

Red Ryder Quick Reference

1. Procedure Files

1.1 General

To Execute a Procedure:

- Double-click on a procedure icon.
- Name a Procedure file "**RRJ\$**" on the same disk as Red Ryder
 - Red will execute this file immediately upon starting up.
- **DO filename** for executing one procedure by another.
- Through a macro key. **!filename** (any kind of file, including TEXT).
- **Mouse Down** will invert menu bar and then abort the Procedure.

The keyboard is not locked out and you may type freely at any time.

Procedure commands are shown in the Status Bar area as they are executed (unless you use the **QUIET** command to suppress this).

Procedure command lines must be 80 characters or less and end with a carriage return!

Always put a **PAUSE** command after a **PROMPT** command.

Unless a Procedure is ended by a command (such as **END**, **QUIT**, **RUN**, or **DO**), it will stop normally after executing the last Procedure command line or when an error occurs.

filename - volume name:folder name: :folder name:file name.

string is a **stringvariable**, **numvar**, or a sequence of characters where appropriate.

command is an executable procedure call with its relevant arguments.

switch - specify **ON** or **OFF**.

1.2 Execution/Control

(- The left parenthesis is used to begin a label or comment. A right parenthesis is not required.
JUMPTO label	- immediately branches to the command following label .
END	- Stops execution of the Procedure.
HOST	- Stops execution of the Procedure file and enters Host Mode.
DO filename	- Stops current Procedure and begins the Procedure filename .
RUN filename	- Immediately exits Red Ryder and begins application filename .
WAIT hh:mm:ss	- Waits until the time specified in hh:mm:ss . 24 hour time, include leading zeros.
QUIT	- Immediately exits Red Ryder and returns to the Finder.
QUIET	- Stops Procedure commands from appearing in the Status Bar.
LOUD	- Reverses the QUIET command.
PAUSE n	- Delays for n/60th seconds before executing next Procedure command . Defaults to one second if n is not present.
BELL	- Causes the Macintosh to emit a short beep.
CURSOR H	- Turns the mouse cursor into an animated hourglass.
CURSOR A	- Turns the mouse cursor into the normal arrow symbol.
PANICAFTER seconds	- Specifies seconds , to wait for next PROMPT string to be satisfied.
ONPANIC command	- If the next PROMPT string does not arrive in the specified seconds, command is executed.
DELETE filename	- This command deletes filename . No verification.
IF YES command	- Executes command if the YES/NO flag is currently set to YES .

IF NO command
IF ERROR command

- Executes **command** if the **YES/NO** flag is currently set to **NO**.
- Executes **command** if the Disk I/O **on/off** flag is currently set

to **on**.

1.1.3 Comm. Parameters/System Configuration

RESET - This resets the elapsed timer to 00:00:00.

COMM - This sets up the communications parameters as follows:

- baud** - 300, 450, 1200, 2400, 4800, or 9600
- parity** - N, E, O, K, or S
- databits** - 7 or 8
- stopbits** - 1 or 2
- duplex** - FULL, HALF, or ECHO

DISPLAY 40,
DISPLAY 80,
DISPLAY 132

- This selects either the 40 X 12, 80 X 24, or 132 X 24 display

modes.

TTY - Causes Red Ryder to use TTY emulation.

VT52 - Causes Red Ryder to use VT52 emulation.

VT100 - Causes Red Ryder to use VT100 emulation.

GBAR - When Procedure finishes, display the General Status Bar.

TBAR - When Procedure finishes, display the Tabs Status Bar.

MBAR - When Procedure finishes, display the Macros Status Bar.

VBAR - When Procedure finishes, display the VT100 Status Bar.

CLEAR - Clears the display screen.

MACRO filename - Loads in the Macro Keys file **filename**. If not found, you'll hear two short beeps and the Procedure will be aborted.

STRIP switch - Strip or not strip control characters during ASCII file
TEXT file receives.

receives, or during Kermit

ESC switch - Turns on or off the **Enter Key Is ESC Key** choice in the
dialog box.

Keyboard Preferences

DEL switch - Turns on or off the **Backspace Key Is DEL Key** choice in the
Preferences dialog box.

Keyboard

ANSWERBACK string - sets VT100 answerback string to **string**. 30 characters max.
characters.

with control

LF switch - Send or not send linefeeds after carriage returns.

SLOW switch - Timeouts for XMODEM transfers. ON - 10 sec., OFF - 5 sec.

