

# Contents



[SALT Language Overview](#)



[SALT Syntax](#)



[Script Structure](#)



[Compiler Preprocessor](#)



[Built-In Functions](#)



[System Variables](#)



[ASCII Character Set](#)



[Extended Key Scan Codes](#)



[Color Values](#)



[SIMPLE Language](#)



[SALT Editor](#)

# SALT II Overview

## The Telix for Windows SALT II Language

Telix for Windows has a built-in programming language called SALT II (Script Application Language for Telix version II). SALT II is based on the powerful SALT script language used in Telix for DOS, and it will allow you to perform almost any communications related applications within Telix. SALT II is designed to be as compatible with SALT as can be accomplished when changing operating systems. SALT II looks similar to the C language, however if you have used any programming language (such as Pascal, BASIC, etc.), you should feel quite at home with SALT II. While SALT II was designed to be easy to learn, it is quite complete, so it is recommended that you read the chapters of the Telix for Windows manual dealing with SALT II. Hereafter in this help file, SALT II will be referred to as SALT.

## What Can be Accomplished With SALT?

A SALT script is basically a sequence of instructions for Telix to follow, using a specific syntax. You may use any text editor to produce this script file, as long as its output is normal ASCII text (this means that if you use your word processor, you must usually explicitly tell it to write out the file using ASCII format and to not embed any special codes in the file). You may give any name you wish to a SALT source file, although we recommend that you always use the extension .SLT for clarity. Telix for Windows provides an integrated script editor (hereafter referred to as the SALT Editor) that has many features designed to aid you in developing scripts. It is recommended that you use this editor to develop your scripts.

## Creating SALT Programs

Like a program in any programming language, a SALT program (also called a 'script') is typically used to perform a needed task or function. The task can range from the very simple to the very complicated. For example, a SALT script can be linked to a dialing directory entry, so that when you have established a connection to that service, it automatically sends your user name and password to the remote service. A much more complicated SALT script is used as the basis for the Host Mode included with Telix.

Once you have written your script file and saved it to disk, it must be compiled. Using the SALT Editor, you need only to select the Compile command from the menu, or if using an external editor, select Compile from the Telix for Windows Script menu. The compiler then reads your 'source' script file, and compiles it to a form which Telix can understand. The compiled script can then be loaded more quickly by Telix, and is also usually smaller. The output file is written with the same name as the source file except that the extension .SLC is used.

When the script compiler finds an error in your source file, it will abort the compile process and give you the line number on which the error occurred, as well as the type of error. If you are using the SALT Editor, the cursor will be moved to the line that the error occurred on and the error message will be displayed on the status bar. The error should then be fixed and the source re-compiled. This is repeated until the compiler detects no more errors in your source file. The compiled script can then be executed in Telix using one or all of several methods; using the Execute menu item on the Script menu, as a linked script in a dialing directory entry, or called from another script.

# SALT Syntax

## SALT Case & Item Placement

Case is not important in command, function, preprocessor directives or variable names. The only time case matters is inside a string constant (e.g., "Hello" is not the same string as "hello"). Whitespace (such as the space, the tab, the Carriage Return, or the Line Feed character) is not important. The script compiler does not care where you place items, so you may arrange the program as you see fit. For example,

```
if (value == 1)
    prints("value is 1!");
else
    prints("value is not 1.");
```

is equivalent to

```
if (value == 1) prints("value is 1!");
else           prints("value is not 1");
```

or even to

```
if(value==1)prints("value is equal to 1!");else prints("value is not equal to 1.");
```

The only time whitespace matters is when it would split up keywords or function names, or in a string. For example, the keyword **while** must not be split up if it is to be recognized. The same applies to other keywords or function names. Also, there must be space between the letters of a command and other letters. For example, "**while** abc" is not the same as "whileabc". In the interest of clarity, it is recommended that you try to make your code easy to understand, by indenting where appropriate, and by using space effectively. There is no reason, for example, to put more than one statement on a line, even if it is perfectly legal. A good example of program style can be found by looking at the sample scripts included with Telix for Windows.

## String Constants

A string constant is a sequence of ASCII characters enclosed in quotes, for example, "Hello", "Goodbye", or "Telix". It is often necessary for a string constant to include special characters that can not easily be typed from the keyboard, or can not be easily displayed. This is done with something called the escape character, which is the caret (^) symbol. When the SALT compiler is reading a string constant and comes to the ^ symbol, it replaces it with a certain ASCII code based on the character following the ^. Translations are as follows:

- ^c Where c is any letter, the Control representation of c is inserted into the text. Therefore ^M represents Ctrl-M, ^j represents Ctrl-J, etc. Whether the letter c is upper or lower case is not significant. Note that what is really happening here is that 64 is being subtracted from the ASCII value of c, so for example, the Escape character can be represented as ^[.
- ^^ An actual caret ( ^ ) symbol is placed into the text.
- ^^ An actual double quote symbol ( " ) is placed into the text. Strings are always delimited by the double quote symbol, so one cannot be readily embedded in a string. Using the ^^ control

representation will allow the inclusion of double quote characters in strings. If the plain " symbol were to be used, the compiler would think that the string was terminated at that point. For example, the string "He said, ^"Hello^". is translated to 'He said, "Hello".'

^ An actual single quote symbol ( ' ) is placed into the text.

^nnn Where nnn is up to 3 digits representing the ASCII value of the character which should be placed into the text. A maximum of three digits is read, or up to the first non-digit character. For example, the compiler would read in the string "S^65LT" and interpret it as the string "SALT", since 65 is the ASCII value of 'A'. Note that if nnn is less than 3 digits you may have to pad it with one or two leading zeros if there are digits immediately following it in the string, so that the wrong value is not read in. For example the string "^79 Park Avenue" would translate to "O Park Avenue" since 79 is the ASCII value of 'O'. If you actually wanted Ctrl-G (ASCII code 7) followed by "9 Park Avenue", you would use the string "^0079 Park Avenue".

~ When this character is sent to a modem device, it will cause it to pause for 1/2 a second. This character is cumulative, so sending multiple will increase the delay length.

## Integer Constants

An integer constant is a sequence of digits representing an integer value in the range of -2,147,483,648 to 2,147,483,647. An integer constant must start with a digit from 0 to 9 or the negative sign (-) followed by a digit. The following are all valid integer constants:

```
10
-400067
999
```

An integer constant may also be entered in hexadecimal form (base 16, where each digit may be from '0' to '9' or 'a' to 'f', to represent 16 values). Hex values must be preceded by 0x for the compiler to interpret them as such, and case is not important. The following are all valid integer constants enter in hexadecimal form:

```
0xff00
0Xa2
0x7D
0x1AbCdEf
```

## Comments

A comment in a source file is text that does not affect what the program does, and is meant purely for explaining or describing something. In a SALT source file, whenever the symbol // is encountered on a line, all the characters from that point on until the end of the line are considered to be a comment and are ignored. For example:

```
prints("Hello");          // This line will print "Hello"
```

New to SALT II to is another method of commenting, the symbols /\* and \*/. The first symbol indicates the start of a comment and the second indicates the end of it. Using this method of commenting will allow the comment to continue across lines, unlike the // method. This is used for large comment sections and often for temporarily removing code from a script. For example:

```
/* This comment is three lines long,
```

```
but we need only two markers to
indicate its beginning and end.    */

prints("Start of script.");
/* prints("These lines would");
prints("neither be compiled,");
prints("nor executed.");           */
prints("End of script.");
```

# SALT Structure

A SALT script has the following format:

```
<global_variable_definition>
...
<global_variable_definition>

<function_definition>

<global_variable_definition>
...
<global_variable_definition>

<function_definitions>
...
```

and so on. Basically, a script file consists of definitions of global variables (variables which are available to any part of the script file after which they are defined, and function definitions (functions are lines of code clustered together in a group, so that they can be called by a name). A script file does not have to have any global variables or functions, but to run it must at least have one function called 'main'. The following, for example, is a complete script file:

```
main()
{
    prints ("hello");
}
```

When compiled and executed, this script would print the string "hello" to the screen.

---

## See also

[Variables](#), [Expressions and Operators](#), [Functions](#), [Statements](#)

# Variables

A variable is a location in memory where something is stored. The contents of a variable can be changed by program code (hence the name). In SALT, there are two types of variables, integer variables, and string variables. The former holds an integer value (e.g., 485624, or -627), while the latter holds a text string (e.g. "Telix", or "SCRIPT"). Depending on where it is defined, a variable is either global or local. If a variable is global, it means that it can be used by any part of the script after the point where it is defined. If a variable is local, it means that it can only be used by the part of the script to which it is *local*, for example, the function inside which it is defined. A variable name can be up to 31 digits long, and may include the letters 'A' to 'Z' or 'a' to 'z', the digits '0' to '9', or the underscore character (\_). The name may not start with a digit. For example, 'his\_name2' and '\_his\_name2' are legal as variable names, while '2his\_name' is not.

An integer variable is defined in the form

```
int <varname>;
```

where <varname> is the name to be given to the variable. An alternate definition is

```
int <varname1>, <varname2>, ..., <varnameN>;
```

which allows you to define more than one integer variable in one statement. An original value can be assigned to the integer variable by using the form

```
int <varname> = <int_const>;
```

where <int\_const> is an integer constant. Similarly, an original value can be assigned in the multiple definition above by placing the assignment before the comma. Some examples are:

```
int maximum;  
int start = 0;  
int level, i, count = 20, loop;
```

A string variable is defined in the form

```
str <varname>[<max>;
```

where <varname> is the name to be given to the variable. <max> is the maximum number of characters that the string can hold, and must be in the range of 0 to 32767. An alternate definition is

```
str <varname>[<max>], <varname2>[<max>], ..., <varnameN>[<max>;
```

which allows you to define more than one string variable in a statement. An original value can be assigned to the string variable by using the form

```
str <varname>[<max>] = <str_const>;
```

where <str\_const> is a string constant. Similarly, an original value can be assigned in the multiple definition above by placing the assignment before the comma. Some examples are:

```
str password[80];  
str password[40] = "mypass", name[30];
```

The string length field may be left empty if an original value is specified, in which case the length of the

string variable is assumed to be that of the assigned text. For example:

```
str name[] = "John";  
name = "Matthew";
```

would declare a variable called name with a maximum length of four (five counting the 0 (NULL) terminator) and an initial value of "John". On the second line, it is assigned a new value, but because the maximum length is only four, the variable now contains the string "Matt", not "Matthew" as it might appear to the unsuspecting.

If a variable is outside of a function, it is global. If it is defined inside a function, it is local to that function and will only be recognized there. If a variable defined inside a function uses the same name as a global variable, any reference to that name while in the function will access the local variable. After the function has completed, the local variable is removed and a reference to that name will access the global variable.



# Expression and Operators

An expression is a mixture of symbols which resolves to a value when evaluated. In other words, an expression is basically a formula. An expression can consist of constants, variables, function calls, and operators. An expression can be very simple, or very complicated. For example, some expressions are:

```
10 + 3 - 5
9 * 7 / 63 - 30
result = 10 * max(a, b)
month >= 10
200
command == "bye"
prints("Hello")
```

In an expression, the data being acted upon are constants, variables, and functions calls, while the operators (+, \*, etc.) are the symbols that do things with the data. There are many different operators, of which there are two basic types. Binary operators (such as +, \*, /) perform a calculation on the expression on either side of them. Unary operators appear before a single expression and work on that. The following table lists the operators available in SALT:

Symbol	(Un/Bin)ary	What it is/does
-	unary	Arithmetic negation
!	unary	Logical NOT
not	unary	Logical NOT (alternate)
++	unary	Increment
--	unary	Decrement
*	binary	Multiplication
/	binary	Division
%	binary	Remainder (Mod)
+	binary	Addition
-	binary	Subtraction
<	binary	Less than
>	binary	Grater than
<=	binary	Less than or equal to
>=	binary	Greater than or equal to
==	binary	Equality
!=	binary	Inequality
&	binary	Bitwise AND
	binary	Bitwise OR
^	binary	Bitwise Exclusive OR
&&	binary	Logical AND
and	binary	Logical AND (alternate)
	binary	Logical OR
or	binary	Logical OR (alternate)
=	binary	Assignment
+=	binary	Addition and Assignment
-=	binary	Subtraction and Assignment
*=	binary	Multiplication and Assignment
/=	binary	Division and Assignment

Note that the hyphen symbol ( - ) can be either an arithmetic negation or a subtraction depending on its use. Note that '!' is equivalent to 'not', '&&' is equivalent to 'and', and '||' is equivalent to 'or'. The first form is preferred as you do not have to leave whitespace around it for the compiler to recognize it, but beginners may have an easier time remembering the second form. Also, do not confuse '=' (the

assignment operator) with '=' (the equality operator). The former is used to assign a value to a variable, while the latter is used to compare two values. Assuming you have the two expressions, <expr1> and <expr2>, <expr1> = <expr2> would assign one to the other, while <expr1> == <expr2> would test the two to see if they are equal. For example

```
num = 10;
```

would assign the value 10 to the variable called 'num', while

```
num == 10
```

would resolve to a value of non-zero (TRUE) if num was equal to 10, and 0 (FALSE) if num was not equal to 10. There is also a difference between the Logical operators and the Bitwise operators. The Logical operators (such as **and**, **&&**, **or**, **||**, etc), work with TRUE or FALSE values and result in a TRUE or FALSE value, while the Bitwise operators (**&**, **|**, **^**) work with the actual bits of the data they are handling. The Bitwise operators almost never have to be used in a Telix script, unless it is needed to get at the actual bits in a data byte.

Every operator resolves to a value, which is the result of the operation performed (e.g, **10 \* 7** would resolve to **70**). The conditional or equality operators such as **==**, **>**, **<=**, etc., resolve to a 0 (FALSE) or non-zero (TRUE) value based on the results of the expression. Even the assignment operator **=** resolves to a value. The result of the expression

```
num = 10;
```

would be 10.

All the operators have something called precedence, which is their importance, and determines the order in which they are evaluated. For example, **7 + 3 \* 9** is equal to **34**, because **3 \* 9** is evaluated first, and then added to **7** (**\*** has a higher precedence than **+**). All the operators are listed below in order of decreasing precedence. All the operators on the same line have the same precedence, and are resolved in the order that they are encountered.

```
- !
++ --
* / %
+ -
< > <= >=
== !=
&
|
and &&
or ||
=
```

If a certain evaluation order is required that does not follow these rules of precedence, parentheses may be used. Thus, **99 + 1 \* 10** equals **109**, while **(99 + 1) \* 10** equals **1000**.

If you are writing an expression of any sort, and are not sure of the exact precedence of the operators you are using, **use parentheses!**

The operators **+=**, **-=**, **\*=**, **/=** are new to SALT in Telix for Windows. They are a shorthand method of performing basic math functions on a single variable. To illustrate their use, the following examples show the longhand and shorthand equivalents:

```
int i;
```

```
i = 5;
```

```
i = i + 3; // longhand.    i == 8 now.  
i += 3;    // shorthand.  i == 11 now, NOT 3.  
i = i - 5; // longhand.    i == 6.  
i -= 2;    // shorthand.  i == 4.  
i = i * 3; // longhand.    i == 12.  
i *= 2;    // shorthand.  i == 24.  
i = i / 6; // longhand.    i == 4.  
i /= 4;    // shorthand.  i == 1;
```

# Functions

A function is a way of grouping together some lines of code. A Telix script consists of one or more functions. There are quite a few advantages to using functions:

- ▶ One function can be called from another, to do a certain task. The calling function does not have to know anything about the called function other than what it does. This allows a script to be split up into modular units, and makes code writing and debugging easier.
- ▶ As mentioned above, what a function does is private. This means that data variables defined in a function are local to that function, and therefore you do not have to worry about another part of the script unintentionally modifying them.
- ▶ A library of functions can thus be built. Later, you do not have to rewrite old code.

Functions are defined in the following format:

```
<funcname>(<arg1>, <arg2>, ..., <argN>)  
{  
    <variable_def>  
    ...  
    <variable_def>  
  
    <statement>  
    ...  
    <statement>  
}
```

*<funcname>* is the name of the function. It follows the same rules of other identifiers in SALT. There can only be one function that uses a given name, however.

*<arg1>* through *<argN>* are the declarations of the arguments (parameters) that have been passed to the function by its caller (sometimes, to accomplish its task, a function needs to have some values passed to it). Each argument is defined in the form *<type> <name>* where *<type>* is *int* or *str*, and *<name>* is the name it should be called by. At present, a function is not allowed to have more than 12 values passed to it.

*<variable\_def>* is a variable definition, as described in the above section on that topic. Any number of variables may be declared at this part of the function. All such variables will be local variables and available only to this function.

*<statement>* is an actual line of code. There may be as many lines of statements in the function as needed. The format of a statement is described below. First though, here is an example of a complete function:

```
max ( int a, int b )  
  
{  
  
    int result;  
  
    if ( a > b )  
        result = a;  
    else
```

```
    result = b;  
  
    return result;  
}
```

This function returns the larger (maximum) of the two values passed to it. It could have been written much more simply (without the use of the variable), but was written this way so that all the function elements would be there.

# Statements

A statement is the basic element of code. A statement **ALWAYS** ends with a semicolon character ( ; ). In any location where a statement is acceptable, you may use a group of statements, by enclosing them all in curly braces ( { and } ). There are many types of statements, including: expression, if, while, do...while, for, return, break, continue, goto and switch statements. Each type has several different parts.

---

## See also

[Expression Statements](#), [If Statements](#), [While Statements](#), [Do...While Statements](#), [For Statements](#), [Return Statements](#), [Break Statements](#), [Continue Statements](#), [Goto Statements](#), [Switch Statements](#)

# Dead Parrot

Special Thanks go to Crawford Dales for the outstanding job of proofreading.

# Expression Statement

The **expression** statement is the simplest and most common type of statement. Its format is

`<expression>;`

where `<expression>` is any expression. Examples are:

```
result = 20;  
password = "Beef";  
pause(20);  
num = 20 * max(a, b);
```

Do not forget the semicolon character at the end of the statement. If you do, the compiler will think that the next statement is part of the current one, and will report some unexpected error.



# If Statement

An **if** statement is used when a statement or group of statements should be evaluated only if a condition is true. The format for an **if** statement is as follows:

```
if (<expression>)  
    <statement>
```

<statement> is any statement as described above and below (that is, an [expression](#), [if](#), [while](#), [do...while](#), [for](#), [return](#), [break](#), [switch](#) or [continue](#) statement), and will only be executed if <expression> evaluates to non-zero. By using curly braces around them, a whole group of statements may be conditionally evaluated. Some examples are:

```
if (result == -1)  
    prints("ERROR!");  
  
if (num_tries > maximum)  
    return 0;  
  
if (month > 10 && day < 20)  
{  
    clear();  
    prints("In range.");  
    return 1;  
}  
  
if ((num < 10) && (!error) && (read != 0))  
    prints("Continuing...");
```

An alternate form of the if statement is:

```
if (<expression>)  
    <statement1>  
else  
    <statement2>
```

In this case, if <expression> evaluates to non-zero (TRUE), <statement1> is executed, otherwise <statement2> is executed. Again, multiple statements may be used instead by grouping them in curly braces. Some examples are:

```
if (stat == -1)  
    prints("Error status returned.");  
else  
    prints("Function finished without problems.");  
  
if (level < 10)  
{  
    alarm(1);  
    prints("Warning!");  
}  
else  
    prints("Everything's ok.");
```

Since the statement to be executed conditionally can be of any type, that means that any number of if statement can be nested if needed. For example:

```

if (num < 10)
    if (!error)
        if (read != 0)
            return 1;

```

This also means that something like the following is legal:

```

if (value == 10)
    do_this();
else if (value == 100)
    do_that();
else if (value == 1000)
    do_something_else();
else
    do_whatever();

```

What is really happening here is that each if statement is being nested after the else portion of the previous one. The above example could also be written as:

```

if (value == 10)
    do_this();
else
    if (value == 100)
        do_that();
    else
        if (value == 1000)
            do_something_else();
        else
            do_whatever();

```

Any amount of nesting is theoretically legal, but the compiler does have a limit due to memory constraints.

While you may write the code in any way which suits you, it is recommended that you use indenting, for clarity. Indenting your code at the proper places makes it a lot easier to read. A very common error to watch out for is accidentally placing a semicolon after the parenthesis ending the expression. For example, if the following is run:

```

if (num == 10);
    prints("Num is equal to 10");

```

the string would always be printed, no matter what num was equal to. This is because the semicolon after the parenthesis ending the expression signifies the end of the statement. In the above case, it would just be a null (empty) statement.

