this command.

RemoveInputhandler

Format: RemoveInputhandler inputhandler

The input handler inputhandler selected through name or address will be removed.

FindResident

Usage: FindResident resident

This command returns the address of the resident structure resident.

FindInterrupt

Usage: FindInterrupt interruptname

The address of the interrupt interruptname will be returned.

RemoveInterrupt

Format: RemoveInterrupt interruptname

The interrupt you have selected through interruptname will be removed.

FlushDevs

Usage: FlushDevs

All not used devices will be removed. The used memory will be freed.

FlushFonts

Usage: FlushFonts

If a diskfont is in memory, but no program uses it, it will be removed.

FlushLibs

Usage: FlushLibs

All not used libraries will be removed. The used memory will be freed.

FlushAll

Usage: FlushAll

This function includes FlushDevs, FlushFonts and FlushLibs. All not used devices, libraries and fonts will be removed and the used memory will be freed.

ClearResetVectors

Usage: ClearResetVectors

The six reset vectors will be cleared, if you select this function (see Vectors).

PopToFront

Usage: PopToFront title

This command allows you to pop a screen or window to front. You only have to know its (title).

CloseWindow

Usage: CloseWindow windowtitle

This command closes the window that is specified through its title (windowtitle).

CloseScreen

Usage: CloseScreen screentitle

If you select this command, the screen (screentitle) will be closed with all its windows.

CloseFont

Format: CloseFont address

The font at address address will be closed once.

RemoveFont

Format: RemoveFont address

This command removes the font at address address, if it's not used by any program.

RemoveCommand

Format: RemoveCommand address

Scout makes the resident command at address address not resident.

RemoveAssign

Format: RemoveAssign name

With this command you're able to remove the assign name.

RemoveAssignList

Format: RemoveAssignList name address

This command removes the directory at address address from assign name. You will find the address of that directory in the list of assigns.

PrintList

Format: PrintList listcharacter filename

This command allows you to print a list (specified by the listcharacter) into the file filename.

Example:

```
PrintList t 'ram:tasklist'
```

will print the list of tasks into the file 'ram:tasklist'.

OpenWindow

Usage: OpenWindow windowid

All windows you get if you select a gadget of Scout's main window, can be opened with this command. The windowid is the same text you find on the main window gadgets.

Example:

```
OpenWindow 'Mounted Devs'
```

will open the window with the list of mounted devices.

1.33 scout-39.guide/Updates

How to get updates

=====

The newest version of Scout should always be available on AmiNet or Public Domain collections, which are up-to-date.

1.34 scout-39.guide/Credits

Credits
=====

Now I have to thank some people for supporting the development of Scout on many different kinds:

- * Klaus 'gizmo' Weber, he was always available to me and my many questions (not a few) during the programming of Scout.
 - * Christian 'cosinus' Stelter, he gave me the permission to use his many manuals.
 - * Stefan Stuntz for his great MagicUserInterface
 - * all bug reporting and feature requesting people: Kai 'wusel' Siering, Martin Hauner, Peter Meyer, Karl 'Charly' Skibinski, Michael 'Mick' Hohmann, Thore Böckelmann, Bernardo Innocenti, ...
- and last but not least
- * all the others I've forgotten for reporting bugs, sending expansion boards data and so on.

1.35 scout-39.guide/Author Info

How to reach the author
=====

If you have questions, suggestions, bug reports or anything else, you can send electronic mails to:

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If it is not possible for you to use this way, you can send letters to:

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That's it! =:^)

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