MODEM, PRINTER - Use the **modem** or **printer** port.

CONTROL1 char,

CONTROL2 char,

CONTROL3 char

- Sets control characters sent by buttons in the General Status

Bar.

1.1.4 Dialing and Redialing/File Transfers

DIAL dialstring - Like the **Dial Or Redial A Number** choice under the **Service**
dialstring is 70 characters max.

menu.

REDIAL dialstring - This **command** continuously redials a busy number until a

connection is established.

REDIAL LIMIT number - number must range between 1 and 255. FCC limit is 15.

RECA filename,

RECX filename,

RECK filename

- XMODEM and Kermit aborts after 15 cumulative errors.

SENDA filename,

SENDX filename,

SENDK filename

- XMODEM and Kermit aborts after 15 cumulative errors.

CLOSE - Ends an ASCII file receive. If executed when a file is not

being received, prompts -

"Illegal Procedure Command".

1.1.5 Printer Output

- WRITE filename** - Same as the **Print TEXT File** choice under the **Local** menu. The Imagewriter must be connected and selected. If it is connected but turned off, or not connected at all, this command is not executed. If it is connected, turned on, but not selected, it will wait for you to push the printer's "Select" button. This **command** is ignored if you are doing an ASCII file transfer.
- SCREENDISK** - Same as the "Dump Screen To Disk File" button in the GBar. Dumps to "Current Screen", destroying old data.
- SCREENPRINT** - Same as the "Dump Screen To Printer" button in the GBar. Does not print if you are doing a file transfer.
- ECHO** switch - Turns on or off the echoing of incoming data to the Imagewriter printer.

1.1.6 Handling Incoming And Outgoing Chars/Signals

- TYPE string** - This sends string. Control characters may be embedded.
<cr> = ^M; <lf> = ^J; <tab> = ^I.
- PROMPT string** - This waits for the exact **string** of characters; may be up to 20 characters long.
No control characters.
- PROMPT ^char** - Waits for the control character **char**. **char** should be an uppercase letter from A to Z.
- SHORT BREAK** - Sends a short (233 millisecond) modem **BREAK** signal if the modem is equipped to support it.
- LONG BREAK** - Sends a long (3 1/2 - 4 second) modem **BREAK** signal.
- ALERT1 string/command,**
ALERT2 string/command,
ALERT3 string/command - These commands let you look for more than one **string** to come over the modem, and do different commands (typically **JUMPTO label**) depending on the **string** received. **string** must be less than 20 characters and upper and lowercase letters are different and must match. These commands do not hold up execution of the Procedure while waiting for the **string** to come over the modem. Control characters cannot be embedded in **string**. **Command** is executed immediately when **string** is received. To disable an **ALERT** command, include the proper **ALERT** number command with no **string/command** supplied. Anytime an **ALERT** or **PROMPT string** is received, all active **ALERT** and **PROMPT** commands are disabled.
Example: **ALERT1 you have mail/JUMPTO (GET MAIL)** (Wait for either "you have mail" or the string)
- PROMPT string**
JUMPTO (DO COMMAND) (I got the string so I JUMPTO somewhere else)
(GET MAIL) (If I get here, I got "you have mail" and need to handle that)

1.1.7 Variable Manipulation Commands

- Stringvariable** is represented by ~0 through ~9 and may not exceed 80 characters.
- Numvar** is represented by `0 through `9 and may not exceed ± 1,000,000.
- COPYINTO stringvariable,string** - Copies the contents of **string** into **stringvariable**.
- CONCAT stringvariable,string** - Adds both together and places in **stringvariable**.
- ERASE stringvariable or ALL** - Clears the contents of a **stringvariable** or all **stringvariables**.

SAVEVAR filename	- Saves the current string and numeric variables into a disk file	filename.
LOADVAR filename	- Loads back in a set of string and numeric variables saved to the	file filename.
LET EQUAL numvar,string	- This assigns a value to the specified numeric variable	numvar.
ADD numvar,string numvar.	- This adds the value specified in string to the numeric variable	specified in
SUBTRACT numvar,string	- The converse of the ADD command.	
TEST numvar=string,		
TEST numvar>string,		
TEST numvar<string	- All three set the YES/NO flag appropriately.	
SAVETIME-	Places current time of day into the internal time variable	(contains garbage at startup).
ELAPSED stringvariable - stringvariable.	- Calculates the number of minutes since the last SAVETIME	and saves it to
TIMEDATE stringvariable	- Places the current "MM/DD/YY HH:MM:SS" into	stringvariable.
EMPTY stringvariable	- Sets the YES/NO flag. Sets YES if stringvariable is	empty.
COTAINS stringvariable,string	- Sets the YES/NO flag. Case	
	is significant.	
CONVUP stringvariable	- Converts any lowercase letters in stringvariable to upper	case.