# WHILE Statement

The **while** statement is used to loop continuously while a certain condition is true. It has the form

```
while (<expression>)  
    <statement>
```

<statement> would continue to be repeated over and over while <expression> evaluated to non-zero (TRUE). Note that if the expression evaluates to 0 (FALSE) from the beginning, the statement will never be executed. Again, multiple statements may be used by surrounding them in curly braces. A few examples are:

```
while (stat != -1)  
    stat = myfunc();
```

```
while (num < 100)  
{  
    printn(num);  
    prints("");  
    num = num + 1;  
}
```

```
while (1)  
{  
    if (func1())  
        return 0;  
  
    func2();  
}
```

Again, be careful to not place a semicolon after the parenthesis ending the expression.

## DO ... WHILE Statement

The `do...while` statement is similar to the `while` statement and has the form:

```
do
    <statement>
while (<expression>);
```

`<statement>` will be executed at least once and will continue to be executed repeatedly until the expression becomes 0 (FALSE). A few examples are:

```
do
    stat = func1();
while (stat != -1);
```

```
do
{
    prints("hello");
    num = num + 1;
}
while (num < 100);
```

# FOR Statement

The **for** statement is used to loop continuously while a certain condition is true. The advantages over the while statement is that a control variable can be initialized and incremented quite easily. The for statement has the form:

```
for (<expression1>; <expression2>; <expression3>)
    <statement>
```

The first expression is the one that should initialize the count variable. For example, if you wanted to count from 1 to 100, and were keeping the count in a variable called **num**, the first expression would be **num = 1**. The second expression is the conditional test. As long as it evaluates to non-zero (TRUE), the statement will be executed. Following the above example, this expression would be **num < 100**. The third expression is the one that is used to increment the count variable. For the above example, it would therefore be **num = num + 1**. This for statement differs in format from that in most other languages, but doing it this way is actually gives the programmer a lot of power and flexibility. Note that any of the expressions can be left empty, in which case they evaluate to non-zero (TRUE). Some examples are:

```
for (count = 0; count < 100; count = count + 1)
{
    printn(count);
    prints("");
}

for (c = 1000; c > 0; c = c - 1)
    do_this(c);
```

The following would execute an infinite loop:

```
for (;;)
    prints("Hello!");
```

In some programming languages, the **for** statement is used to execute a loop for a specific number of iterations. In SALT however, you have more control over the condition that causes the loop to terminate. The conditional test is almost always related to the control variable, however any expression that will evaluate to a true or false value may be used. For example, the following is quite legal:

```
for (c = num = 0; ((c < 100) && (stat != -1)); c = c + 1)
{
    stat = func(num);
    num = func2();
}
```

The statements would only be executed if c was smaller than 100 and stat, which is not related to the control variable, didn't equal -1.

# RETURN Statement

At some time, every function must be exited. If the end of the function is reached, control will automatically return to the calling function. Very often however, it is necessary to leave a function somewhere while only halfway through it, perhaps based on a conditional test. Also, it is often necessary that a function returns a value to the caller. The format of the `return` statement is:

```
return <expression>;
```

If the `return` statement is encountered anywhere in the function, control immediately returns to the function that called this function. The expression is the value that should be returned. If no expression is supplied, a dummy value is returned. The expression should match the type of value that the caller of this function is expecting. That is, if an `int` type is expected, the expression should resolve to an integer value. If a `str` type is expected, the expression should resolve to a string value. Due to memory constraints, a local string variable may **NOT** be returned from a function. Some examples are:

```
return;  
return 1;  
return level;  
return (sum + 25);  
return "hello";  
return (func() + 20);
```

Notice that when a complex expression is returned it is usually surrounded by parentheses. This is done only for clarity and is not necessary. Also, it should be clear that what is returned is not the expression but what it evaluates to.

# BREAK Statement

Often while using a looping statement (while, do...while, for), it is necessary to break out of (exit) the loop. The break statement serves this purpose. When the break statement is encountered, execution of the innermost [while](#), [do...while](#), [for](#), or [switch](#) statement is terminated, and execution continues immediately after the terminated statement. It is an error for a break statement to appear outside of a loop. The format of the break statement is:

```
break;
```

For example, assuming you had the following code:

```
int num = 0;
while (1)
{
    num = num + 1;
    if (num > 100)
        break;
}
prints("Done");
```

Ordinarily, since there will always be a non-zero (TRUE) value in the conditional part of this [while](#) statement, it would execute forever. However, when the 'num' variable is greater than 100, the break statement is executed to exit from the loop, at which point the next statement would be executed (the function call to prints).

# CONTINUE Statement

The `continue` statement is used within a loop (`while`, `do...while`, or `for` statement). The `continue` statement has the form:

```
continue;
```

It is illegal for a `continue` statement to appear outside of a loop body. When a `continue` statement is encountered, program control is immediately transferred to the end of the body of the innermost enclosing `while`, `do...while`, or `for` statement. The effect in a `while` or `do...while` statement is that the condition part of the loop is evaluated, and the next iteration occurs. For example:

```
num = 0;
while (num < 100000)
{
    num = num + 1;
    if (num > 100)
        continue;
    prints("Hello");
}
```

The effect of the `continue` statement in the above loop would be that 'Hello' would only be printed while `num` was less than or equal to 100, as the `continue` statement is executed when `num` is greater than 100, which causes the rest of the loop body to be skipped. An example of the use of `continue` in a `for` statement would be:

```
for (num = 0; num < 100000; num = num + 1)
{
    if (num > 100)
        continue;
    prints("Hello");
}
```

The effect in this case would be the same. While `num` is less than or equal to 100, the entire loop body executes. If `num` is greater than 100 however, the `continue` statement is executed. This causes the rest of the loop body to be skipped, so the 'Hello' is then not printed.



# GOTO Statement

The `goto` statement is used to branch (jump) from one place to another, within a function. The use of the `goto` statements is generally considered bad style. They can make code very hard to understand, and are in fact almost never necessary. For example, Telix for Windows is written mainly in the Pascal language, which has a `goto` statement, yet except for a few pieces of speed-critical, prewritten code, the `goto` statement was never used or needed. On the other hand, used very sparingly and properly, it can sometimes make some code clearer and perhaps faster. The `goto` statement consists of two parts, the 'label' or marker, which is where execution will jump to, and the actual `goto` itself. A label is defined in the form

```
<identifier>:
```

where `<identifier>` follows the same rules as for variable names. Note that a colon follows the name, not a semicolon. The colon character must immediately follow the label name, with no intervening spaces. A label does not have to be on a line by itself, and is not considered a statement by itself. The `goto` takes the form

```
goto <label>;
```

where `<label>` is a label elsewhere in the function defined as described above. Execution of the script will immediately continue following the label.

An example is:

```
start:
    prints("Hello");
    goto start;
```

This would print the word "hello" over and over, forever. There is no restriction on the placement of a label, so the above can be written as:

```
start: prints("Hello");
goto start;
```

As mentioned above, there are usually better ways than using a `goto` statement. For example:

```
int i = 0;
do
    i = i + 1;
while (i < 100);
```

is clearer than the equivalent:

```
int i = 0;
loop:
    i = i + 1;
    if (i < 100)
        goto loop;
```

One good use of a `goto` statement is to get out of a deeply nested while statements, without having to do a lot of extra checking.

# SWITCH Statement

The **switch** statement is new to SALT in Telix for Windows, and follows the form of the switch statement in the C language exactly. A **switch** statement is used when you must test for a number of possible conditions. The switch statement has the form:

```
switch (<value>)
{
    case n1: <statement>
        break;
    case n2: <statement>
        break;
    ...
    default: <statement>
}
```

where <value> is an integer variable and n1, n2, etc. are integer constants. The switch statement compares the integer constants you list in each of the case labels against the actual value in <value>. When a match is found, control is passed to the <statement> following the case label that was equal to <value>. Execution then continues until the **break** statement is encountered, indicating the end of processing, and exit from the switch statement. This is most commonly used as a replacement for multiple **if..else** statements. An example is:

```
int i;

i = 5;
switch (i)
{
    case 1: prints("i equals 1");
        break;
    case 2: prints("i equals 2");
        break;
    case 3: prints("i equals 3");
        break;
    case 4: prints("i equals 4");
        break;
    case 5: prints("i equals 5");
        break;
    default: prints("i cannot be determined");
}
```

This example could be written using multiple **if** statements as:

```
int i;

i = 5;

if (i == 1)
    prints("i equals 1");
else
    if (i == 2)
        prints("i equals 2");
    else
        if (i == 3)
            prints("i equals 3");
        else
```

```
if (i == 4)
    prints("i equals 4");
else
    if (i == 5)
        prints("i equals 5");
    else
        prints("i cannot be determined");
```

But, as you can see, it becomes much more difficult to read, as well as being slightly slower in execution time.

# Preprocessor

Telix for Windows now includes what is commonly referred to as a *Preprocessor*. The preprocessor allows control over the compiler in matters such as what will be compiled under what conditions, inclusion of other script files, and other related items. The preprocessor will prove to be invaluable, especially if you develop large scripts, or scripts that target both the Windows and DOS versions of Telix.

---

**See also**

[Preprocessor Commands](#), [Predefined Conditional Symbols](#)

# Preprocessor Commands

The Telix for Windows script preprocessor uses the following identifiers:

#DEFINE  
#UNDEF  
#IFDEF  
#IFNDEF  
#ELSE  
#ENDIF  
#INCLUDE  
#INCLUDEDIR  
#COMPILETO  
#STACK  
#CONST  
#DEBUGON  
#DEBUGOFF

# #DEFINE Directive

[Example](#)

**#DEFINE** *id*

## Description

This directive defines a conditional symbol with the name given in *id*. The symbol is recognized for the remainder of the compilation, even in subsequently included files, until an [#UNDEF](#) directive with the same *id* appears. The **#DEFINE** directive has no effect if *id* is already defined.

---

### See also

[#UNDEF](#), [#IFDEF](#), [#IFNDEF](#)

## #DEFINE Example

```
#DEFINE TESTING

main()
{
    prints("This is always displayed.");
    #IFDEF TESTING
        prints("This is displayed if TESTING is defined");
    #ELSE
        prints("This is displayed if TESTING is not defined");
    #ENDIF
}
```

# #UNDEF Directive

[Example](#)

**#UNDEF** *id*

## Description

This directive undefines a previously defined conditional symbol with the name given in *id*. The symbol is forgotten for the remainder of the compilation or until it reappears in a [#DEFINE](#) directive. The **#UNDEF** directive has no effect if *id* is already undefined.

---

### See also

[#DEFINE](#), [#IFDEF](#), [#IFNDEF](#)



## #UNDEF Example

```
#DEFINE TESTING

main()
{
    prints("This is always displayed.");
    #IFDEF TESTING
        prints("This is displayed if TESTING is defined");
    #ELSE
        prints("This is displayed if TESTING is not defined");
    #ENDIF
    #UNDEF TESTING
    #IFDEF TESTING
        prints("This is never displayed.");
    #ENDIF
}
```

# #IFDEF Directive

[Example](#)

**#IFDEF** *id*

## Description

This directive compiles the source code that follows it if the name given in *id* is defined. The compilation continues until an [#ELSE](#) or [#ENDIF](#) directive is reached. If *id* is not defined, the source code following the **#IFDEF** directive is ignored until an [#ELSE](#) or [#ENDIF](#) directive is reached.

---

### See also

[#DEFINE](#), [#UNDEF](#), [#IFDEF](#), [#ELSE](#), [#ENDIF](#)

## #IFDEF Example

```
#DEFINE TESTING

main()
{
    prints("This is always displayed.");
    #IFDEF TESTING
        prints("This is displayed if TESTING is defined");
    #ELSE
        prints("This is displayed if TESTING is not defined");
    #ENDIF
    #UNDEF TESTING
    #IFDEF TESTING
        prints("This is never displayed.");
    #ENDIF
}
```

# #IFDEF Directive

[Example](#)

**#IFDEF** *id*

## Description

This directive compiles the source code that follows it only if the name given in *id* is not defined. The compilation continues until an [#ELSE](#) or [#ENDIF](#) directive is reached. If *id* is defined, source code following the **#IFDEF** directive is ignored until an [#ELSE](#) or [#ENDIF](#) is found.

---

### See also

[#DEFINE](#), [#UNDEF](#), [#IFDEF](#), [#ELSE](#), [#ENDIF](#)

## #IFDEF Example

```
#DEFINE TESTING

main()
{
    prints("This is always displayed.");
    #IFDEF TESTING
        prints("This is NOT displayed if TESTING is defined");
    #ELSE
        prints("This is displayed if TESTING is defined");
    #ENDIF
    #UNDEF TESTING
    #IFDEF TESTING
        prints("This is always displayed.");
    #ENDIF
}
```

# #ELSE Directive

[Example](#)

**#ELSE**

## Description

This directive switches between compiling and ignoring the source code delimited by the last [#IFDEF](#) or [#IFNDEF](#) and the next [#ENDIF](#).

---

### See also

[#DEFINE](#), [#UNDEF](#), [#IFDEF](#), [#IFNDEF](#), [#ENDIF](#)

## #ELSE Example

```
#DEFINE TESTING

main()
{
    prints("This is always displayed.");
    #IFDEF TESTING
        prints("This is displayed if TESTING is defined");
    #ELSE
        prints("This is displayed if TESTING is not defined");
    #ENDIF
}
```

# #ENDIF Directive

[Example](#)

**#ENDIF**

## Description

This directive ends the conditional compilation initiated by the last [#IFDEF](#) or [#IFNDEF](#) directive.

---

### See also

[#DEFINE](#), [#UNDEF](#), [#IFDEF](#), [#IFNDEF](#), [#ELSE](#)



## #ENDIF Example

```
#DEFINE TESTING

main()
{
    prints("This is always displayed.");
    #IFDEF TESTING
        prints("This is displayed if TESTING is defined");
    #ELSE
        prints("This is displayed if TESTING is not defined");
    #ENDIF
    prints("This is always displayed.");
}
```

# #INCLUDE Directive

**#INCLUDE "<filename>"**

## Description

This directive instructs the compiler to include the file **<filename>** in the compilation. In effect, the file is inserted in the compiled text at the point where the **#INCLUDE** directive appears. If **<filename>** does not specify a directory for the file, it will be searched for in the following order:

- Directories specified in the [#INCLUDEDIR](#) directive.



Path of the script being compiled.



Telnet for Windows default script directory.



Current directory.

---

## See also

[#INCLUDEDIR](#), [#COMPILETO](#)

# #INCLUDEDIR Directive

**#INCLUDEDIR "<path>"**

## Description

This directive instructs the compiler to include the directories specified in **<path>** when searching for files named in an [#INCLUDE](#) directive, [call](#) or [calld](#) function. The compiler will search for specified files if a script is used that does not have a path specified. The search is performed in the following order:



Directories specified in the [#INCLUDEDIR](#) directive.



Path of the script being compiled.



Telix for Windows default script directory.



Current directory.

Multiple directories may be specified in **<path>**, and are separated by the semicolon ( ; ) character.

---

## See also

[#INCLUDE](#), [#COMPILETO](#)

# #COMPILETO Directive

**#COMPILETO "<filename>"**

## Description

This directive tells the compiler to name the resulting compiled script as the filename specified in **<filename>**, rather than based on the source filename. By default, the compiler uses the source filename, and changes the extension to **.SLC**. Using this directive, the compiled script may be given a completely different filename, including extension. Also, compiled script files may also be placed in another directory, as **<filename>** may contain drive and/or directory specifications.

---

## See also

[#INCLUDE](#), [#INCLUDEDIR](#)

# #STACK Directive

**#STACK *bytes***

## Description

This directive instructs the compiler to reserve the number of bytes specified in ***bytes*** for the script's stack space. The default stack size for Telix for Windows' scripts is 1024 bytes. The minimum stack size is 64 bytes and the maximum is 32768.

The stack is an area of memory used to store various pieces of information during the execution of a script. Such information includes variables local to functions, parameters passed to functions, and other items that are transparent to the script programmer. The default stack size is sufficient for most scripts, but if you are writing exceptionally large scripts, you may find you need to increase this size.

## #CONST Directive

**#CONST** *id value*

### Description

This directive defines a symbol specified in ***id*** and assigns the value specified in ***value*** to it. This symbol can then be referred to as if it were a normal variable, with the exception that its value cannot be changed. The ***value*** parameter must be an integer, as string constants are not supported at this time.

# #DEBUGON Directive

## #DEBUGON

### Description

This directive instructs the compiler to include information in the compiled script that can aid you in finding errors in it. The resulting script will be larger than one compiled without debugging information, but during development of a script the information can be invaluable. A script compiled with debugging information will report any errors that occur in the same manner as one without debugging information, but in addition it will report the filename of the script and the line number the error occurred on. In the interests of size and efficiency, debugging information cannot exceed 64k, which translates to roughly 13,000 lines of code. If your script exceeds 13,000 lines, you can selectively turn the debugging information on and off by using the [#DEBUGOFF](#) preprocessor directive.

---

#### See also

[#DEBUGOFF](#)

# #DEBUGOFF Directive

## #DEBUGOFF

### Description

This directive instructs the compiler not to include debugging information in the compiled script. By default, scripts do not include debugging information, but if you use the [#DEBUGON](#) preprocessor directive, you may need to use this directive in certain situations. In the interests of size and efficiency, debugging information cannot exceed 64k, which translates to roughly 13,000 lines of code. If your script exceeds 13,000 lines, you can selectively turn the debugging information off with **#DEBUGOFF**. This will allow you to include debugging information in the sections of your script where errors may occur, and exclude it in sections that do not need it.

This directive is not required if you have specified the [#DEBUGON](#) directive. The compiler will include debugging information from the point it encounters the [#DEBUGON](#) directive until it reaches the maximum amount it can include in the script file. Most scripts will never need this directive, as few will approach the 13,000 line limit.

---

### See also

[#DEBUGON](#)



## Predefined Conditional Symbols

SALT II defines the following standard conditional symbols:

- SALTII** Always defined in Telix for Windows v1.00. If this symbol is defined, the version of the SALT script compiler is compatible with SALT II, first introduced with this version of Telix.
- WINDOWS** Defined for Windows versions of Telix, indicating that the version of Telix being used to compile the script is a native MS-Windows application.

## Built-In Functions

Telx for Windows' SALT II language has quite a large number of built-in functions. These functions are called just as you would call your own SALT functions. Each performs a certain task (print something to the screen, manipulate strings, access disk files, etc.) and is called with parameters in a certain format and returns an integer or string value (the return value does not have to be used and can often be ignored).

Select the [Quick List](#) to view a listing of the functions grouped by the type of action they perform. Following the Quick List is a complete reference of each function in alphabetical order (accessed by the Next ( >> ) and Previous ( << ) buttons above), including a summary of the calling format, a description of what it does, and the return value of the function. An example of actual usage of the function is also often given to illustrate usage. Note that the examples are fragments of program code for the most part, and may not explicitly declare all needed variables. So that you may find related functions, each function description has a 'See Also' section, which lists related functions. Simply click on any item in the 'See Also' section to move to that part of the help. For users of Telix for DOS, a [New & Changed](#) section is included that lists the SALT functions that are new or have had their behavior modified in some way.

