

CommanderE

COLLABORATORS

	<i>TITLE :</i> CommanderE		
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REVISION HISTORY

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Chapter 1

CommanderE

1.1 Main

Commander 1.0

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Copyrights
Introduction
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1.2 Copyrights

Copyrights

This program is freeware. You may freely distribute it.

You may not modify the program or any file which comes with it.

You use this program for your own responsibility. Authors are not responsible for any damage or loss caused by using it.

1.3 Introduction

Introduction

Commander is a tool which makes running AmigaDOS commands much easier than the standard requester does. Its main features are: ability to insert file names by dropping their icons on the window or by selecting them with the requester, command history, ability to change command's options and ability to define commands which will be inserted after pressing different key combinations.

1.4 Requirements

Requirements

Program requires:

- Workbench 3.0
- MUI 3.8
- utilities.library 1.1 (included)

1.5 Installation

Installation

To install the program just run the installation program from the "Install" directory.

1.6 Menus

Menus

Program:

- Informations... Show informations about program
- Function keys... Edit function keys settings
- Hide Hide
- Quit Quit

MUI:

- Informations... Show informations about MUI
- Settings... Edit MUI settings

1.7 Main window

Main window

"Command"

Here (as you probably can guess ;)) you have to enter the command. File names can be inserted by dropping their icons on the window or by selecting them with the requester. If it's necessary program will automatically insert spaces and quartermark

When the gadget is active, you can move through the command history by pressing up and down keys (up - previous command, down - next command) and you can insert defined command by pressing the proper key combination

"Execute"

Execute command

"Options..."

Edit options

"History..."

Show command history

"Cancel"

Hide

1.8 Options

Options

"Output"

Window or file where all messages from the command will be directed to

"Current directory"

Home directory for the command

"Stack"

Stack size in bytes

"Priority"

Priority of the command

"Number of commands"

Maximal number of commands in the command history buffer

"Save"

Save options

"Use"

Use options

"Cancel"

Cancel changes and close the window

1.9 Command history

Command history

Command list

This is a list of executed commands (their number depends on the options settings). The last executed command is on the top. To insert any command just double click on it

"Insert"

Insert selected command

"Cancel"

Close the window

1.10 Function keys

Function keys

"Key"

"And"

These gadget are used to select the key combination

"Mode"

This gadget lets you select the way in which the defined command will be inserted. There are two possibilities:

- "Replace" - entered command (in the main window) will be deleted
- "Insert" - the command will be inserted in the cursor position

"Command"

Here you have to enter the command which will be inserted after pressing the selected key combination. Just like in the main window you can insert file names by dropping their icons on the window or by selecting them with the requester

"Save"

Save settings

"Cancel"

Cancel changes and close the window

1.11 Arexx commands

Arexx commands

OpenWindow

Open program's window (uniconify)

InsertString(string)

Insert string into the command in the current buffer position

InsertName(name)

Insert name into the command in the current buffer position.
If it's necessary, program will automaticly add spaces and use
quartermark

SetCommand(command)
Clear entered command and set its contents to 'command'

ExecuteCommand
Execute entered command

SetOutput(output)
Set output

SetCurrentDir(dir)
Set current directory

SetStack(stack)
Set stack size

SetPriority(pri)
Set priority

1.12 History

History

1.0:

- first version

1.13 Contact

Contact

Any comments and questions send to:

email@magicsoftware.prv.pl

If you would like to get updates or our other productions, visit
our page:

<http://www.magicsoftware.prv.pl>