1.1.8 Disk File Input/Output Commands

path	- Specify 1 or 2. Both are automatically closed at the	termination of a
Procedure file.		
USEROPENI path,filename	- Opens filename on specified path for USERREAD	commands. Sets ERROR flag on
if filename doesn't exist.		
USEROPENO path,filename	- Opens filename on specified path for USERWRITE and	USERWRCR commands.
If filename exists old file is erased and	a new file is opened.	
USEROPENA path,filename	- Opens filename on specified path for USERWRITE and	USERWRCR commands.
If filename exists data is appended to	old file.	
USERREAD path,stringvariable	- Reads data from path up to <cr> into	stringvariable. Sets ERROR flag on or
off.		
USERWRITE path,string	- Writes string to path with no <cr>. Sets ERROR flag	on or off.
USERWRCR path	- Writes a single carriage return, <cr>, to path terminating a	line.
USERCLOSE path	- Closes specified path . Does nothing if path is not open.	

1.1.9 Setting Up Your Own Dialog Boxes

Three lines of text can be placed in a dialog box. ~7 = top line, ~8 = middle line, and	~9 = bottom line.
QUERY1 stringvariable	- Single OK button puts up to 80 characters into a
QUERY2	- Displays a dialog box with a single OK button.
QUERY3	- Displays a dialog box with a YES button and a NO button. Sets
	stringvariable.
	YES/NO flag.

1.1.10 Creating Your Own Menus

name displayed.	- This defines the name that will appear in the menu bar when enabled and
number	- 0 to 29. Corresponds to a macro key number .
xx	- 01 to 20. Must have leading zero. 01 is topmost and 20 is bottommost menu choice.
DEFINE MENU name	- Creates a new menu in memory. Precede with MENU OFF command.
ADD TO MENU string	- This adds a menu choice to the menu . Avoid special characters.
MENU DOESxx number	- Defines what your menu choice does when selected.
INSERT MENU	- Draws the menu in the menu bar in an enabled state.
ENABLE MENU xx	- Enables any menu item or the entire menu if xx = zero.
DISABLE MENU xx	- Disables any menu item or the entire menu if xx = zero.
MENU OFF	- This disables and removes the defined menu, and wipes it out of memory.

1.1.11 The Procedure Accelerator

Speeds up a Procedure by removing all labels and substituting an infinitely faster form of the JUMPTO command. It will not speed up a procedure that does not use **JUMPTO** commands.

Provides a good degree of security against prying eyes. This can be used to protect any information in the Procedure you would not like others to see by disabling the "Monitor Procedure" menu choice.

DO NOT EDIT THE FILE the Accelerator produces! It probably will not run properly.

DO NOT DISPOSE of the source file you run through the Accelerator to produce the optimized version! It can not be decoded.

2.0 Host Mode

Set General Status Bar to **ECHO** to echo back all characters received from the remote caller. If lines echoed back from Red Ryder write over the top of each other, select the **Send linefeed after carriage return** option in the **Terminal Preferences** menu before entering Host Mode. This is suggested.

The host modem must have an auto answer mode. Hang-up must be done by the remote caller. Red Ryder simply waits for certain commands or a prompt string to come across the line. This makes Host Mode "low profile".

Host Mode does not match the caller's baud rate and parity.

SENDA filename	- ASCII protocol, no prompt.
SENDX filename	- XMODEM protocol, "Ready to send...".
SENDK filename	- Kermit protocol, "Ready to send...".
RECA filename received file.	- ASCII protocol, "Ready to receive...". Do not use Host Mode commands in
RECX filename	- XMODEM protocol, "Ready to receive...".
RECK filename	- Kermit protocol, "Ready to receive...".
CLOSE	- manually stops RECA "Closed...".
DO filename the Procedure command HOST .	- exits the Host Mode and executes the Procedure filename . Get back by using
RECA, RECX, or RECK	appends to filename .
ECHO	duplex in the Host Mode. Modem must be in "quiet" mode, ATQ1 , or Red Ryder can get into a round robin fight.

This quick reference was compiled by Richard Parcel. Comments are welcome.