# Function Quick List

## Character Handling:

<a href="#"><u>IsAscii</u></a>	Checks to see if a character has a value of 0-255
<a href="#"><u>IsAlNum</u></a>	Checks to see if a character is a letter A-Z or a digit
<a href="#"><u>IsAlpha</u></a>	Checks to see if a character is a letter of the alphabet
<a href="#"><u>IsCntrl</u></a>	Checks to see if a character is a control character
<a href="#"><u>IsDigit</u></a>	Checks to see if a character is a numeric digit 0-9
<a href="#"><u>IsLower</u></a>	Checks to see if a character is a lower case letter
<a href="#"><u>IsUpper</u></a>	Checks to see if a character is an upper case letter
<a href="#"><u>ToLower</u></a>	Converts a character to lower case if it is not already
<a href="#"><u>ToUpper</u></a>	Converts a character to upper case if it is not already

## Comm Port Operations:

<a href="#"><u>Carrier</u></a>	Determines whether a carrier is present on the port
<a href="#"><u>clnp_Cnt</u></a>	Counts the received chars that have not been handled
<a href="#"><u>cGetC</u></a>	Returns the next character from the receive buffer
<a href="#"><u>cGetCT</u></a>	Waits a set time for the next character to be received
<a href="#"><u>cPutC</u></a>	Sends a single character to the connect device buffer
<a href="#"><u>cPutN</u></a>	Sends an integer value to the port as an ASCII string
<a href="#"><u>cPutS</u></a>	Sends a string of chars to the connect device buffer
<a href="#"><u>cPutS_TR</u></a>	Sends a string through the emulation to the port
<a href="#"><u>FlushBuf</u></a>	Throws away any chars waiting in the receive buffer
<a href="#"><u>Get_Baud</u></a>	Returns the connect devices DCE or DTE rate
<a href="#"><u>Get_DataB</u></a>	Returns the connect devices current data bits setting
<a href="#"><u>Get_Parity</u></a>	Returns the connect devices current parity setting
<a href="#"><u>Get_Port</u></a>	Returns the connect devices current port number 1-8
<a href="#"><u>Get_StopB</u></a>	Returns the connect devices current stop bit settings
<a href="#"><u>Hangup</u></a>	Terminates the current connection if any, like ALT-H
<a href="#"><u>KillConnectDevice</u></a>	Delete a connect device.
<a href="#"><u>MakeConnectDevice</u></a>	Create a new connect device.
<a href="#"><u>Send_Brk</u></a>	Sends a break signal to the modem, like CTRL-END
<a href="#"><u>Set_ConnectDevice</u></a>	Changes the current connect device to a new device
<a href="#"><u>Set_CParams</u></a>	Sets new speed, data bits, parity, and stop bits
<a href="#"><u>Set_Port</u></a>	Function no longer used, use Set_ConnectDevice

## Dynamic Data Exchange (DDE) Operations:

<a href="#"><u>DDEExecute</u></a>	Execute a DDE command
<a href="#"><u>DDEInitiate</u></a>	Open a DDE conversation
<a href="#"><u>DDEPoke</u></a>	Send data to a DDE server
<a href="#"><u>DDERequest</u></a>	Get data from a DDE server
<a href="#"><u>DDETerminate</u></a>	Close a DDE conversation
<a href="#"><u>DDETerminateAll</u></a>	Close all DDE conversations

## File Input/Output Operations:

<a href="#"><u>fClearErr</u></a>	Clears the error flag associated with an open file
<a href="#"><u>fClose</u></a>	Closes a file previously opened with fOpen
<a href="#"><u>fDelete</u></a>	Deletes a specified file; the file may not be open
<a href="#"><u>fError</u></a>	Checks for file errors (i.e. writing to a read only file)
<a href="#"><u>fEOF</u></a>	Checks a file pointer for the end of an open file

<a href="#"><u>fFlush</u></a>	Clears a file buffer (writes all cached writes)
<a href="#"><u>fGetC</u></a>	Retrieves the next character from an open file
<a href="#"><u>fGetS</u></a>	Retrieves string of specified length from an open file
<a href="#"><u>FileAttr</u></a>	Checks a specified file for being hidden, a subdir, etc.
<a href="#"><u>FileFind</u></a>	Determines if a file matching a mask is on disk
<a href="#"><u>FileSize</u></a>	Returns the size of a given file in bytes
<a href="#"><u>fnStrip</u></a>	Extracts parts of a filename from a complete path
<a href="#"><u>fOpen</u></a>	Opens a specified file for reading or writing
<a href="#"><u>fPutC</u></a>	Writes a single character to a file opened for writing
<a href="#"><u>fPutS</u></a>	Writes a given string to a file opened for writing
<a href="#"><u>fRead</u></a>	Reads a block of characters from an open file
<a href="#"><u>fRename</u></a>	Renames a file to a specified new file name
<a href="#"><u>fSeek</u></a>	Moves the file pointer of open files to a new location
<a href="#"><u>fTell</u></a>	Retrieves the file pointer position of an open file
<a href="#"><u>fWrite</u></a>	Writes a block of characters to a write-opened file

## File Transfers and Logs:

<a href="#"><u>Capture</u></a>	Opens, closes, pauses, or unpauses specified log file
<a href="#"><u>Capture_Stat</u></a>	Retrieves the state of the capture log (open, paused)
<a href="#"><u>Printer</u></a>	Toggles the Printer Log on and off
<a href="#"><u>Receive</u></a>	Download specified files with a specified protocol
<a href="#"><u>Send</u></a>	Upload specified files with a specified protocol
<a href="#"><u>Set_DefProt</u></a>	Change the connect devices default protocol
<a href="#"><u>UsageLog</u></a>	Opens and closes the default Usage Log
<a href="#"><u>Usage_Stat</u></a>	Determines whether the Usage Log is open or closed
<a href="#"><u>UStamp</u></a>	Enter text, and optionally the date and time, into the usage log file

## Input String Matching:

<a href="#"><u>Track</u></a>	Tells Telix to watch for a string to be matched
<a href="#"><u>Track_AddChr</u></a>	Adds a character to the tracked-string buffer
<a href="#"><u>Track_Free</u></a>	Tells Telix to stop watching for a matched string
<a href="#"><u>Track_Hit</u></a>	Asks Telix whether a tracked string has been found
<a href="#"><u>WaitFor</u></a>	Wait for a string for a specified period of time

## Keyboard Operations:

<a href="#"><u>InKey</u></a>	Retrieves a key, if available from the keyboard buffer
<a href="#"><u>InKeyW</u></a>	Retrieves a key, waiting if needed, from the keyboard
<a href="#"><u>KeyGet</u></a>	Returns the contents of a given keyboard macro
<a href="#"><u>KeyLoad</u></a>	Loads a specified keyboard macro table
<a href="#"><u>KeySave</u></a>	Saves the current keyboard macro table
<a href="#"><u>KeySet</u></a>	Set a specific key to contain a new macro

## Miscellaneous Functions:

<a href="#"><u>ChatMode</u></a>	Invoke Telix's built-in chat mode.
<a href="#"><u>Dos</u></a>	Opens a DOS window and executes a DOS command
<a href="#"><u>Dial</u></a>	Dials a PhoneBook number or group of numbers
<a href="#"><u>DosFunction</u></a>	No longer used included for Telix for DOS users
<a href="#"><u>ExitTelix</u></a>	Exits Telix immediately; may or may not hang up
<a href="#"><u>GetEnv</u></a>	Returns a variable value in the master environment
<a href="#"><u>GetFon</u></a>	Returns the filename of the Telix PhoneBook

<a href="#"><u>HelpScreen</u></a>	Displays the Telix for Windows Help file
<a href="#"><u>LoadFon</u></a>	Loads a different PhoneBook into Telix for Windows
<a href="#"><u>NewDir</u></a>	Changes the current directory to the one specified
<a href="#"><u>Random</u></a>	Generates a random number in a specified range
<a href="#"><u>Redial</u></a>	Redials the currently selected PhoneBook entries
<a href="#"><u>Run</u></a>	Runs a DOS or Windows application
<a href="#"><u>Set_Terminal</u></a>	Sets the Terminal Device to a new device
<a href="#"><u>Show_Directory</u></a>	Display files in a given directory in the terminal.
<a href="#"><u>TelixVersion</u></a>	Returns a value indicating the version of Telix
<a href="#"><u>Terminal</u></a>	Processes any characters waiting in the receive buffer
<a href="#"><u>TransTab</u></a>	Load or clear a specified translation table device
<a href="#"><u>Update_Term</u></a>	Updates Telix with changes to colors and formats

## Script Management:

<a href="#"><u>ArgCount</u></a>	Reports the number of parameters passed
<a href="#"><u>CallID</u></a>	Load and execute a script
<a href="#"><u>CompileScript</u></a>	Compiles a script file
<a href="#"><u>GetRunPath</u></a>	Returns the directory of the current script
<a href="#"><u>Is_Loaded</u></a>	Determines if a given script is already loaded
<a href="#"><u>Load_Scr</u></a>	Loads a script into memory but does not run it
<a href="#"><u>ScriptVersion</u></a>	Reports the version of SALT running this script
<a href="#"><u>TelixForWindows</u></a>	Determines if Telix is the DOS or Windows version
<a href="#"><u>Unload_Scr</u></a>	Unloads a script from memory

## Sound Functions:

<a href="#"><u>Alarm</u></a>	Generates standard alarm sound via .WAV file
<a href="#"><u>PlayWave</u></a>	Plays the specified Windows .WAV sound file
<a href="#"><u>Tone</u></a>	Generates the specified tone through the PC Speaker

## String Handling:

<a href="#"><u>CopyChrs</u></a>	Copies characters from one string to another
<a href="#"><u>CopyStr</u></a>	Copies one string into another string at a given point
<a href="#"><u>DelChrs</u></a>	Deletes a number of characters from a string
<a href="#"><u>GetS</u></a>	Gets a string from the users keyboard via prompt
<a href="#"><u>GetSXY</u></a>	Prompts the user to input a string at a certain location
<a href="#"><u>InputBox</u></a>	Standard Windows edit prompt w/ OK and CANCEL
<a href="#"><u>InsChrs</u></a>	Insert characters from one string into another string
<a href="#"><u>ItoS</u></a>	Converts an integer value to a string of ASCII digits
<a href="#"><u>SetChr</u></a>	Puts a character into a string at a given position
<a href="#"><u>SetChrs</u></a>	Puts a string into another string at a given position
<a href="#"><u>Stol</u></a>	Converts a string of digits into an integer value
<a href="#"><u>StrCat</u></a>	Concatenates one string to the end of another string
<a href="#"><u>StrCmpl</u></a>	Compares a pair of strings, ignoring upper/lower case
<a href="#"><u>StrLen</u></a>	Determines the length of a null-terminated string
<a href="#"><u>StrLower</u></a>	Converts a string of characters to all lower case
<a href="#"><u>StrMaxLen</u></a>	Returns the maximum number of chars a string holds
<a href="#"><u>StrPos</u></a>	Search for a given string in another string
<a href="#"><u>StrPosl</u></a>	Search for a string in another string, ignoring case
<a href="#"><u>StrUpper</u></a>	Converts a string of characters to all upper case
<a href="#"><u>SubChr</u></a>	Returns the character found at a given string position
<a href="#"><u>SubChrs</u></a>	Returns a substring of given length from a string

SubStr Returns a substring within a string stopping at NULL

## Time, Date and Timer Operations:

<u>CurTime</u>	Returns the current time of day
<u>Date</u>	Returns the current date
<u>Delay</u>	Delays Telix for a number of tenths of seconds
<u>Delay_Scr</u>	Delays scripts but not Telix for n tenths of a second
<u>GetOnlineTime</u>	Returns number of seconds elapsed since the connection was established
<u>tDay</u>	Returns the day portion of the date as a number 1-31
<u>tHour</u>	Returns the hour part of the time as a number 0-23
<u>tMin</u>	Returns the minute part of the time as a number 0-59
<u>tMonth</u>	Returns the month part of the date as a number 1-12
<u>tSec</u>	Returns the seconds part of the time as a value 0-59
<u>tYear</u>	Returns the year of the date as a number 1970-2019
<u>Time</u>	Returns the current time of day
<u>Time_Up</u>	Checks to see if a set timer has elapsed
<u>Timer_Free</u>	Releases a set timer handle; turns off a timer
<u>Timer_Restart</u>	Restarts a timer at a given count
<u>Timer_Start</u>	Starts a timer in a value of tenths of a second
<u>Timer_Total</u>	Returns tenths of a sec. since a time was (re)started

## Video Operations:

<u>Box</u>	Creates a box on the screen, in color
<u>CNewLine</u>	Sends a carriage return to the terminal device
<u>Cursor_OnOff</u>	Turns the cursor on or off
<u>Clear_Scr</u>	Clears the current terminal window
<u>GetTermHeight</u>	Returns the current terminal height in chars
<u>GetTermWidth</u>	Returns the current terminal width in chars
<u>GetX</u>	Returns the current character column position
<u>GetY</u>	Returns the current character row position
<u>GotoXY</u>	Moves the cursor to the given (x,y) char position
<u>MsgBox</u>	Present a standard Windows dialog, specified buttons
<u>NewLine</u>	Sends a LineFeed to the terminal device
<u>PrintC</u>	Print a character on the screen, but do not send it
<u>PrintC_Trm</u>	Print a character on the screen, including ^M-types
<u>PrintN</u>	Print the specified integer on the screen as a string
<u>PrintN_Trm</u>	Print the specified number on the screen via the term
<u>PrintS</u>	Prints a string on the screen, but does not send it
<u>PrintS_Trm</u>	Prints a string on screen thru the terminal emulation
<u>PrintSC</u>	Prints a string on the screen, does not move cursor
<u>PrintSC_Trm</u>	Prints a string thru emulation, does not move cursor
<u>PStrA</u>	Prints a string to the screen with given color attributes
<u>PStrAXY</u>	Prints a string at a given location, in a given color
<u>Scroll</u>	Scrolls or clears a region on the screen
<u>Status_Wind</u>	Pops up a timed, information window with your text
<u>vGetChr</u>	Gets the character and its color from a given location
<u>vGetChrs</u>	Gets a string of characters from a screen position
<u>vGetChrsA</u>	Gets a string and its attributes from a screen location
<u>vPutChr</u>	Puts a character and color into a screen position
<u>vPutChrs</u>	Puts a string of characters onto the screen
<u>vPutChrsA</u>	Puts a string and attributes onto the screen
<u>vRstrArea</u>	Restores a previously saved buffer to the screen
<u>vSaveArea</u>	Saves a screen region to a buffer for later restoration



## New & Changed SALT Functions

To help you quickly locate functions that have been added to SALT II and review changes that have been made to existing functions, use the lists below.

### New Functions:

<a href="#"><u>ArgCount</u></a>	<a href="#"><u>DDERequest</u></a>	<a href="#"><u>InputBox</u></a>	<a href="#"><u>PrintC_Trm</u></a>
<a href="#"><u>CNewLine</u></a>	<a href="#"><u>DDETerminate</u></a>	<a href="#"><u>KillConnectDev</u></a>	<a href="#"><u>PrintN_Trm</u></a>
		<a href="#"><u>ice</u></a>	
<a href="#"><u>CPutN</u></a>	<a href="#"><u>DDETerminate</u></a>	<a href="#"><u>MakeConnectD</u></a>	<a href="#"><u>PrintS_Trm</u></a>
	<a href="#"><u>All</u></a>	<a href="#"><u>evice</u></a>	
<a href="#"><u>CompileScript</u></a>	<a href="#"><u>GetFon</u></a>	<a href="#"><u>MsgBox</u></a>	<a href="#"><u>Random</u></a>
<a href="#"><u>ConnectDevice</u></a>	<a href="#"><u>GetOnlineTime</u></a>	<a href="#"><u>NewLine</u></a>	<a href="#"><u>Set_ConnectDe</u></a>
<a href="#"><u>Name</u></a>			<a href="#"><u>vice</u></a>
<a href="#"><u>DDEExecute</u></a>	<a href="#"><u>GetRunPath</u></a>	<a href="#"><u>NumConnectD</u></a>	<a href="#"><u>ScriptVersion</u></a>
		<a href="#"><u>evices</u></a>	
<a href="#"><u>DDEInitiate</u></a>	<a href="#"><u>GetTermHeight</u></a>	<a href="#"><u>PlayWave</u></a>	<a href="#"><u>TelixForWindow</u></a>
			<a href="#"><u>s</u></a>
<a href="#"><u>DDEPoke</u></a>	<a href="#"><u>GetTermWidth</u></a>		<a href="#"><u>TelixVersion</u></a>

### Changed Functions:

<a href="#"><u>Alarm</u></a>	<a href="#"><u>FileFind</u></a>	<a href="#"><u>GotoXY</u></a>	<a href="#"><u>Set_Port</u></a>
<a href="#"><u>Call</u></a>	<a href="#"><u>fRead</u></a>	<a href="#"><u>KeyGet</u></a>	<a href="#"><u>Status_Wind</u></a>
<a href="#"><u>Dial</u></a>	<a href="#"><u>fWrite</u></a>	<a href="#"><u>KeySet</u></a>	<a href="#"><u>Terminal</u></a>
<a href="#"><u>Dos</u></a>	<a href="#"><u>Get_Baud</u></a>	<a href="#"><u>Run</u></a>	<a href="#"><u>WaitFor</u></a>



# Alarm Function

## Example

```
Alarm(int times);
```

The alarm function plays the wave sound defined in the Sounds configuration as Alarm.

<u>Argument</u>	<u>Description</u>
<i>int Times</i>	The number of times to play the wave sound.
<u>Return Value</u>	
	The number of times the alarm was sounded.

---

## See also

[PlayWave](#), [Tone](#), [\\_alarm\\_on](#), [\\_sound\\_on](#)

Close Print Copy

## Alarm Example

```
// Sounds an alarm until a key is pressed.  
while (!inkey())  
    alarm(1);
```

# ArgCount Function

[Example](#)

```
ArgCount ( ) ;
```

The argcount function determines the number of parameters that were passed to a script that was executed via the [call](#) or [calld](#) function.

## **Return Value**

---

The number of parameters passed.

Close Print Copy

## ArgCount Example

```
if (ArgCount() < 1)
    prints("Called script requires at least one parameter.");
```

# Box Function

## [Example](#)

```
Box(int x, int y, int x2, int y2, int style, int hollow, int color);
```

The box function is used to create a box on the screen. The box must fit within the confines of the screen.

Argument	Description
<i>int x, int y</i>	Upper left corner of the box.
<i>int x2, int y2</i>	Lower right corner of the box.
<i>int style</i>	Specifies what kind of border to use: 0 Spaces 1 Single lines 2 Double lines 3 Single vertical lines, double horizontal lines 4 Double vertical lines, single horizontal lines
<i>int hollow</i>	If non-zero, the inside of the box will not be cleared.
<i>int color</i>	The desired <a href="#">color</a> of the box.
<b>Return Value</b>	
A zero is always returned.	

---

## See also

[Scroll](#)

### Box Example

```
box(10, 10, 70, 20, 1, 0, 112);    // draw box with black characters on
// white background. The upper left
// corner is 10, 10 and the lower
// right corner is 70, 20.
```

# Call Function

```
Call(str scriptname, arg1, arg2, ..., argn);
```

The call function now acts in exactly the same manner as [callid](#), and it is included only for compatibility with Telix for DOS.

---

## See also

[CallID](#), [Load\\_Scr](#), [Unload\\_Scr](#), [Is\\_Loaded](#)

# CallD Function

## Example

```
CallD(str scriptname, arg1, arg2, ..., argn);
```

The calld function is used when one script file must call (jump into and then return from) another.

<u>Argument</u>	<u>Description</u>
<i>str</i>	The name of the script file to call. If no extension is given, .SLC is assumed.
<i>scriptname</i>	
<i>arg1, ... argn</i>	The parameters to pass to the called scripts main function.

### Return Value

The value returned by the called scripts **main** function. It can be either an integer or a string, although called scripts cannot return string variables that are local to itself. If the script cannot be loaded, or it is aborted by the user, a value of -1 is returned.

---

### See also

[CompileScript](#), [Load\\_Scr](#), [Unload\\_Scr](#), [Is\\_Loaded](#)



Close Print Copy

## CallD Example

```
stat = calld("TEST");  
if (stat == -1)  
    prints("Called script could not be loaded or was aborted!");
```

# Capture Function

## [Example](#)

```
Capture(str filename);
```

The capture function is used to open, close, pause, and unpause the Telix capture file. Depending on what the string variable *filename* contains, different actions will take place.

Argument	Description
<i>str filename</i>	<p>If a valid filename (which can include a path), Telix opens and starts capturing data to the file.</p> <p>If <i>filename</i> is <b>*CLOSE*</b> and the capture file is open, it is closed.</p> <p>If <i>filename</i> is <b>*PAUSE*</b> and the capture file is open, capturing is suspended.</p> <p>If <i>filename</i> is <b>*UNPAUSE*</b> and the capture file is paused, capturing is resumed.</p> <p>If <i>filename</i> is an empty string (), Telix takes the same action as if the user had selected <b>Capture Log</b> from the File menu.</p>
<b>Return Value</b>	<p>A value of -1 is returned if there is a problem performing the indicated function, otherwise a non-zero (TRUE) value is returned.</p>

---

## See also

[Capture\\_Stat](#), [Printer](#), [\\_capture\\_fname](#)

## Capture Example

```
if (capture("TELIIX.CAP") == -1)
    prints("Error opening capture file!");
    ...
capture("*PAUSE*");
capture("*UNPAUSE*");
capture("*CLOSE*");
```

# Capture\_Stat Function

[Example](#)

```
Capture_Stat();
```

The capture\_stat function determines the state of a capture file.

## **Return Value**

---

Returns an integer value representing the current status of the capture file, as follows:

0	Capture File is closed.
1	Capture File is open.
2	Capture File is open and paused.

---

## **See also**

[Capture](#), [Usage\\_stat](#)

## Capture\_Stat Example

```
int stat;
stat = capture_stat();
switch (stat)
{
    case 0:  prints("Capture file is closed.");
             break;
    case 1:  prints("Capture file is open.");
             break;
    case 2:  prints("Capture file is open but paused.");
             break;
    default: prints("Unable to determine capture file status.");
}
}
```

# Carrier Function

## Example

```
Carrier();
```

The carrier function determines whether there is a carrier present or not by checking the Carrier Detect signal of the modem. Note that some modems by default override the real state of the signal and always send a high. For this function to work, the modem must be told to supply the real signal. This function may be used to check if Telix is connected to a remote service over the modem, as the Carrier Detect signal should be on if there is a connection. Note also that if you are connecting two computers via a null-modem cable, the value returned will depend on the wiring of the cable being used.

## **Return Value**

Returns a non-zero (TRUE) value if the Carrier Detect signal coming from the modem is on (high), otherwise it returns a zero (FALSE) value.

Close Print Copy

## Carrier Example

```
if (carrier())  
  prints("We are online.");  
else  
  prints("We are offline.");
```

## cGetC Function

### Example

```
cGetC ( ) ;
```

The cgetc function returns the first character waiting in the received data communications buffer. The [cinp\\_cnt](#) function may be used to see if there are any characters waiting in the buffer.

### **Return Value**

Returns the first character waiting in the communications buffer. If there are no characters in the buffer, a value of -1 is returned.

---

### **See also**

[cGetCT](#), [cInp\\_Cnt](#)



Close Print Copy

## cGetC Example

```
// If there are characters in the buffer, get the first and put it in chr.  
int chr;  
if (cinp_cnt())  
    chr = cgetc();
```

## cGetCT Function

### [Example](#)

```
cGetCT(int timeout);
```

The cgetct functions returns a character from the communications port, waiting up to a specified time to receive one. If a character is already waiting in the communications buffer, it is immediately returned.

<b>Argument</b>	<b>Description</b>
<i>int timeout</i>	The amount of time to wait in tenths of seconds.

---

**Return Value**  
Returns the first character received in the communications buffer in the specified time. If no character is received within the timeout period, a value of -1 is returned.

---

### See also

[cGetC](#), [cInp\\_Cnt](#)

## cGetCT Example

```
// Wait for up to 10 seconds to receive a character and put it in chr.
int chr;
if ((chr = cgetct(100)) == -1)
    prints("Timeout!");
else
    printc(chr);
```

## ChatMode Function

```
ChatMode(int echo_remote);
```

The chatmode function enters the built-in chat mode.

<b>Argument</b>	<b>Description</b>
<i>int</i> <i>echo_remote</i>	If non-zero (TRUE), characters typed by the remote user are echoed back to the remote. This feature is intended for host mode scripts.
<hr/>	
<b>Return Value</b>	
A zero is always returned.	

## cInp\_Cnt Function

[Example](#)

```
cInp_Cnt();
```

The cinp\_cnt function determines the number of characters waiting in the communications buffer.

### **Return Value**

---

Returns the number of characters waiting in the received data communications buffer.

---

### **See also**

[cGetC](#), [cGetCT](#)

## clnp\_Cnt Example

```
if (clnp_cnt() > 10)    // if more than 10 chars waiting
    handle_stuff();    // do action
while (!clnp_cnt())    // loop until a character is available
    ;
if (clnp_cnt())        // if something available, get it
    c = cgetc();
```

# Clear\_Scr Function

```
Clear_Scr();
```

The clear\_scr function clears the screen and places the cursor in the upper left corner at position 0,0.

## **Return Value**

A zero is always returned.

---

## **See also**

[Scroll](#)

# CNewLine Function

CNewLine();

The cnewline function is used to send a carriage return to the terminal. No line feed is sent.

## **Return Value**

A non-zero (TRUE) value is returned unless the character can not be sent for some reason, in which case a value of -1 is returned.

---

## **See also**

[NewLine](#)



# ConnectDeviceName Function

## [Example](#)

```
ConnectDeviceName(int num, str buffer);
```

The connectdevicename function is used to retrieve the name of a specified connect device.

<b>Argument</b>	<b>Description</b>
<i>int num</i>	The number of the connect device to retrieve. Specifying zero will return the name of the currently selected connect device.
<i>str buffer</i>	The variable to hold the name of the connect device.

<b>Return Value</b>
The buffer string is returned.

---

## See also

[KillConnectDevice](#), [MakeConnectDevice](#), [NumConnectDevices](#), [Set\\_ConnectDevice](#)



## ConnectDeviceName Example

```
int num;  
str buff[30];  
  
for (num = 1; num <= numconnectdevices; ++num)  
    prints(connectdevicename(num, buff));
```

# CopyChrs Function

```
CopyChrs(str source, str target, int pos, int count);
```

The copychrs function copies a number of characters from one string into another and returns *target*. Note that string indexes begin at 0, not 1 as in some languages.

Argument	Description
<i>str source</i>	The string to copy characters from.
<i>str target</i>	The variable to copy characters to.
<i>int pos</i>	The index of <i>target</i> string to begin copying characters to.
<i>int count</i>	The maximum number of characters to copy. If <i>target</i> is not large enough to hold all characters, only as many as will fit are copied.

Return Value
The <i>target</i> string is returned.

This function is very similar to [copystri](#), except that it is not string oriented, and therefore does not stop copying characters when a 0 value (NULL) character is encountered.

---

## See also

[CopyStr](#), [SubChrs](#), [SubStr](#)

# CopyStr Function

```
CopyStr(str source, str target, int pos, int count);
```

The copystr function copies from the source string into target string and returns target. Characters are copied until a 0 (NULL) value is encountered, normally at the end of every string, or *count* characters are copied. A 0 (NULL) is always copied to the end of the target string, but is not included as part of *count*.

Argument	Description
<i>str source</i>	The string to copy characters from.
<i>str target</i>	The variable to copy characters to.
<i>int pos</i>	The index of <i>target</i> string to begin copying characters to.
<i>int count</i>	The maximum number of characters to copy. If <i>target</i> is not large enough to hold all characters, only as many as will fit are copied.
<hr/>	
<b>Return Value</b>	
The <i>target</i> string is returned.	

---

## See also

[CopyChrs](#), [SubStr](#), [SubChrs](#)

## cPutC Function

### Example

```
cPutC(int character);
```

The cputc function sends a character to the communications port.

<b>Argument</b>	<b>Description</b>
<i>int character</i>	The ASCII value of the character to be sent.
<b>Return Value</b>	
A non-zero value is returned unless the character can not be sent for some reason, in which case a value of -1 is returned.	

---

### See also

[cPutN](#), [cPutS](#)



## cPutC Example

```
cputc('A');  
cputc(27);      // send Escape to the comm port  
cputc('^M');    // send Ctrl-M (Carriage Return)  
cputc(inkeyw());
```

## cPutN Function

### Example

```
cPutN(int number);
```

The cputn function sends an integer number to the communications port.

<u>Argument</u>	<u>Description</u>
<i>int number</i>	The integer value to be sent.

### Return Value

A non-zero (TRUE) value is returned unless the number can not be sent for some reason, in which case a value of -1 is returned.

---

### See also

[cPutC](#), [cPutS](#)



## cPutN Example

```
int i;  
i = 23;  
cputn(27);  
cputn(i);
```



## cPutS Function

### Example

```
cPutS(str outstr);
```

The cputs function sends the specified string out over the communications port. A carriage return and line feed are **not** appended to the string.

<u>Argument</u>	<u>Description</u>
<i>str outstr</i>	The string to be sent.

<u>Return Value</u>
A non-zero (TRUE) value is returned unless the character can not be sent for some reason, in which case a value of -1 is returned.

---

### See also

[cPutC](#), [cPutN](#), [cPutS\\_TR](#)



## cPutS Example

```
cputs("Good-bye^M");           // Send the string "Good-bye" followed
                                // by a carriage return (ENTER).
str password[] = "mypass";
cputs(password);               // Send the contents of the password variable.
```

## cPutS\_Tr Function

### Example

```
cPutS_Tr(str outstr);
```

The `cputs_tr` function sends the specified string to the communications port, but pays attention to two output string translation characters, `^` and `~`, described in the Telix for Windows manual and in the [SALT Syntax](#) section of this help file. This function is really only useful for sending the modem control strings that the user has defined in the configuration.

<u>Argument</u>	<u>Description</u>
<i>str outstr</i>	The string to sent.

<u>Return Value</u>
A non-zero (TRUE) value is returned unless the character can not be sent for some reason, in which case a value of -1 is returned.

---

### See also

[cPutS](#)



## cPutS\_Tr Example

```
cputs_tr(_modem_init);  
cputs_tr("good-bye~yes^M");
```

## Cursor\_OnOff Function

```
Cursor_OnOff(int state);
```

The cursor\_onoff functions turns the blinking cursor on or off.

<b>Argument</b>	<b>Description</b>
<i>int state</i>	If non-zero (TRUE), the cursor is disabled. If zero (FALSE), the cursor is enabled.

<b>Return Value</b>
A zero is always returned.

# CurTime Function

## Example

```
CurTime ( ) ;
```

The curtime function returns the current date and time as the number of seconds since January 1, 1970. The date and time value in this format is used by many SALT functions.

---

## See also

Date, Time, tYear, tMonth, tDay, tHour, tMin, tSec



## CurTime Example

```
// Print the current date
int t;
str s[64];

t = curtime();
date(t, s);
prints(s);
```

# Date Function

## Example

```
Date(int timeval, str buffer);
```

The date function converts a Telix date value into a date string of the form specified by Windows (controlled through Windows' Control Panel).

<u>Argument</u>	<u>Description</u>
<i>int timeval</i>	The date, represented as the number of seconds since January 1, 1970. This format is returned by <a href="#">curtime</a> and <a href="#">filetime</a> , among others.
<i>str buffer</i>	A variable to receive the properly formatted string.
<hr/>	
<b>Return Value</b>	
A zero is always returned.	

---

## See also

[Time](#), [Curtime](#), [FileTime](#)





## Date Example

```
str s[16];  
printsc("The current date is ");  
date(curtime(), s);  
prints(s);
```

## Delay Function

```
Delay(int duration);
```

The delay function pauses the current script for a length specified amount of time. During this pause, everything is shut off except the asynchronous reception of characters from the communications port and mouse movement. Received characters are stored in the input buffer, and are **NOT** processed until after the delay.

<u>Argument</u>	<u>Description</u>
<i>int duration</i>	The amount of time to delay in tenths of seconds.

<u>Return Value</u>
The duration parameter is returned.

---

### See also

[Delay\\_Scr](#)

## Delay\_Scr Function

```
Delay_Scr(int duration);
```

The `delay_scr` function pauses only the execution of the current script file for a specified amount of time. During that time, characters coming in from the serial port are printed on the terminal screen, and user keystrokes are also processed.

<b>Argument</b>	<b>Description</b>
<i>int duration</i>	The amount of time to delay in tenths of seconds.

<b>Return Value</b>
The duration parameter is returned.

---

### See also

[Delay](#)

# DelChrs Function

## [Example](#)

```
DelChrs(str s, int pos, int num);
```

The delchrs function is used to remove or delete a number of characters in a string at a certain position.

<b>Argument</b>	<b>Description</b>
<i>str s</i>	The string to delete the characters from.
<i>int pos</i>	The index of the string from which to begin deleting characters.
<i>int num</i>	The number of characters to be deleted.
<b>Return Value</b>	
The <i>target</i> string is returned.	

---

## See also

[InsChrs](#)



## DelChrs Example

```
// remove all but the first and last characters in a string  
str s[] = "0123456789";  
delchrs(s, 1, strlen(s) - 2);
```

# Dial Function

## [Example](#)

```
Dial(str dialstr, int maxtries, int no_link);
```

The dial function allows you to dial entries in a variety of manners, and it allows control over the number of attempts and whether or not to execute linked scripts.

Argument	Description
<i>str dialstr</i>	A string containing the entries to be dialed. Entries can be specified as the PhoneBook entry number, the PhoneBook entry name, or partial name, enclosed in pipe (   ) symbols, or a manually entered number prefaced by an m. If an actual pipe symbol is required, use a double pipe (    ). If <i>dialstr</i> is empty ( ) then the PhoneBook is displayed.
<i>int maxtries</i>	The maximum number of dialing attempts to make. This is the total number of attempts, regardless of the number of entries being dialed. For instance, if three entries are to be dialed and <i>maxtries</i> is 6, each entry will be attempted twice. If <i>maxtries</i> is 0, dialing will continue until a connection is established.
<i>int no_link</i>	If non-zero (TRUE) and the entry connected has a linked script file, that script will <b>NOT</b> be executed. If <i>no_link</i> is zero (FALSE), linked scripts will be executed.

### Return Value

If a connection is established, the dial function returns the entry number that was connected to (or 1 if a manual number was dialed). If no connection was established, 0 is returned. If *dialstr* is incorrectly formatted, -1 is returned.

When a connection is successfully established, several items of information regarding the entry are placed in [System Variables](#). These variables are fully described in the [\\_entry\\_info](#) section.

---

### See also

[Redial](#), [\\_entry\\_enum](#), [\\_entry\\_logonname](#), [\\_entry\\_name](#), [\\_entry\\_num](#), [\\_entry\\_pass](#)



## Dial Example

```
int stat;
str number_list[255];
// The first dial will dial entry #10, the first entry with "delta" in it,
// entry #15, and My Pipe | BBS until a connection has been established,
// but do not execute any linked scripts.
dial("10 |delta| 15 |My Pipe || BBS|", 0, 1);

// Dial the number "967-1111" a maximum of 5 times. A no_link parameter is
// not required since a manual number is not going to have a linked script.
dial("m967-1111", 5);

// Construct the dial list in the variable number_list, dialing no more
// than 10 times total, and executing any linked scripts attached to the
// entry that establishes a connection.
number_list = "10 2 5 |deltaComm Online| 8";
stat = dial(number_list, 10, 0);
```

# Dos Function

## Example

```
Dos(str command, int mode);
```

The dos function calls the DOS command interpreter, usually COMMAND.COM, to open a DOS window, or execute a DOS based program. The command processor is found by attempting to run the DOSPRMPT.PIF program information file.

This function differs from the [run](#) function in that it is used **ONLY** to launch DOS programs. The [run](#) function should be used, when possible, as it can handle either Windows or DOS programs. The only situations that you may find the dos function useful are performing actual COMMAND.COM built-in functions (such as DEL, COPY, REN). Note that most of DOS' built-in functions have equivalent SALT functions, thus reducing the need for this function further.

<u>Argument</u>	<u>Description</u>
<i>str command</i>	Parameters to be passed to the command interpreter. If empty (), Telix will open a DOS window and await further action. If you specify a command or program that expects user input, make sure you are on hand to provide it.
<i>int mode</i>	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS.

### Return Value

The dos function returns a -1 if the command processor can not be found or there is not enough memory to load it, otherwise a 0 is returned.

---

### See also

[Run](#), [DosFunction](#)





## Dos Example

```
// copy all files from the A: drive to the C: drive.  
dos("copy a:*. * c:", 0);
```

# DosFunction Function

```
DosFunction();
```

The dosfunction function calls up the File menu, as if the user had pressed Alt-F while in terminal mode. This function is included for compatibility with Telix for DOS and is not recommended for use.

---

**See also**

[Dos](#), [Run](#)

# ExitTelix Function

## Example

```
ExitTelix(int returncode, int hangup);
```

The exittelix function closes any currently open log file and exits Telix as if the user had pressed Alt-F4 while in terminal mode.

<b>Argument</b>	<b>Description</b>
<i>int returncode</i>	The value that should be returned to Windows. This value seems to be ignored by most Windows shell programs, but is included for compatibility with Telix for DOS.
<i>int hangup</i>	If non-zero (TRUE), Telix will hang up before exiting, otherwise the connection will not be disturbed.

## **Return Value**

This function causes the termination of the script, thus there will never be a return value.



## ExitTelix Example

```
// Exit Telix and break any connection which may be established.  
exittelix(0, 1);
```

```
// Exit Telix without disturbing any connection which may be established.  
exittelix(0, 0);
```

# fClearErr Function

## Example

```
fClearErr(int fh);
```

The fclearerr function clears the error flag and the End Of File (EOF) flag associated with an opened file.

<u>Argument</u>	<u>Description</u>
<i>Int fh</i>	The file handle representing the file to clear the error flags for.
 <b><u>Return Value</u></b>	
A zero is always returned.	

---

## See also

fError, fEof



## fClearErr Example

```
int f;  
f = fopen("test.dat", "r");  
  
// Perform reading operations here.  
if (ferror(f))  
    fclearerr(f);
```

# fClose Function

## Example

```
fClose(int fh);
```

The fclose function closes a file previously opened for reading or writing with the [fopen](#) function. If the file was opened for writing, any data which is still buffered and waiting to be written out to disk is written before the file is closed.

<u>Argument</u>	<u>Description</u>
<i>int fh</i>	The file handle representing the file to be closed.

<u>Return Value</u>
A -1 is returned if there is a problem closing the file, otherwise a zero is returned.

---

## See also

[fOpen](#)



## fClose Example

```
int f;  
f = fopen("test.dat", "w");  
// Perform read/write operations.  
fclose(f);
```



# fDelete Function

## [Example](#)

```
fDelete(str filename);
```

The fdelete function is used to delete a disk file from within a script.

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	The name of the file to delete, optionally including a full drive and path. Wildcard characters (* or ?) may <b>not</b> be part of <i>filename</i> .

<b>Return Value</b>
A value of -1 is returned if there is a problem deleting the file, otherwise a zero is returned.

---

## See also

[fRename](#)



## fDelete Example

```
if fdelete("C:\UTIL\TLX\TELIX.CAP") == -1    // delete an old capture file
    prints("Error deleting file.");
```

# fEOF Function

## Example

```
fEOF(int fh);
```

The feof function determines if a file has reached the end-of-file position.

<u>Argument</u>	<u>Description</u>
<i>int fh</i>	The file handle representing the file to operated on.

**Return Value**  
A non-zero (TRUE) value is returned if the file position is at the end of the file, otherwise a zero (FALSE) value is returned.

---

## See also

[fClearErr](#), [fError](#)



## fEOF Example

```
int f, chr;
f = fopen("test.dat", "r");
while ((chr = fgetc(f)) != -1)    // print contents of file
    putchar(chr);
if (feof(f))
    printf("Reached end of file.");
else
    printf("Error reading file");
```

# fError Function

## Example

```
fError(int fh);
```

The ferror function checks a file to determine if an error has occurred when using it. A file's error flag stays set until it is cleared with [fclearerr](#) or the file is closed using [fclose](#).

<u>Argument</u>	<u>Description</u>
<i>int fh</i>	The file handle representing the file to checked.

<u>Return Value</u>
A non-zero (TRUE) value is returned if the error flag is set, otherwise a zero (FALSE) is returned.

---

## See also

[fClearErr](#), [fEof](#)



## fError Example

```
int f;  
f = fopen("test.dat", "r");          // open file only for reading  
fputs("This should set the error flag!", f);  
if (ferror(f))  
    prints("Error writing to file!");  
fclose(f);
```

# fFlush Function

```
fFlush(int fh);
```

The fflush function flushes the buffer associated with a file. If the file is opened for writing, any characters in the buffer are written. If the file is opened for reading, the buffer is cleared.

<u>Argument</u>	<u>Description</u>
<i>int fh</i>	The file handle representing the file to flushed.

**Return Value**  
A value of -1 is returned if there is a problem flushing the buffer, otherwise a zero is returned.

---

## See also

[fOpen](#), [fClose](#)

# fGetC Function

## Example

```
fGetC(int fh);
```

The fgetc function retrieves the next character from a specified file. The file must have been opened for reading or for reading and writing using the [fopen](#) function.

<u>Argument</u>	<u>Description</u>
<i>int fh</i>	The file from which the character is to be read.

<u>Return Value</u>
If successful, the character read is returned, or -1 if the end of the file has been reached or an error is encountered.

---

## See also

[fOpen](#), [fPutC](#), [fError](#), [fEOF](#)





## fgetc Example

```
int f;
f = fopen("test.dat", "r");
while (!feof(f))      // print all the characters in the file
{
    printf(fgetc(f));
    if fError(f)
    {
        printf("An error has occurred.");
        break;
    }
}
fclose(f);
```

# fGetS Function

## Example

```
fGetS(str buffer, int n, int fh);
```

The fgets function reads characters from a file into a string variable. Reading stops when a line feed character (ASCII #10) is read, the end of file (EOF) is encountered, a read error occurs, or a specified number of characters have been read. The line feed character (and the carriage return that usually precedes it on MS-DOS systems) is not kept as part of the string.

**Important:** The SALT implementation of the fgets() function differs from the C language function of the same name. While both implementations read until the line feed character, C keeps that character as part of the input string, while SALT doesn't. This change was made because in almost every case, the line feed is not needed, and would otherwise have to be manually stripped by the script after every read.

<u>Argument</u>	<u>Description</u>
<i>str buffer</i>	The variable to receive the string read from the file.
<i>int n</i>	The maximum number of characters to be read.
<i>int fh</i>	The file handle from which to read the string.

## Return Value

A value of -1 is returned if there is a read error, or if the end of file (EOF) is encountered before any characters can be read. If successful, a zero is returned.

---

## See also

[fOpen](#), [fputs](#)



## fGetS Example

```
int f;
str s[200];

f = fopen("test.dat", "r");
while (!feof(f))          // print out contents of text file
{
    fgets(s, 200, f);
    if (!fError(f))
        prints(s);
    else
    {
        prints("An error has occurred.");
        break;
    }
}
fclose(f);
```

# FileAttr Function

## [Example](#)

```
FileAttr(str filespec);
```

The fileattr function determines the DOS attributes of a specified file.

<u>Argument</u>	<u>Description</u>
<i>str filespec</i>	The name of the file that may optionally include a drive and directory, as well as the DOS wildcard characters * and ?. If empty (), the attributes of the last file found with the <a href="#">filefind</a> , <a href="#">filesize</a> , or <a href="#">filetime</a> function is returned.

The following is a brief description of the attributes that may be returned. For further explanation, see your DOS manual.

<u>Return Value</u>	<u>Description</u>
-1	The specified file could not be found.
1	Read only file.
2	Hidden file.
4	System file.
8	Volume label. This is the volume name of the disk.
16	Subdirectory.
32	Archive bit.

---

## See also

[FileFind](#), [FileSize](#), [FileTime](#)



## FileAttr Example

```
int attr;
str filename[64];

gets(filename, 64);
attr = fileattr(filename);
if (attr & 6)      // system and hidden added together
    prints("This file is marked as hidden and system");
else
{
    if (attr == -1) then
        prints("File not found.");
    if (attr & 1) then
        prints("Read-Only");
    if (attr & 2) then
        prints("Hidden");
    if (attr & 4) then
        prints("System");
    if (attr & 8) then
        prints("Volume Label");
    if (attr & 16) then
        prints("Subdirectory");
    if (attr & 32) then
        prints("Archive");
}
```

# FileFind Function

## Example

```
FileFind(str filespec, int attrib[, str buffer]);
```

The filefind function is used to search for the existence of one or more files or subdirectories. The size, date, time, and attributes of the matched file can be determined with the [filesize](#), [filetime](#), and [fileattr](#) functions, respectively.

<b>Argument</b>	<b>Description</b>
<i>str filespec</i>	The file specification which may include a drive and path as well as a filename, and may use the DOS wildcard characters * and ?. If empty, filefind searches for the next file matching the <i>filespec</i> used in the previous call to filefind.
<i>int attrib</i>	File attributes that must be set for files to match. See <a href="#">fileattr</a> for more information.
<i>str buffer</i>	The variable to place matching filenames in (drive and path are <b>NOT</b> included). This parameter is optional and need not be included if only testing for file existence.
<hr/>	
<b>Return Value</b>	
A non-zero (TRUE) value is returned if a matching file is found, otherwise a value of zero (FALSE) is returned	

---

## See also

[FileSize](#), [FileTime](#), [FileAttr](#)



```
// Constants to provide easier more readable function calls.
#CONST faNormal      0
#CONST faReadOnly    1
#CONST faHidden       2
#CONST faSystem       4
#CONST faVolumeID     8
#CONST faDirectory   16
#CONST faArchive      32


//////////////////////////////////////////
// The first example is a simplified, but quite functional, //
// to determine if a file exists.                             //
// EX:  if FileExist("C:\AUTOEXEC.BAT") ....                 //
//////////////////////////////////////////
FileExists(str fname)
{
    int result;

    result = filefind(fname, faNormal);
    if (result)
        return 1;
    else
        return 0;
}


//////////////////////////////////////////
// Show all normal files in the specified directory           //
// EX:  ShowDirectory("C:\DOS\");                               //
//////////////////////////////////////////
ShowDirectory(str path)
{
    str buf[16], fspec[16];

    // Set local variable equal to the passed directory.
    fspec = path;
    // Tack the *.* wildcard specification onto the end of the directory.
    strcat(fspec,"*.");

    // Continue to loop as long as we find files. Note also that we have
    // given a third paramter, buf, to put the files found into.
    while (filefind(fspec, faNormal, buf) != 0)
    {
        prints(buf);      // show file found
        fspec = "";       // so we can continue searching for files
    }
}


//////////////////////////////////////////
// show all files with both the hidden and system attributes in the //
// root directory of drive C:                                         //
//////////////////////////////////////////
```

```
fspec = "C:\\*.*";  
// note that 6 could be substituted for "(faHidden && faSystem)" below.  
while (filefind(fspec, (faHidden && faSystem), buf) != 0)  
{  
    prints(buf);    // show file found  
    fspec = "";    // so we can continue searching for files  
}
```



# FileSize Function

## Example

```
FileSize(str filespec);
```

The filesize function determines the size in bytes of a file.

<u>Argument</u>	<u>Description</u>
<i>str filespec</i>	The name of the file that may include a drive and directory, as well as the DOS wildcard characters * and ?. If empty (), the size of the last file found with the <a href="#">filefind</a> function is returned.

## Return Value

An integer value representing the size of the indicated file is returned, or a value of -1 is returned if the specified file could not be found.

---

## See also

[FileFind](#), [FileTime](#), [FileAttr](#)

[illegible]

# FileTime Function

## Example

```
FileTime(str filespec);
```

The filetime function determines the date and time stamp of a file. A date and time value in this format can be used by the [date](#), [time](#), [tyear](#), [tmonth](#), [tday](#), [thour](#), [tmin](#), [tsec](#), as well as other functions

<u>Argument</u>	<u>Description</u>
<i>str filespec</i>	The name of the file that may include a drive and directory, as well as the DOS wildcard characters * and ?. If empty (), the size of the last file found with the <a href="#">filefind</a> function is returned.

## Return Value

The value returned represents the files modification date as the number of seconds since January 1, 1970. If the file cannot be found, a value of -1 is returned.

---

## See also

[FileFind](#), [FileSize](#), [FileAttr](#)



## FileTime Example

```
main()
{
    int ftime;
    str s[16];

    ftime = filetype("TELIX.EXE");
    if (ftime == -1)
        prints("'TELIX.EXE' could not be found!");
    else
    {
        printsc("TELIX.EXE was created at ");
        time(ftime, s);
        printsc(s);
        printsc(" on ");
        date(ftime, s);
        printsc(s);
    }

    // this example assumes both files exist
    if (filetime("FILE1") < filetime("FILE2"))
        prints("FILE1 is older than FILE2");
    else
        prints("FILE1 is newer than FILE2");
}
```

## FlushBuf Function

```
FlushBuf();
```

The flushbuf function flushes (throws away) any characters that may be waiting in Telix's input (receive) buffer. One use for this command is to discard characters before starting a file transfer.

# fnStrip Function

## [Example](#)

```
fnStrip(str filename, int specifier, str target);
```

The fnstrip function allows specific parts of a filename to be extracted. In the MS-DOS and Windows operating systems, a filename can consist of up to four parts: the drive, the path, the name, and the extension.

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	The filename to be processed.
<i>int specifier</i>	Determines what portions of the filename are to be extracted, according to the table below.
<i>str target</i>	The variable to hold the specified sections of the filename.

<b>Specifier</b>	<b>Description</b>
0	Full file name.
1	All except the drive.
2	Drive, name, and extension.
3	Name and extension.
4	Drive, path, and name (no extension).
5	Path and name (no extension).
6	Drive and name (no extension).
7	Name only (no extension).
12	Drive and path only.
13	Path only.
14	Drive only.

### **Return Value**

A zero is always returned.

---

### **See also**

[FileFind](#)



## fnStrip Example

```
str filename[64], shortname[16];

gets(filename, 64);           // ask for a filename
fnstrip(filename, 3, shortname); // keep only name & extension
prints(shortname);
```

# fOpen Function

[Example](#)

```
fOpen(str filename, str mode);
```

The fopen function is used to open or create a disk file for reading and/or writing. Only eight files may be open at one time, therefore it is very important to close files when they are no longer needed. If a file is opened for both reading and writing (when "r+", "w+", or "a+" are used as the mode), an [fseek](#) operation is necessary before switching from reading and writing.

Argument	Description
<i>str filename</i>	The file to be opened or created.
<i>str mode</i>	Specifies what type of operations are to be allowed. See the following table for legal values.

Mode	Description
r	Open file for reading.
w	Open file for writing, destroying any current contents.
a	Opens the file for appending (writing at end of the file). If the file does not exist, it is created.
r+	Opens file for reading and writing. Initial position is at the beginning of the file, which must exist.
w+	Opens file for reading and writing, destroying any current contents.
a+	Opens file for reading and appending. If the file does not exist, it is created.

## Return Value

The value returned is a **handle**, which is simply an integer number, by which the file is to be referred to in all subsequent file operations. A value of zero (FALSE) is returned if the file can not be opened.

---

See also

[fClose](#)





## fOpen Example

```
int f;
str s[200];
f = fopen("test.dat", "r");
if (!f)
    prints("Could not open data file.");
else
{
    while (!feof(f))          // print out contents of text file
    {
        fgets(s, 200, f);
        if (!fError(f))
            prints(s);
        else
        {
            prints("An error has occurred.");
            break;
        }
    }
    fclose(f);
}
```

# fPutC Function

## [Example](#)

```
fPutC(int c, int fh);
```

The fputc function writes a character to a file.

<b>Argument</b>	<b>Description</b>
<i>int c</i>	The character to write to the file.
<i>int fh</i>	The file handle specifying the previously opened file to write to.

  

<b>Return Value</b>
The character written is returned, unless there is an error, in which case a value of -1 is returned.

---

## See also

[fPutS](#), [fGetC](#)



## fPutC Example

```
int f, i;
str teststr[] = "This is a test string";

f = fopen("test.dat", "w");
for (i = 0; i < (strlen(teststr)); ++i) // write out string to file
    fputc(subchr(teststr, i), f);      // character by character
fclose(f);
```

# fPutS Function

## [Example](#)

```
fPutS(str s, int fh);
```

The fputs function writes a string to a file. Characters are written from the string until a zero (0) value is encountered, but the zero is not written. All SALT strings end with a zero.

<b>Argument</b>	<b>Description</b>
<i>str s</i>	The string to be written. It must not be more than 512 bytes in length.
<i>int fh</i>	The file handle specifying the previously opened file to write to.

### **Return Value**

A 0 value is returned if the write is successful, a non-zero value if it is not.

---

### **See also**

[fPutC](#), [fGetS](#)



## fPutS Example

```
int f, i;

f = fopen("test.dat", "w");
for (i = 0; i < 100; ++i)    // write out "Hello" and a new-
    fputs("Hello^M^J", f);  // line one hundred times
fclose(f);
```

# fRead Function

## [Example](#)

```
fRead(var buf, int count, int fh);
```

The fread function reads a specified number of bytes from a file into a variable.

Argument	Description
<i>var buf</i>	Either a string or integer variable. The variable must be large enough to hold values read.
<i>int count</i>	The number of bytes to read from the file. If <i>buf</i> is an integer type, <i>count</i> must be 4 or less. Greater values will be truncated.
<i>int fh</i>	The file handle specifying the previously opened file to write to.

## **Return Value**

The number of bytes actually read is returned, which may be less than asked for if an error occurs or an end of file (EOF) is encountered. The [ferror](#) and [feof](#) functions should be used to distinguish an error from an end of file (EOF) condition.

---

## See also

[fWrite](#)



## fRead Example

```
int f, i;
str buffer[40];

f = fopen("test.dat", "r");
fseek(f, 1000, 0);    // goto offset 1000 in file
fread(buffer, 40, f); // and read 40 bytes of data into buffer
fread(i, 4, f);       // read an integer into i
fread(i, 2, f);       // read least significant bytes of an integer into i
fclose(f);
```

# fRename Function

## [Example](#)

```
fRename(str oldname, str newname);
```

The frename function is used to rename a disk file. Renamed files can not change drives or paths, only file names and extensions.

<u>Argument</u>	<u>Description</u>
<i>str oldname</i>	The name of the file to be renamed, which may include a drive and path.
<i>str newname</i>	The new name of the file, which should <b>not</b> include a drive and path.

## Return Value

If successful, frename returns a 0 value, otherwise a non-zero value is returned.

---

## See also

[fDelete](#)





## fRename Example

```
if (frename("C:\TFW\TELIX.CAP", "OLDTLX.CAP") == 0)
    prints("C:\TFW\TELIX.CAP renamed to C:\TFW\OLDTLX.CAP");
else
    prints("Could not rename C:\TFW\TELIX.CAP");
```

# fSeek Function

## [Example](#)

```
fSeek(int fh, int offset, int origin);
```

The fseek function sets the position for reading and/or writing in an open file. The pointer can be positioned anywhere in the file, and even past the end of the file (which will extend it). It is illegal to try to position the pointer before the beginning of the file however.

<u>Argument</u>	<u>Description</u>
<i>int fh</i>	The file handle specifying the previously opened file to position.
<i>int offset</i>	The signed offset from the location specified in <i>origin</i> .
<i>int origin</i>	0 Beginning of file. 1 Current file position. 2 End of file.

### Return Value

If successful, fseek returns a 0 value, otherwise a non-zero value is returned.

---

### See also

[fTell](#)



## fSeek Example

```
int f;

f = fopen("test.dat", "r");
fseek(f, 0, 0);      // go to offset 0 in file.
fseek(f, 1000, 0);   // go to offset 1000 in file.
fseek(f, -5, 1);     // go back 5 places in file from current position.
fseek(f, 0, 2);      // go to the end of the file.
fclose(f);
```

## fTell Function

```
fTell(int fh);
```

The ftell function returns the current file position of a file. This is usually the position where the next read or write operation will take place, however for a file opened in Append mode, the value returned will not necessarily return the position of the next write, since Append mode will force writes to the end of file regardless of the current file position.

<b>Argument</b>	<b>Description</b>
<i>int fh</i>	The file handle specifying the previously opened file to determine the position of.

**Return Value**  
A -1 value is returned if an error occurs, otherwise a zero value is returned.

---

### See also

[fSeek](#)

# fWrite Function

## [Example](#)

```
fWrite(var buf, int count, int fh);
```

The fwrite function writes bytes from a variable or constant to a file.

<b>Argument</b>	<b>Description</b>
<i>var buf</i>	An integer or string value to be written to the file.
<i>int count</i>	The number of bytes to write to the file. If <i>buf</i> is an integer type, <i>count</i> must be 4 or less. Greater values will be truncated.
<i>int fh</i>	The file handle specifying the previously opened file to write to.

### **Return Value**

The number of bytes actually written are returned, which may be less than requested if an error occurred.

---

### **See also**

[fRead](#)



## fWrite Example

```
int f, i;
str buffer[] = "1234567890123456789012345";

f = fopen("test.dat", "w");
i = 257;
fwrite(buffer, strlen(buffer), f); // write test pattern to file
fwrite(i, 4, f);                  // write i to the file
fwrite(i, 1, f);                  // write only the least
                                  // significant byte of i (256)
fclose(f);
```

# Get\_Baud Function

## [Example](#)

```
Get_Baud([int type]);
```

The `get_baud` function determines the baud rate in use by the current connect device (300 through 115,200).

<b>Argument</b>	<b>Description</b>
<i>int type</i>	If 1, the DCE is returned. If 0 or no parameter is passed, the DTE is returned.

<b>Return Value</b>
An integer value that represents the currently connected baud rate. Values range from 300 to 115,200, or -1 if the current port is invalid..

---

## See also

[Get\\_Parity](#), [Get\\_DataB](#), [Get\\_StopB](#), [Get\\_Port](#)



## Get\_Baud Example

```
prints("The current baud rate is ");  
println(get_baud());  
prints("");
```



## Get\_DataB Function

`Get_DataB()` ;

The `get_datab` function determines the data bits setting in use on the current connect device.

### **Return Value**

The current data bits setting, either 7 or 8, or -1 if the current port is invalid..

---

### **See also**

[Get\\_Baud](#), [Get\\_Parity](#), [Get\\_StopB](#), [Get\\_Port](#)

# GetEnv Function

## Example

```
GetEnv(str varname, str target);
```

The getenv function may be used to access the DOS Environment and get the value assigned to an Environment Variable.

<u>Argument</u>	<u>Description</u>
<i>str varname</i>	The name of the environment variable to retrieve. Case is not significant.
<i>str target</i>	The string variable to copy the environment variable into.

## Return Value

A non-zero (TRUE) value is returned if the function is successful, otherwise a zero (FALSE) value is returned (if the environment variable didn't exist).



## GetEnv Example

```
// Get and print whatever is assigned to the TELIX env. variable  
str value[64];
```

```
if (getenv("TELIX", value))    // if env. variable exists  
    prints(value);            // print value
```

## Get\_Parity Function

`Get_Parity();`

The `get_parity` function returns an integer value which represents the current parity setting in use on the current connect device.

### Return Value

---

-1	Invalid port
0	No parity
1	Even parity
2	Odd parity
3	Mark parity
4	Space parity

---

### See also

[Get\\_Baud](#), [Get\\_DataB](#), [Get\\_StopB](#), [Get\\_Port](#)

# Get\_Port Function

[Example](#)

```
Get_Port();
```

The get\_port function determines the number of the current communications port being used.

## **Return Value**

The number of the communications port in use, from 1 to 4, or -1 if the current port is invalid.

---

## **See also**

[Get\\_Baud](#), [Get\\_DataB](#), [Get\\_Parity](#), [Get\\_StopB](#)



## Get\_Port Example

```
prints("Currently using COM");  
println(get_port());  
prints("");
```

## Get\_StopB Function

`Get_StopB()` ;

The `get_stopb` function determines the stop bits setting in use on the current connect device.

### **Return Value**

The current stop bits settings, either 1 or 2, or -1 if the current port is invalid..

---

### **See also**

[Get\\_Baud](#), [Get\\_DataB](#), [Get\\_Parity](#), [Get\\_Port](#)

# GetS Function

## [Example](#)

```
GetS(str buffer, int max);
```

The gets function allows the user to enter a string with editing capabilities. String entry is complete when the user presses Enter. The user may press Esc to abort string entry, in which case the resulting string will be empty ("").

<b>Argument</b>	<b>Description</b>
<i>str buffer</i>	The variable to store the entered string.
<i>int max</i>	The maximum number of characters that may be entered.

### **Return Value**

The number of characters entered by the user are returned. If the user pressed Esc to abort string entry, a value of -1 is returned. If the cursor has been moved out of the terminal window (with the GotoXY function, for instance), a value of -2 is returned immediately.

---

### **See also**

[GetSXY](#)





## GetS Example

```
int n;  
str password[8];  
  
printsc("Enter a password? ");  
n = gets(password, 8);
```

# GetSXY Function

## Example

```
GetSXY(str buffer, int max, int x, int y, int color);
```

The getsxy function is similar to the [gets](#) function, but the screen location of string entry may be specified, as well as a color attribute. String entry is complete when the user presses Enter. The user may press Esc to abort string entry, in which case the resulting string will be empty ("").

<u>Argument</u>	<u>Description</u>
<i>str buffer</i>	The variable to store the entered string.
<i>int max</i>	The maximum number of characters that may be entered.
<i>int x</i>	The column where entry will occur.
<i>int y</i>	The line where entry will occur.
<i>int color</i>	The <a href="#">color</a> attribute of the editing area.

## Return Value

The number of characters entered by the user are returned. If the user pressed Esc to abort string entry, a value of -1 is returned. If the values of x,y is not a valid screen location, a value of -2 is returned immediately.

---

## See also

[GetS](#)



## GetSXY Example

```
int n;  
str filename[64] = "C:\\TELIX\\TELIX.EXE";  
  
// allow user to enter filename in black on white  
// at current cursor position  
n = getsxy(filename, 64, getx(), gety(), 112);
```

# GetTermHeight Function

[Example](#)

```
GetTermHeight();
```

The `gettermheight` function determines the number of lines available on the terminal screen. This function returns the absolute number of lines without regard to whether they are visible or not (if the terminal window is sized so that scrollbars are required to view all of it). Note that SALT functions that take screen coordinates as parameters use zero based coordinates. See the [example](#) for further information.

## **Return Value**

---

An integer value representing the number of lines available; 24, 25 or 50.

---

## **See also**

[GetTermWidth](#), [GetX](#), [GetY](#)



## GetTermHeight Example

```
// Draw a box that covers the entire screen.  
// Note that both gettermwidth and gettermheight have 1 subtracted  
// from them because screen coordinates are zero based.  
box(0, 0, gettermwidth()-1, gettermheight()-1, 1, 0, 30);
```

# GetTermWidth Function

[Example](#)

```
GetTermWidth();
```

The `gettermwidth` function determines the number of columns available on the terminal screen. This function returns the absolute number of columns without regard to whether they are visible or not (if the terminal window is sized so that scrollbars are required to view all of it). Note that SALT functions that take screen coordinates as parameters use zero based coordinates. See the [example](#) for further information.

## **Return Value**

---

An integer value representing the number of lines available, either 80 or 132.

---

## **See also**

[GetTermHeight](#), [GetX](#), [GetY](#)



## GetTermWidth Example

```
// Draw a box that covers the entire screen.  
// Note that both gettermwidth and gettermheight have 1 subtracted  
// from them because screen coordinates are zero based.  
box(0, 0, gettermwidth()-1, gettermheight()-1, 1, 0, 30);
```

# GetX Function

`GetX()` ;

The `getx` function determines the current column (horizontal x axis) position of the cursor on the screen. This function returns the absolute number of columns without regard to whether they are visible or not (if the terminal window is sized so that scrollbars are required to view all of it).

## **Return Value**

---

Returned values will range from 0 for the leftmost column to 131 for the rightmost column.

---

## **See also**

[GetY](#), [GotoXY](#)



# GetY Function

```
GetY();
```

The `gety` function determines the current row (vertical y axis) position of the cursor on the screen. This function returns the absolute number of columns without regard to whether they are visible or not (if the terminal window is sized so that scrollbars are required to view all of it).

## **Return Value**

---

Returned values range from 0 for the upper edge of the screen to 49 for the lower edge.

---

## **See also**

[GetX](#), [GotoXY](#)

# GotoXY Function

## Example

```
GotoXY(int xpos, int ypos);
```

The gotoxy function positions the cursor at the given screen coordinates. Note that 0,0 is the upper left corner. On a 80x25 text screen, the lower right corner would be 79,24. If the given coordinates is a location that is not on screen, output will be suspended until it is placed back on screen. If output is suspended, processing of the communications port does continue, but there will be indication of it in the terminal window. Valid screen ranges can be determined using the [GetTermHeight](#) and [GetTermWidth](#) functions.

<u>Argument</u>	<u>Description</u>
<i>int xpos</i>	The column at which the cursor should be placed.
<i>int ypos</i>	The line at which the cursor should be placed.
 <b><u>Return Value</u></b>	
A zero is always returned.	

---

## See also

[GetX](#), [GetY](#), [GetTermHeight](#), [GetTermWidth](#)



## GotoXY Example

```
// go to the top left corner
gotoxy(0, 0);

// go to the bottom right corner
gotoxy(gettermwidth()-1, gettermheight()-1);
```

# Hangup Function

Hangup ( ) ;

The hangup function tries to hang-up the modem, exactly as if the user had selected Hangup from the Actions menu or pressed Alt-H while in terminal mode. This is accomplished by first dropping (turning off) a signal called the DTR line, and if that is unsuccessful, sending the hang-up string defined in the device's configuration.

## **Return Value**

---

A non-zero (TRUE) value is returned if the hang-up is successful, otherwise a zero (FALSE) value is returned.

## HelpScreen Function

```
HelpScreen();
```

The helpscreen function displays the Telix for Windows help file.

### **Return Value**

A value of zero is always returned.

# InKey Function

## [Example](#)

```
InKey ( ) ;
```

The inkey function gets a character from the keyboard if one is ready, but does not wait for a key to be pressed. Also, inkey returns extended key code values which are not part of the ASCII character set (for example, the code for Alt-D which is 8192). These values are described in the Telix for Windows manual Appendix and in the [Extended Key Scan Code](#) section of this help file.

## **Return Value**

---

The first character in the keyboard buffer, or a value of 0 if the keyboard buffer is empty.

---

## **See also**

[InKeyW](#)



## InKey Example

```
int chr;  
  
prints("Press any key to continue...");  
chr = 0;  
while (!chr)  
    chr = inkey();
```

# InKeyW Function

## [Example](#)

```
InKeyW ( ) ;
```

The inkeyw function gets the next available character from the keyboard, or waits for a key to be pressed if the keyboard buffer is empty. Also, inkeyw returns extended key code values which are not part of the ASCII character set (for example, the code for Alt-D which is 8192). These values are described in the Telix for Windows manual Appendix and in the [Extended Key Scan Code](#) section of this help file.

## **Return Value**

The first character to become available in the keyboard buffer.

---

## **See also**

[InKey](#)





## InKeyW Example

```
int chr;  
prints("Press any key to continue...");  
chr = inkeyw();
```

# InputDialog Function

## [Example](#)

```
InputDialog(str title, str prompt, str buff);
```

The inputbox function uses a stock input dialog box to acquire text input from the user. The dialog contains a standard Windows edit control for text input, and an Ok and Cancel button for completing input.

<u>Argument</u>	<u>Description</u>
<i>str title</i>	The caption to be displayed on the input boxes title bar.
<i>str prompt</i>	The text displayed above the edit field. It should be used to explain what input is being requested.
<i>str buff</i>	The string variable to hold the users input. If this variable contains a string when the inputbox function is called, it will be placed in the edit field initially.

### Return Value

A value of 1 is returned if the Ok button was pressed, otherwise a value of 2 is returned. If Cancel is selected, the *buff* variable will **not** be updated.

---

### See also

[Status\\_Wind](#), [MsgBox](#)



## InputDialog Example

```
#CONST idOK          1
#CONST idCancel      2
#CONST mbOk          0
#CONST mbIconStop    16

int retval;
str buf[80] = "John Doe";

if (inputbox("Query", "Enter your full name:", buf) == idOK)
{
    printsc("Entered Name = ");
    prints(buf);
}
else
    // note that buf would still contain "John Doe" at this point.
    prints("Entry was aborted.");

// The following input box will be displayed until Cancel was not
// chosen and the entered string is not empty.
while ((inputbox("Query", "Enter your full name:", buf) == idCancel) ||
    strlen(buf) == 0)
    msgbox("Error", "You must enter your name.", mbOK | mbIconStop);

printsc("Entered Name = ");
prints(buf);
```

# InsChrs Function

## [Example](#)

```
InsChrs(str source, str target, int pos, int num);
```

The inschrs function is used to insert characters from one string into another at a specific position, shifting existing characters to the right. If there is not enough room for shifted characters, they will be lost.

<b>Argument</b>	<b>Description</b>
<i>str source</i>	The string to insert characters from.
<i>str target</i>	The string to insert characters into.
<i>int pos</i>	The position in the target string to insert characters. Note that SALT strings begin at 0, not 1 as some languages.
<i>int num</i>	The number of characters to insert from the source string.

  

<b>Return Value</b>
A zero is always returned.

---

## See also

[CopyStr](#), [CopyChrs](#)



## InsChrs Example

```
str test[24] = "Good-bye", test2[10] = "Hello ";  
  
// add "Hello" to the front of the existing string  
inschrs(test2, test, 0, strlen(test2));
```

## IsAlNum Function

```
IsAlNum(int c);
```

The `isalnum` function tests an integer value to determine if it is a letter (A-Z, a-z) or numeric (0-9) value. `isalnum` will only give valid results for integer values in the ASCII character set; that is, values for which [isascii](#) is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes ( `' '` ).

<b>Argument</b>	<b>Description</b>
<i>int c</i>	The value to be tested.

<b>Return Value</b>
A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

---

### See also

[IsAlpha](#), [IsAscii](#), [IsCntrl](#), [IsDigit](#), [IsLower](#), [IsUpper](#)

# IsAlpha Function

```
IsAlpha(int c);
```

The isalpha function tests an integer value to determine if the value is a letter (A-Z, a-z) value. isalpha will only give valid results for integer values in the ASCII character set; that is, values for which [isascii](#) is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes ( ' ' ).

<b>Argument</b>	<b>Description</b>
<i>Int c</i>	The value to be tested.

<b>Return Value</b>
A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

---

## See also

[IsAInum](#), [IsAscii](#), [IsCntrl](#), [IsDigit](#), [IsLower](#), [IsUpper](#)

## IsAscii Function

```
IsAscii(int c);
```

The `isascii` function tests an integer value to determine if it is an ASCII character (0-255). Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes ( `' '` ).

<u>Argument</u>	<u>Description</u>
<i>int c</i>	The value to be tested.

<u>Return Value</u>
A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

---

### See also

[IsAInum](#), [IsAlpha](#), [IsCntrl](#), [IsDigit](#), [IsLower](#), [IsUpper](#)



# IsCntrl Function

```
IsCntrl(int c);
```

The iscntrl function tests an integer value to determine if the value is a control character (0-31, 127). iscntrl will only give valid results for integer values in the ASCII character set; that is, values for which [isascii](#) is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes ( ' ' ).

<b>Argument</b>	<b>Description</b>
<i>int c</i>	The value to be tested.

<b>Return Value</b>
A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

---

## See also

[IsANum](#), [IsAlpha](#), [IsAscii](#), [IsDigit](#), [IsLower](#), [IsUpper](#)

# IsDigit Function

```
IsDigit(int c);
```

The isdigit function tests an integer value to determine if it is a digit (0-9). isdigit will only give valid results for integer values in the ASCII character set; that is, values for which [isascii](#) is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes ( ' ' ).

<b>Argument</b>	<b>Description</b>
<i>int c</i>	The value to be tested.

<b>Return Value</b>
A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

---

## See also

[IsAInum](#), [IsAlpha](#), [IsAscii](#), [IsCntrl](#), [IsLower](#), [IsUpper](#)

## IsLower Function

```
IsLower(int c);
```

The `islower` function tests an integer value to determine if the value is a lower case letter (a-z). `islower` will only give valid results for integer values in the ASCII character set; that is, values for which [isascii](#) is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes ( ' ' ).

<b>Argument</b>	<b>Description</b>
<i>int c</i>	The value to be tested.

<b>Return Value</b>
A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

---

### See also

[IsAInum](#), [IsAlpha](#), [IsAscii](#), [IsCntrl](#), [IsDigit](#), [IsUpper](#)

# IsUpper Function

```
IsUpper(int c);
```

The isupper function tests an integer value to determine if the value is an upper case letter (A-Z). isupper will only give valid results for integer values in the ASCII character set; that is, values for which [isascii](#) is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes ( ' ' ).

<b>Argument</b>	<b>Description</b>
<i>int c</i>	The value to be tested.

<b>Return Value</b>
A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

---

## See also

[IsANum](#), [IsAlpha](#), [IsAscii](#), [IsCntrl](#), [IsDigit](#), [IsLower](#)

# Is\_Loaded Function

## [Example](#)

```
Is_Loaded(str filename);
```

The `is_loaded` function is used to determine if a SALT script is currently loaded in memory. The script can be in memory if it was explicitly loaded with the [load\\_scr](#) function, or is still in memory because it was previously executed and did not finish.

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	The filename of the script to check. If it does not include an extension, .SLC is automatically appended.

<b>Return Value</b>
A non-zero (TRUE) value is returned if the script file is in memory, otherwise a zero (FALSE) value is returned.

---

## See also

[Load\\_Scr](#), [Unload\\_Scr](#)



## Is\_Loaded Example

```
if (!is_loaded("TESTSCR")) // make sure script is in memory
    load_scr("TESTSCR");
```

# ItoS Function

## Example

```
ItoS(int value, str buff);
```

The itos function converts an integer value to a string representation of the number.

<u>Argument</u>	<u>Description</u>
<i>int value</i>	The number to be converted.
<i>str buff</i>	The variable to place the resulting string in.

<b><u>Return Value</u></b>
The resulting string (buff) is returned.

---

## See also

[stoi](#)



## ItoS Example

```
int chr;  
str s[16];  
  
chr = inkeyw();           // get a user keystroke  
itos(chr, s);            // and print out ASCII value of character  
prints(s);
```



# KeyGet Function

## [Example](#)

```
KeyGet(int key, int table, str buffer);
```

The keyget function is used to retrieve the macro text that is assigned to a key.

<b>Argument</b>	<b>Description</b>
<i>int key</i>	An integer representing the key as described in the Telix for Windows manual Appendix and in the <a href="#">Extended Key Scan Code</a> section of this help file).
<i>Int table</i>	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS. If a value is specified, it will be ignored.
<i>str buffer</i>	Any macro text assigned to the key will be placed in this string.
<b>Return Value</b>	
A zero is always returned.	

---

## See also

[KeySet](#), [KeyLoad](#), [KeySave](#)



## KeyGet Example

```
str s[100];

prints("Text currently assigned to the F1 key in user table is:");
keyget(0x3b00, 0, s);
prints(s);
```

# KeyLoad Function

## [Example](#)

```
KeyLoad(str filename, int table);
```

The keyload function is used to load a keyboard macro definition file into Telix.

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	The filename of the keyboard definition file. If no extension is give, .KBD is assumed.
<i>int table</i>	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS.

### **Return Value**

A value of -1 is returned if there is a problem loading the key file, otherwise a non-zero (TRUE) value is returned.

---

### **See also**

[KeySave](#), [KeyGet](#), [KeySet](#)



## KeyLoad Example

```
if keyload("SPECIAL", 0)
    prints("Keyboard file loaded.");
else
    prints("Keyboard file could not be loaded.");
```

# KeySave Function

```
KeySave( str filename, int table);
```

The keysave function is used to save the current macro key definitions to a disk file.

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	The filename of the keyboard definition file. If no extension is give, .KBD is assumed.
<i>int table</i>	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS.

---

## Return Value

A value of -1 is returned if there is an error writing to the file, otherwise a non-zero (TRUE) value is returned.

---

## See also

[KeyLoad](#), [KeyGet](#), [KeySet](#)

# KeySet Function

## [Example](#)

```
KeySet(int key, int table, str text);
```

The keyset function is used to assign keyboard macro text to a key.

<b>Argument</b>	<b>Description</b>
<i>int key</i>	An integer representing the key as described in the Telix for Windows manual Appendix and in the <a href="#">Extended Key Scan Code</a> section of this help file).
<i>int table</i>	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS.
<i>str text</i>	The macro text to be assigned to the key.
<b>Return Value</b>	
A zero is always returned.	

---

## See also

[KeyGet](#), [KeyLoad](#), [KeySave](#)



## KeySet Example

```
// Assign a name to the F1 key in the user table
// Note that if the current keyboard macro table
// already has a definition for that key it will
// be replaced by this one.
keyset((0x3b00, 0, "Joe Smith^M");
```

## LoadFon Function

```
LoadFon(str filename);
```

The loadfon function loads a PhoneBook into Telix for Windows.

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	The complete filename of the PhoneBook to load, including any extension (e.g. .FBK), as well as the disk drive and directory if the file is not in the current directory.

<b>Return Value</b>
A non-zero (TRUE) value is returned if the dialing directory file is successfully loaded. If some sort of error occurs (file does not exist, file reading error, etc.) a zero (FALSE) value is returned.



# Load\_Scr Function

## Example

```
Load_Scr(str filename);
```

When a script is executed, either by the user manually running it, or from within another script, it is usually loaded from disk. The load\_scr function is used to load a script into memory ahead of time, providing a savings in time when the script must be run repeatedly. After a script is loaded in this manner, running it with the [calld](#) function makes a copy of the script in memory instead of loading it from disk. The script will remain in memory until released by the [Unload\\_Scr](#) function.

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	The filename of the script to load. If no extension is given, .SLC is assumed.

<b>Return Value</b>
If there is an error loading the script file (it is not found or there is not enough memory), a value of -1 is returned. Otherwise a non-zero (TRUE) value is returned.

---

## See also

[CompileScript](#), [Unload\\_Scr](#), [Is\\_Loaded](#)



## Load\_Scr Example

```
int stat;  
  
stat = load_scr("TEST");    // load TEST.SLC
```

# MsgBox Function

## [Example](#)

```
MsgBox(str title, str message, int options);
```

The msgbox function creates, displays, and operates a message-box window. The message box contains the specified message and title, plus any combination of predefined icons and push buttons described below.

<u>Argument</u>	<u>Description</u>
<i>str title</i>	The caption to be displayed on the message boxes title bar.
<i>str message</i>	The message to be displayed. The Control-M (ASCII #13) character may be embedded to indicate line breaks.
<i>int options</i>	A combination of options, listed in the table below, that specifies the contents and behavior of the dialog. The options are combined using the OR (   ) operator. See the <a href="#">Example</a> for more information.

<u>Option</u>	<u>Description</u>
0	Ok button.
1	Ok and Cancel button.
2	Abort, Retry and Ignore button.
3	Yes, No and Cancel button.
4	Yes and No button.
5	Retry and Cancel button.
16	Hand icon.
32	Question icon.
48	Exclamation icon.
64	Information icon.
256	Second button displayed is the default.
512	Third button displayed is the default.

<u>Return Value</u>	<u>Description</u>
1	Ok button was selected.
2	Cancel button was

- 3        selected.  
         Abort button was  
         selected.
- 4        Retry button was  
         selected.
- 5        Ignore button was  
         selected.
- 6        Yes button was  
         selected.
- 7        No button was  
         selected.

---

**See also**

[Status\\_Wind](#), [InputBox](#)

## ► MsgBox Example

```
// Button constants.
#CONST mbOk          0
#CONST mbOkCancel    1
#CONST mbAbortRetryIgnore 2
#CONST mbYesNoCancel 3
#CONST mbYesNo        4
#CONST mbRetryCancel  5

// Default Button constants.
#CONST mbDefButton1    0
#CONST mbDefButton2    256
#CONST mbDefButton3    512

// Info bitmap constants.
#CONST mbIconHand      16
#CONST mbIconStop      16
#CONST mbIconQuestion  32
#CONST mbIconExclamation 48
#CONST mbIconAsterisk  64
#CONST mbIconInformation 64

// Return value constants.
#CONST idOk          1
#CONST idCancel      2
#CONST idAbort       3
#CONST idRetry       4
#CONST idIgnore      5
#CONST idYes         6
#CONST idNo          7

int retval;
// Display a simple message with an OK button.
MsgBox("Error:", "Telix was unable to establish a connection.", mbOK);

// Display a more complex message and
// take appropriate action based on response.
retval = MsgBox("Error:", "Telix was unable to establish a connection.",
mbAbortRetryIgnore | mbDefButton2 | mbIconStop);
switch (retval)
{
    case idIgnore:
        break; // take no action.
    case idRetry:
        // code to attempt reconnection.
        break;
    case idAbort:
        // code to abort attempt.
        break;
}
```

# NewDir Function

[Example](#)

```
NewDir(str directory);
```

The newdir function is used to change the current drive and/or directory.

<u>Argument</u>	<u>Description</u>
<i>str directory</i>	The drive and/or directory to change to.

## Return Value

A non-zero (TRUE) value is returned if the function is successful, otherwise a zero (FALSE) value is returned (if the driver or directory is illegal or doesn't exist).

---

## See also

[Dos](#), [Run](#)



## NewDir Example

```
newdir("C:\TFW\FONBOOKS");  
loadfon("MYPHONE.FBK");
```

# NewLine Function

`NewLine()` ;

The newline function is used to send a carriage return and line feed to the terminal.

## **Return Value**

A zero is always returned.

---

## **See also**

[CNewLine](#)



# NumConnectDevices Function

[Example](#)

```
NumConnectDevices ();
```

The numconnectdevices is used to determine how many connect devices the user has installed. Connect devices are installed and configured from Telix's Configure menu option, Connect Devices.

## **Return Value**

The number of connect devices is returned.

---

## **See also**

[ConnectDeviceName](#), [KillConnectDevice](#), [MakeConnectDevice](#), [Set\\_ConnectDevice](#)



## **NumConnectDevices Example**

```
int num;  
str buff[30];  
  
for (num = 1; num <= numconnectdevices; ++num)  
    prints(connectdevicename(num, buff));
```

# PlayWave Function

## [Example](#)

```
PlayWave(str filename);
```

The playwave function plays a waveform sound from a file or an entry in the [SOUNDS] section of the WIN.INI file.

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	A complete filename or an entry in the [SOUNDS] section of WIN.INI file. If the sound can't be found, the default sound specified by the SystemDefault entry in the [SOUNDS] section of WIN.INI is played. If there is no SystemDefault entry or if the default sound can't be found, the function makes no sound.

<b>Return Value</b>
A non-zero (TRUE) value is returned if the function is successful, otherwise a zero (FALSE) value is returned (if filename was not a valid wave file or entry in the [sounds] section of WIN.INI).

---

## See also

[Alarm](#), [Tone](#), [alarm on](#), [sound on](#)



## PlayWave Example

```
playwave("c:\win\chimes.wav"); // Plays the specified file  
playwave("SystemHand");        // Plays the Windows Critical Stop sound
```

# PrintC Function

## Example

```
PrintC(int chr);
```

The printc function prints a character represented by an ASCII value to the terminal screen.

<u>Argument</u>	<u>Description</u>
<i>int chr</i>	The ASCII value of the character to be printed.

<u>Return Value</u>
The value to be printed is returned.

---

## See also

[PrintC\\_Trm](#), [PrintN](#), [PrintN\\_Trm](#), [PrintS](#), [PrintS\\_Trm](#), [PrintSC](#), [PrintSC\\_Trm](#)



## PrintC Example

```
putc('A');  
putc(7);           // print ASCII value 7 (BELL sound)  
putc(inkeyw());    // print user keypress
```

# PrintC\_Trm Function

## Example

```
PrintC_Trm(int chr);
```

The `putc_trm` function prints the character represented by an ASCII value to the terminal screen. This function is the same as [putc](#), except that the character passes through the current terminal emulator, so terminal escape sequences can be used.

<u>Argument</u>	<u>Description</u>
<i>int chr</i>	The ASCII value of the character to be printed.
<u>Return Value</u>	
The value to be printed is returned.	

---

## See also

[PrintC](#), [PrintN](#), [PrintN\\_Trm](#), [PrintS](#), [PrintS\\_Trm](#), [PrintSC](#), [PrintSC\\_Trm](#)



## PrintC\_Trm Example

```
putc_trm('A');  
putc_trm(7);      // print ASCII value 7 (BELL sound)  
putc_trm(inkeyw()); // print user keypress
```



# Printer Function

```
Printer(int state);
```

The printer function is used within a script file to turn the printer log on or off, as if the user had selected Printer Log from the file menu or pressed the appropriate key in terminal mode.

<b>Argument</b>	<b>Description</b>
<i>int state</i>	If zero (FALSE), the printer log will be turned off. If non-zero (TRUE), it will be turned on.

**Return Value**  
A zero (FALSE) value is returned if the log cannot be started, otherwise a non-zero (TRUE) value is returned.

---

## See also

[Capture](#)

# PrintN Function

## Example

```
PrintN(int num);
```

The printn function prints an integer number to the screen. The cursor is **not** advanced to the beginning of the next line.

<u>Argument</u>	<u>Description</u>
<i>int num</i>	The number to be printed.

<u>Return Value</u>
The value to be printed is returned.

---

## See also

[PrintC](#), [PrintC\\_Trm](#), [PrintN\\_Trm](#), [PrintS](#), [PrintS\\_Trm](#), [PrintSC](#), [PrintSC\\_Trm](#)



## PrintN Example

```
printsc("Current baud rate is ");  
printn(get_baud(1));
```

# PrintN\_Trm Function

## Example

```
PrintN_Trm(int num);
```

The printn function prints an integer number to the screen. The cursor is **not** advanced to the beginning of the next line. printn\_trm works in the same manner as [printn](#), except that the number passes through the current terminal emulator, so terminal escape sequences may be used.

<u>Argument</u>	<u>Description</u>
<i>int num</i>	The number to be printed.

<u>Return Value</u>
The value to be printed is returned.

---

## See also

[PrintC](#), [PrintC\\_Trm](#), [PrintN](#), [PrintS](#), [PrintS\\_Trm](#), [PrintSC](#), [PrintSC\\_Trm](#)



## PrintN\_Trm Example

```
printsc("Current baud rate is ");  
printn_trm(get_baud(1));
```

# PrintS Function

## Example

```
PrintS(str outstr);
```

The prints function prints a string at the current cursor position on the screen, followed by a Carriage Return and Line Feed (which advances the cursor at the beginning of the next line).

<u>Argument</u>	<u>Description</u>
<i>str outstr</i>	The string to be printed.

<u>Return Value</u>
A zero is always returned.

---

## See also

[PrintC](#), [PrintC\\_Trm](#), [PrintN](#), [PrintN\\_Trm](#), [PrintS\\_Trm](#), [PrintSC](#), [PrintSC\\_Trm](#)



## PrintS Example

```
// Print Hello at the current position and advance to beginning of next line.  
prints("Hello");
```

```
// Print Goodbye on the line after the one Hello was printed on.  
prints("Goodbye");
```

# PrintS\_Trm Function

## Example

```
PrintS_Trm(str outstr);
```

The prints function prints a string at the current cursor position on the screen, followed by a Carriage Return and Line Feed (which advances the cursor at the beginning of the next line). `prints_trm` works the same as [prints](#), except that the string passes through the current terminal emulator, so terminal escape sequences may be used.

<u>Argument</u>	<u>Description</u>
<i>str outstr</i>	The string to be printed.
<u>Return Value</u>	
A zero is always returned.	

---

## See also

[PrintC](#), [PrintC\\_Trm](#), [PrintN](#), [PrintN\\_Trm](#), [PrintS](#), [PrintSC](#), [PrintSC\\_Trm](#)





## PrintS\_Trm Example

```
// Print Hello at current position and advance to next line.  
prints_trm("Hello");
```

```
// Print Hello at current position and advance two lines.  
prints_trm("Hello^M^J");
```

```
// go to top left corner in VT102 emulation and print Hello.  
prints_trm("^[[H Hello");
```

# PrintSC Function

## Example

```
PrintSC(str outstr);
```

The printsc function prints a string at the current cursor position on the screen, but does not advance the cursor to the next line, hence the 'c', which stands for continuous.

<u>Argument</u>	<u>Description</u>
<i>str outstr</i>	The string to be printed.

<u>Return Value</u>
A zero is always returned.

---

## See also

[PrintC](#), [PrintC\\_Trm](#), [PrintN](#), [PrintN\\_Trm](#), [PrintS](#), [PrintS\\_Trm](#), [PrintSC\\_Trm](#)



## PrintSC Example

```
// The following will print "Hello and Goodbye" at the current position.  
printsc("Hello");  
printsc(" and ");  
printsc("Goodbye");
```

# PrintSC\_Trm Function

## Example

```
PrintSC_Trm(str outstr);
```

The printsc\_trm function is similar to [printsc](#), except that the string passes through the current terminal emulator, so terminal escape sequences may be used.

<u>Argument</u>	<u>Description</u>
<i>str outstr</i>	The string to be printed.
 <b><u>Return Value</u></b>	
A zero is always returned.	

---

## See also

[PrintC](#), [PrintC\\_Trm](#), [PrintN](#), [PrintN\\_Trm](#), [PrintS](#), [PrintS\\_Trm](#), [PrintSC](#)



## PrintSC\_Trm Example

```
// go to top left corner in VT102 emulation and print "Yello".
printsc_trm("^[[H"); // Sequence for top left corner.
printsc_trm("Hello"); // Print Hello.
printsc_trm("^[[H"); // Back to top left again.
printsc_trm("Y"); // Print Y where H was.
```

# PStrA Function

## Example

```
PStrA(str s, int color);
```

The pstra (Print STRing with color Attribute) function is used to print a string on the screen, similar to the [prints](#) and [printsc](#) functions. This function is much faster however, and should be used when speed is important. The pstra function also allows a color to be specified for the text.

<u>Argument</u>	<u>Description</u>
<i>str s</i>	The string to be printed.
<i>int color</i>	The <a href="#">color</a> of the string to be printed.

<b><u>Return Value</u></b>
A zero is always returned.

---

## See also

[PrintS](#), [PrintSC](#), [PStrAXY](#)



## **PStrA Example**

```
pstra("Enter name:", 112); // print in black on white.
```

# PStrAXY Function

## [Example](#)

```
PStrAXY(str s, int x, int y, int color);
```

The pstraxy (Print STRing with color Attribute at X,Y) function is used to print a string to the screen, similar to the [prints](#) and [printsc](#) functions. This function is much faster however, and should be used when speed is important. The pstraxy function also allows a [color](#) to be specified for the text, as well as a position on the terminal screen.

<b>Argument</b>	<b>Description</b>
<i>str s</i>	The string to be printed.
<i>int x</i>	The column to print the string at.
<i>int y</i>	The line to print the string at.
<i>int color</i>	The <a href="#">color</a> of the string to be printed.

## **Return Value**

A zero is always returned.

---

## **See also**

[PrintS](#), [PrintSC](#), [PStrA](#)





## **PStrAXY Example**

```
pstraxy("Enter name:", 10, 10, 30); // print at 10, 10 in yellow on blue.
```

# Random Function

```
Random(int range);
```

The random function returns a random number within a specified range.

<u>Argument</u>	<u>Description</u>
<i>int range</i>	The maximum number of the range plus 1.
<u>Return Value</u>	
A number in the range $0 \leq X < range$ .	

# Receive Function

## Example

```
Receive(int protocol, str name);
```

The receive function is used to receive (download) one or more files from another system. If a download directory has been defined in the Filenames & Paths configuration, received files will be placed there, unless the *name* string explicitly includes a path to another drive and/or directory.

<u>Argument</u>	<u>Description</u>
<i>Int protocol</i>	The protocol to receive the file(s) with. See table below.
<i>str name</i>	The name for the file(s) being received. For protocols which pass filenames, such as ZModem, YModem (batch), and others, this should be an empty string ("").

<u>Protocol</u>	<u>Description</u>
'A'	ASCII
'X'	XModem
'1'	XModem-1k
'G'	XModem-1k-G
'Y'	YModem
'E'	YModem-G
'Z'	ZModem

## Return Value

A value of -1 is returned if the transfer was aborted, -2 if the carrier (connection) was lost, or 0 if successful.

---

## See also

[Send, \\_down\\_dir](#)



## Receive Example

```
int result;  
  
result = receive('X', "TEST.EXE");    // Download using Xmodem to TEST.EXE  
if (result < 0)  
    prints("File transfer failed!");
```

# Redial Function

## Example

```
Redial(str dialstr, int maxtries, int no_link);
```

Redial is used much the same as the [dial](#) function. It redials the previously entered dialing queue, optionally adding new numbers to it, and it allows control over the number of attempts and whether or not to execute linked scripts.

Argument	Description
<i>str dialstr</i>	A string containing the entries to be added to the dialing queue. Entries can be specified as the PhoneBook entry number, the PhoneBook entry name, or partial name, enclosed in pipe (   ) symbols, or a manually entered number prefaced by an 'm'. If an actual pipe symbol is required, use a double pipe (    ). If <i>dialstr</i> is empty (""), then no entries are added to the queue before dialing.
<i>int maxtries</i>	The maximum number of dialing attempts to make. This is the total number of attempts, regardless of the number of entries being dialed. For instance, if three entries are to be dialed and <i>maxtries</i> is 6, each entry will be attempted twice. If <i>maxtries</i> is 0, dialing will continue until a connection is established.
<i>int no_link</i>	If non-zero (TRUE) and the entry connected has a linked script file, that script will <b>NOT</b> be executed. If <i>no_link</i> is zero (FALSE), linked scripts will be executed.

## Return Value

If a connection is established, the redial function returns the entry number that was connected to (or 1 if a manual number was dialed). If no connection was established, 0 is returned. If *dialstr* is incorrectly formatted, -1 is returned.

When a connection is successfully established, several items of information regarding the entry are placed in [System Variables](#). These variables are fully described in the [\\_entry\\_info](#) section.

---

## See also

[Dial](#), [\\_entry\\_enum](#), [\\_entry\\_name](#)



## Redial Example

```
int stat;
str number_list[255];
// The first dial will dial entry #10, the first entry with "delta" in it,
// entry #15, and My Pipe | BBS until a connection has been established,
// but do not execute any linked scripts.
if (dial("10 |delta| 15 |My Pipe || BBS|", 0, 1) > 0)
    connected_func();
while (redial("", 0, 1) > 0)
    connected_func();
```

# Run Function

## [Example](#)

```
Run(str filename, str comline, int mode);
```

The run function is used to execute another program. Ensure that if you run a program that expects user input, you are on hand to provide it. This function is similar to the [dos](#) function, but it can launch both Windows and DOS programs. Therefore, it is preferable unless a DOS batch file has to be run, or an internal DOS command must be executed, in which case the dos function has to be used.

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	The filename of the program to launch. It must either be in the current directory, the path, or must include the full path to the file (i.e., specify the drive and/or directory).
<i>str comline</i>	Parameters to be passed to the called program.
<i>Int mode</i>	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS. If a value is given, it will be ignored.

### **Return Value**

A -1 is returned if the file can not be launched (because it can not be found or there is not enough memory), otherwise 0 is returned.

---

### **See also**

[Dos](#), [DosFunction](#)



## Run Example

```
// Launch Windows' Notepad program with CONFIG.SYS loaded.  
run("NOTEPAD.EXE", "C:\CONFIG.SYS", 0);
```



# Scroll Function

## Example

```
Scroll(int x, int y, int x2, int y2, int lines, int color);
```

The scroll function is used to scroll or clear a region of the screen.

<u>Argument</u>	<u>Description</u>
<i>int x</i>	The left column of the area.
<i>int y</i>	The upper row of the area.
<i>int x2</i>	The right column of the area.
<i>int y2</i>	The lower row of the area.
<i>int lines</i>	The number of lines to scroll the area. If positive, the area is scrolled up. If negative, the area is scrolled down. If zero, the entire region is cleared.
<i>int color</i>	The <u>color</u> of empty lines scrolled into the area.

## Return Value

A zero is always returned.

---

## See also

[Box](#)



## Scroll Example

```
// scroll the entire screen up 10 lines with a color of yellow on blue.  
scroll(0, 0, gettermwidth()-1, gettermheight()-1, 10, 30);
```

# ScriptVersion Function

```
ScriptVersion();
```

The scriptversion function is used to determine the version of the Telix script compiler.

## **Return Value**

If the compiler is Telix for DOS v3.22 or below (SALT), a 0 is returned. If it is Telix for Windows v1.00 or 100% TFW compatible version of Telix for DOS (SALT II), a 1 is returned.

---

## **See also**

[TelixForWindows](#), [TelixVersion](#), [SALTII Symbol](#), [WINDOWS Symbol](#)

# Send Function

## [Example](#)

```
Send(int protocol, str filename);
```

The send function is used to send (upload) one or more files from another system. If an upload directory has been defined in the Filenames & Paths configuration, files will be sent from there unless the *filename* string explicitly includes a path to another drive and/or directory..

<b>Argument</b>	<b>Description</b>
<i>int protocol</i>	The protocol to send the file(s) with. See table below.
<i>str name</i>	The name of the file(s) to be sent. It may include the DOS wildcard characters * and ?, in which case all matching files will be sent, however the protocol used must be capable of sending more than one file at a time, e.g. Zmodem, Ymodem, etc. If the filename is prefaced with an '@' character, the file will be used as a list of filenames.

<b>Protocol</b>	<b>Description</b>
'A'	ASCII
'X'	XModem
'1'	XModem-1k
'G'	XModem-1k-G
'Y'	YModem
'E'	YModem-G
'Z'	ZModem

### **Return Value**

A value of -1 is returned if the transfer was aborted, -2 if the carrier (connection) was lost, -3 if there were no files to upload, or 0 if successful.

---

### **See also**

[Receive](#), [\\_up\\_dir](#)



## Send Example

```
int result;  
  
// Upload TEST.EXE from the upload directory and C:\CONFIG.SYS using YModem.  
result = send('Y', "TEST.EXE C:\CONFIG.SYS");  
if (result < 0)  
    prints("File transfer failed!");
```

## Send\_Brk Function

```
Send_Brk(int duration);
```

The send\_brk function sends a sustained break signal over the connect device for a period of time.

<b>Argument</b>	<b>Description</b>
<i>int duration</i>	The amount of time to send the break signal in tenths of seconds.
<hr/>	
<b>Return Value</b>	
A zero is always returned.	

## Set\_ConnectDevice Function

```
Set_ConnectDevice(str devicestr, int initialize);
```

The `set_connectdevice` function is used to select a device for communications use. If the requested device can not be found, the connect device is not changed.

<u>Argument</u>	<u>Description</u>
<i>str devicestr</i>	The complete name of an existing connect device as entered in the Connect Device Manager.
<i>int initialize</i>	If 0, device will be initialized as normal. If 1, init string will not be sent to the device. If 2, the current device will not be deinitialized before changing (e.g., if it is on-line, the connection will not be disturbed). If 3, device will not be initialized and current will not be deinitialized.

### Return Value

A value of 1 (TRUE) is returned if successful, otherwise a 0 (FALSE) is returned.

---

### See also

[ConnectDeviceName](#), [KillConnectDevice](#), [MakeConnectDevice](#), [NumConnectDevices](#), [Set\\_CParams](#)

# Set\_CParams Function

## [Example](#)

```
Set_CParams(int baud, int parity, int data, int stop);
```

The set\_cparams function is used to set the communications parameters in use on the current connect device.

<b>Argument</b>	<b>Description</b>
<i>int baud</i>	Baud rate to use. Legal values are 300, 1200, 2400, 4800, 9600, 19200, 38400, 57600, 115200.
<i>int parity</i>	Parity to use. Legal values are 0 for None, 1 for Odd, 2 for Even, 3 for Mark, and 4 for Space.
<i>int data</i>	Data bits to use. Legal values are 7 and 8.
<i>int stop</i>	Stop bits to use. Legal values are 1 and 2.

### **Return Value**

If all the settings are legal values, a non-zero (TRUE) value is returned, otherwise a value of -1 is returned.

---

### **See also**

[Set\\_ConnectDevice](#)





## Set\_CParams Example

```
// Set 2400 baud, No parity, 8 data bits and 1 stop bit.  
set_cparams(2400, 0, 8, 1);
```

```
// Change to 9600 baud without disturbing the parity, data or stop bits.  
set_cparams(9600, get_parity(), get_datab(), get_stopb());
```

## Set\_DefProt Function

```
Set_DefProt(int protocol);
```

The `set_defprot` function is used to set the default file transfer protocol presented to the user when a file transfer is requested.

<b>Argument</b>	<b>Description</b>
<i>int protocol</i>	Default protocol. See following table.

<b>Protocol</b>	<b>Description</b>
'A'	ASCII
'X'	XModem
'1'	XModem-1k
'G'	XModem-1k-G
'Y'	YModem
'E'	YModem-G
'Z'	ZModem

<b>Return Value</b>
A zero is always returned.

---

### See also

[Receive](#), [Send](#)

## Set\_Port Function

```
Set_Port(int port);
```

The set\_port function is not used in Telix for Windows, and it is included only for compatibility with Telix for DOS. The [Set\\_ConnectDevice](#) function should be used instead.

---

### See also

[Set\\_ConnectDevice](#), [Set\\_cParams](#)

## Set\_Terminal Function

```
Set_Terminal(str terminal_name);
```

The set\_terminal function is used to change terminal emulation.

<b>Argument</b>	<b>Description</b>
<i>str</i> <i>terminal_name</i>	The terminal type to be used. Legal values are: "TTY", "ANSI-BBS", "ANSI", "VT220", "VT102", "VT100", "VT52", "AVATAR", and "RIP".

### **Return Value**

A value of -1 is returned if there is a problem switching to the indicated terminal emulator, otherwise a non-zero (TRUE) value is returned.

# SetChr Function

## [Example](#)

```
SetChr(str buf, int pos, int c);
```

The setchr function replaces a character at a specific position in a string.

<b>Argument</b>	<b>Description</b>
<i>str buf</i>	The string to place the character in.
<i>int pos</i>	The position in the string to place the character. Any characters at this position will be overwritten.
<i>int c</i>	The character to place in the string.

### **Return Value**

The integer value of the character to be set is returned.

---

### **See also**

[SetChrs](#), [SubChr](#)



## SetChr Example

```
int i;  
str s[100];  
  
for (i = 0; i < 10; ++i)    // set first 10 characters to 'A'  
    setchr(s, i, 'A');
```

# SetChrs Function

## [Example](#)

```
SetChrs(str buf, int pos, int c, int count);
```

The setchrs function is used to set a range of characters in a string to the same value.

<b>Argument</b>	<b>Description</b>
<i>str buf</i>	The string to place the characters in.
<i>int pos</i>	The position in the string to start placing characters. Any existing characters starting at this position will be overwritten.
<i>int c</i>	The character to place in the string.
<i>int count</i>	The number of characters to be set.

### **Return Value**

A zero is always returned.

---

### **See also**

[SetChr](#), [SubChrs](#)



## SetChrs Example

```
str s[100];

// zero out an entire string
setchrs(s, 0, 0, strmaxlen(s));

// set the first ten characters to 'A'
setchrs(s, 0, 'A', 10);
```



## Show\_Directory Function

```
Show_Directory(str filespec, int cecho, int carrier);
```

The Show\_Directory function displays a file directory listing to the terminal window, and optionally echoed to the current connect device. The user will be prompted to press a key after every screen full of data.

<b>Argument</b>	<b>Description</b>
<i>str filespec</i>	The file mask to use (e.g., "*. *") and may optionally include a drive and/or directory.
<i>int cecho</i>	If non-zero (TRUE), the listing will also be echoed to the connect device.
<i>int carrier</i>	If non-zero(TRUE) and the listing is being echoed to the connect device, the carrier signal is monitored in case connection is lost (which aborts the function).

---

**Return Value**

A zero is always returned.

# Status\_Wind Function

## [Example](#)

```
Status_Wind(str message, int duration);
```

The status\_wind function is used to display a message in a pop up window. The window displayed includes an OK button, which the user can press to remove the window, and has room for up to four lines of centered text.

<b>Argument</b>	<b>Description</b>
<i>str message</i>	The message to be displayed. The Control-M (ASCII #13) character may be embedded to indicate line breaks.
<i>int duration</i>	The amount of time to display the message in tenths of seconds.
<hr/>	
<b>Return Value</b>	
A zero is always returned.	

---

## See also

[MsgBox](#), [InputBox](#), [Box](#), [PStrA](#), [PStrAXY](#)



## Status\_Wind Example

```
str msg[100] = "This is line 1.;This is line 2.;This is line3.;This is line
4."
int x;

// Display window for 3 seconds.
status_wind("This is a simple status message", 30);

// Using the string above, replace all semicolons with ASCII 13 (Carriage
Return).
x = strchr(msg, ';', 0);
while (x != -1)
{
    setchr(msg, x, 13);
    x = strchr(msg, ';', x);
}
// Now that Carriage Returns are in place, the status window will display
// the text on 4 separate lines.
status_wind(msg, 30);
```

# Stol Function

## [Example](#)

```
StoI(str s);
```

The stoi function converts a string to its numeric equivalent. Processing stops at the first non-digit character.

<u>Argument</u>	<u>Description</u>
<i>str s</i>	The string to convert to a number.

**Return Value**  
The numeric representation of the string is returned. If an empty or invalid string is specified, a value of 0 is returned.

---

## See also

[ltoS](#)



## Stol Example

```
str s[] = "123";  
if (stoi(s) == 123)  
    prints("This will always be printed!");
```

# StrCat Function

## Example

```
StrCat(str string1, str string2);
```

The strcat function concatenates, or appends, one string to the other.

<b>Argument</b>	<b>Description</b>
<i>str string1</i>	The string to append to. If it is not large enough to hold the resulting string, only as many as will fit will be added.
<i>str string2</i>	The string to be appended.
<b>Return Value</b>	
The <i>target</i> string is returned.	



## StrCat Example

```
str s[80] = "hello";  
strcat(s, "good-bye");  
if (s == "hellogood-bye")  
    prints("This will always be printed");
```

# StrChr Function

## [Example](#)

```
StrChr(str s, int pos, int c);
```

The strchr function is used to search for a character within a string.

<b>Argument</b>	<b>Description</b>
<i>str s</i>	The string to be searched.
<i>int pos</i>	The position in the string to begin the search.
<i>int c</i>	The character to search for.

### **Return Value**

If the character is found, its location is returned, otherwise a value of -1 is returned.

---

### **See also**

[StrPos](#), [StrPos!](#)





## StrChr Example

```
// Count how many times a certain char occurs in a string
int i, count = 0;
str s[] = "abcabcabcabcabc";

i = -1;
do
{
    ++i;
    i = strchr(s, i, 'a');
    if (i != -1)
        count = count + 1;
}
while (i != -1);
printf("The character 'a' occurs ");
printf(count);
printf(" times in the string ");
printf(s);
printf("'.");
```

# StrCmpi Function

## Example

```
StrCmpi(str string1, str string2);
```

The strcmpi function is used to compare two strings without regard to case. The strings are compared character by character until a difference is found or the end of either string is found.

<u>Argument</u>	<u>Description</u>
<i>str string1, str string2</i>	The strings to be compared.

**Return Value**  
An integer value is returned as follows:

*int* = 0 The strings are the same.  
*int* < 0 The first string is less than the second string.  
*int* > 0 The first string is greater than the second string.



## StrCmpi Example

```
if (strcmpi("HeLLo", "hEllO"))  
    prints("This will always be printed");
```

# StrLen Function

## [Example](#)

```
StrLen(str s);
```

The strlen function determines the number of characters in a string. Since strings are terminated with a 0 (NULL) character, this function really counts the number of characters before a 0 is encountered.

<u>Argument</u>	<u>Description</u>
<i>str s</i>	The string to determine the length of.

<u>Return Value</u>
The length of characters in the string is returned.

---

## See also

[StrMaxLen](#)



## StrLen Example

```
str teststr[] = "This is a test string";  
  
printsc("The length of 'teststr' is ");  
println(strlen(teststr));
```

# StrLower Function

```
StrLower(str s);
```

The strlower function converts all upper case characters in a string to lower case. Characters other than upper case are left unchanged.

<u>Argument</u>	<u>Description</u>
<i>str s</i>	The string to be converted.

<u>Return Value</u>
The converted string is returned.

---

## See also

[StrUpper](#)

# StrMaxLen Function

```
StrMaxLen(str s);
```

The strmaxlen function determines the maximum number of characters that a string can hold. This is the same value as used when the string was defined elsewhere in the program (e.g. if the string was defined as 'str hello[16];', a value of 16 would be returned). All strings are really one character larger than defined, as the last character is always a terminating 0 (NULL). However, since this value can not be changed, it is not counted as part of the length of a string.

<b>Argument</b>	<b>Description</b>
<i>str s</i>	The string to determine the maximum length of.

<b>Return Value</b>
The maximum number of characters that can fit in the string, excluding the terminating 0 (NULL).

---

## See also

[StrLen](#)

# StrPos Function

## [Example](#)

```
StrPos(str string1, str substr, int start);
```

The strpos function is used to search for one string within another.

<b>Argument</b>	<b>Description</b>
<i>str string1</i>	The string to be searched.
<i>str substr</i>	The string to search for.
<i>int start</i>	The position in the string to begin searching.

## **Return Value**

If the substring is found, its location is returned, otherwise a value of -1 is returned.

---

## **See also**

[StrPos!](#)





## StrPos Example

```
str teststr[] = "Look outside, Cathy, it's raining cats and dogs.";
int i = 0, num = 0;

while (strpos(teststr, "cat", i) != -1) // loop until we don't find it.
{
    ++num; // increment the counter.
    ++i;   // increment i so we don't search from the old position,
           // which would put us in an infinite loop.
}
printsc("'cat' was found ");
printn(num); // num should be 1 since it is case sensitive.
prints(" times.");
```

# StrPosI Function

## [Example](#)

```
StrPosI(str string1, str substr, int start);
```

The strposi function is used to search for one string within another, without regard to case.

<b>Argument</b>	<b>Description</b>
<i>str string1</i>	The string to be searched.
<i>str substr</i>	The string to search for.
<i>int start</i>	The position in the string to begin the search.

### **Return Value**

If the substring is found, its location is returned, otherwise a value of -1 is returned.

---

### **See also**

[StrPos](#)



## StrPosl Example

```
str teststr[] = "Look outside, Cathy, it's raining cats and dogs.";
int i = 0, num = 0;

while (strposi(teststr, "cat", i) != -1) // loop until we don't find it.
{
    ++num; // increment the counter.
    ++i;   // increment i so we don't search from the old position,
           // which would put us in an infinite loop.
}
printsc("'cat' was found ");
printn(num); // num should be 2 since it is not case sensitive.
prints(" times.");
```

# StrUpper Function

```
StrUpper(str s);
```

The strupper function converts all lower case characters in a string to upper case. Characters other than lower case are left unchanged.

<u>Argument</u>	<u>Description</u>
<i>str s</i>	The string to be converted.
 <b><u>Return Value</u></b>	
The converted string is returned.	

---

## See also

[StrLower](#)

# SubChr Function

## Example

```
SubChr(str s, int pos);
```

The subchr function returns a character from a specified location of a string.

<u>Argument</u>	<u>Description</u>
<i>str s</i>	The string containing the character.
<i>int pos</i>	The position in the string of the character.

<b><u>Return Value</u></b>
The integer value of the requested character is returned.

---

## See also

[SetChr](#), [SubChrs](#)



## SubChr Example

```
// This will print out the contents of a test string, extracting  
// each character individually, and stopping when a 0 is reached  
// which marks the end of all proper strings
```

```
int i;  
str s[] = "This is a test string";  
  
for (i = 0; subchr(s, i) != 0; ++i)  
    printc(subchr(s, i));
```

## SubChrs Function

```
SubChrs(str source, int pos, int count, str target);
```

The subchrs function copies a number of characters from one string into another and returns the target string. Only as many characters as will fit are copied. This function is very similar to [substr](#), except that it is not string oriented, and does not stop copying characters when a 0 value is encountered.

<b>Argument</b>	<b>Description</b>
<i>str source</i>	The string to copy from.
<i>int pos</i>	The position in the string to begin copying from.
<i>int count</i>	The number of characters to copy from the source string.
<i>str target</i>	The string to copy into.

<b>Return Value</b>
The resulting target string is returned.

---

### See also

[SubStr](#), [SubChr](#), [CopyStr](#), [CopyChrs](#)

# SubStr Function

## [Example](#)

```
SubStr(str source, int pos, int max, str target);
```

The substr function copies a portion of one string to another and returns the resulting string. Characters are copied until a 0 (NULL) value is encountered (normally at the end of every string) or the maximum number is reached. Only as many characters as will fit are copied.

<b>Argument</b>	<b>Description</b>
<i>str source</i>	The string to copy from.
<i>int pos</i>	The position in the string to begin copying from.
<i>int max</i>	The maximum number of characters to copy
<i>str target</i>	The string to copy into.

### **Return Value**

The resulting string is returned.

---

### **See also**

[SubChrs](#), [CopyStr](#), [CopyChrs](#)





## SubStr Example

```
str s[] = "horse cat dog", s2[16];  
substr(s, 6, 3, s2);  
if (s2 == "cat")  
    prints("This will always be printed");
```

# tDay Function

## Example

```
tDay(int timeval);
```

The tday function returns an integer value representing the day portion of a date.

<u>Argument</u>	<u>Description</u>
<i>int timeval</i>	The date to retrieve the day from.
 <b><u>Return Value</u></b>	
The day of the month, ranging from 1 to 31.	

---

## See also

[CurTime](#), [FileTime](#), [tHour](#), [tMin](#), [tMonth](#), [tSec](#), [tYear](#)



## tDay Example

```
int t;  
  
t = curtime();  
printsc("This is day number ");  
println(tday(t));  
printsc(" of month number ");  
println(tmonth(t));  
printsc(" in the year ");  
println(tyear(t));  
prints(".");
```

# tHour Function

## [Example](#)

```
tHour(int timeval);
```

The tHour function returns an integer value representing the hour portion of a date.

<b>Argument</b>	<b>Description</b>
<i>int timeval</i>	The date to retrieve the hour from.

<b>Return Value</b>
The hour of day, ranging from 0 to 23.

---

## See also

[CurTime](#), [FileTime](#), [tDay](#), [tMin](#), [tMonth](#), [tSec](#), [tYear](#)



## tHour Example

```
int t;  
  
t = curtime();  
printsc("The time is: ");  
println(thour(t));  
printsc(":");  
println(tmin(t));  
printsc(":");  
println(tsec(t));  
prints("");
```

# tMin Function

## Example

```
tMin(int timeval);
```

The tmin function returns an integer value representing the minute portion of a date.

<u>Argument</u>	<u>Description</u>
<i>int timeval</i>	The date to retrieve the minute from.

<u>Return Value</u>
The minute, ranging from 0 to 59.

---

## See also

[CurTime](#), [FileTime](#), [tDay](#), [tHour](#), [tMonth](#), [tSec](#), [tYear](#)



## tMin Example

```
int t;

t = curtime();
printsc("The time is: ");
printn(thour(t));
printsc(":");
printn(tmin(t));
printsc(":");
printn(tsec(t));
prints("");
```

# tMonth Function

## Example

```
tMonth(int timeval);
```

The tmonth function returns an integer value representing the month portion of a date.

<u>Argument</u>	<u>Description</u>
<i>int timeval</i>	The date to retrieve the month from.
 <b><u>Return Value</u></b>	
The month of the year, ranging from 1 to 12.	

---

## See also

[CurTime](#), [FileTime](#), [tDay](#), [tHour](#), [tMin](#), [tSec](#), [tYear](#)





## tMonth Example

```
int t;

t = curtime();
printsc("This is day number ");
println(tday(t));
printsc(" of month number ");
println(tmonth(t));
printsc(" in the year ");
println(tyear(t));
prints(".");
```

# tSec Function

## Example

```
tSec(int timeval);
```

The tsec function returns an integer value representing the second portion of a date.

<u>Argument</u>	<u>Description</u>
<i>int timeval</i>	The date to retrieve the second from.

<u>Return Value</u>
The second, ranging from 0 to 59.

---

## See also

[CurTime](#), [FileTime](#), [tDay](#), [tHour](#), [tMin](#), [tMonth](#), [tYear](#)



## tSec Example

```
int t;

t = curtime();
printsc("The time is: ");
println(thour(t));
printsc(":");
println(tmin(t));
printsc(":");
println(tsec(t));
prints("");
```

# tYear Function

## Example

```
tYear(int timeval);
```

The tyear function returns an integer value representing the year portion of a date.

<u>Argument</u>	<u>Description</u>
<i>int timeval</i>	The date to retrieve the year from.

<u>Return Value</u>
The year, ranging from 1970 to 2019.

---

## See also

[CurTime](#), [FileTime](#), [tDay](#), [tHour](#), [tMin](#), [tMonth](#), [tSec](#)



## tYear Example

```
int t;  
  
t = curtime();  
printsc("This is day number ");  
println(tday(t));  
printsc(" of month number ");  
println(tmonth(t));  
printsc(" in the year ");  
println(tyear(t));  
prints(".");
```

# TelixForWindows Function

```
TelixForWindows();
```

The telixforwindows function is used to determine if the version of the Telix script compiler is a Windows version. This function is useful if the [scriptversion](#) function returns 1 (TFW or compatible TFD), and you need to determine explicitly if the environment is Windows.

## **Return Value**

---

If a DOS version, a zero (FALSE) value is returned. If a Windows version, a non-zero (TRUE) value is returned.

---

## **See also**

[ScriptVersion](#), [TelixVersion](#)

# TelixVersion Function

```
TelixVersion(str version);
```

The telixversion function is used to determine the version of Telix that is running.

<b>Argument</b>	<b>Description</b>
<i>str version</i>	This parameter is optional. If a string variable is provided, it will be filled with the formatted version number of Telix.

<b>Return Value</b>
An integer value representing the version is returned (i.e. 100 for version 1.00).

---

## See also

[ScriptVersion](#), [TelixForWindows](#)

# Terminal Function

## Example

```
Terminal(int SaveKeys, int TrackHits);
```

The terminal function allows Telix to process characters received from the connect device and print them on the terminal screen, and process user keystrokes. If a function has nothing to do (for example, while waiting for a [track](#) hit), it can call terminal to make sure characters and user keystrokes are processed. Note that if a script wants to process every incoming character (e.g., with the [cgetc](#) function) the terminal function should never be called.

<b>Argument</b>	<b>Description</b>
<i>int SaveKeys</i>	If zero (FALSE), Telix will perform the default keyboard processing. If non-zero (TRUE), keystrokes will be stored until the script processes them.
<i>int TrackHits</i>	If zero (FALSE), comm port processing will stop if a <a href="#">track</a> hit occurs. If non-zero (TRUE), track hits will be ignored.
<hr/>	
<b>Return Value</b>	
A zero is always returned.	





## Terminal Example

```
// This will wait forever for either of two strings
// to come in from the comm port, and then stop.
int t1, t2, stat;

t1 = track("hello", 0);
t2 = track("good-bye", 0);
while (1)          // loop forever
{
    terminal();      // The call to terminal() lets any characters
                    // that come in be looked at by Telix's
                    // internal routines for a match with.
                    // Incoming chars are also printed on the
                    // terminal screen and user keystrokes are
                    // handled
    stat = track_hit(0);
    if (stat == t1 || stat == t2)    // exit if one of the strings
        break;                      // came in
}

track_free(t1);    // stop Telix for looking for more matches
track_free(t2);
```

# Time Function

## Example

```
Time(int timeval, str buffer);
```

The time function converts a Telix date value into a string formatted according to the Windows settings. Time values in this format are returned by the [curtime](#) and [filetime](#) functions, among others.

<u>Argument</u>	<u>Description</u>
<i>int timeval</i>	The date value to convert.
<i>str buffer</i>	The string to copy the formatted date into.

<b><u>Return Value</u></b>
A zero is always returned.

---

## See also

[Date](#), [CurTime](#), [FileTime](#)



## Time Example

```
str s[16];

printsc("The current time is ");
time(curtime(), s);
prints(s);
```

# Time\_Up Function

## Example

```
Time_Up(int thandle);
```

The time\_up function determines if a specified timer has expired. The period of time after which a timer will elapse is specified in the [timer\\_start](#) function.

<u>Argument</u>	<u>Description</u>
<i>int thandle</i>	The handle of the timer to be checked as returned by the <a href="#">timer_start</a> function.

<u>Return Value</u>
A non-zero (TRUE) value if a specified timer has elapsed, otherwise a 0 (FALSE) value is returned.

---

## See also

[Delay](#), [Timer\\_Free](#), [Timer\\_Restart](#), [Timer\\_Start](#), [Timer\\_Total](#)



## Time\_Up Example

```
int t;

t = timer_start(100);    // delay for 10 seconds
while (!time_up(t))
;
// start a timer and loop for 10 seconds, printing the elapsed time
// in tenths of seconds
timer_restart(t, 100);
while (!time_up(t))
{
    printn(timer_total(t));
    prints("");
}
timer_free(t);
```

# Timer\_Free Function

## Example

```
Timer_Free(int thandle);
```

The timer\_free function frees a timer variable when it is no longer needed. As only 16 timers are available to scripts, it is important that they be released when they are no longer needed.

<u>Argument</u>	<u>Description</u>
<i>int thandle</i>	The handle of the timer to be freed as returned by the <a href="#">timer_start</a> function.
 <b><u>Return Value</u></b>	
A zero is always returned.	

---

## See also

[Delay](#), [Time\\_Up](#), [Timer\\_Restart](#), [Timer\\_Start](#), [Timer\\_Total](#)



## Timer\_Free Example

```
int t;

t = timer_start(100);    // delay for 10 seconds
while (!time_up(t))
;
// start a timer and loop for 10 seconds, printing the elapsed time
// in tenths of seconds
timer_restart(t, 100);
while (!time_up(t))
{
    printn(timer_total(t));
    prints("");
}
timer_free(t);
```

# Timer\_Restart Function

## Example

```
Timer_Start(int thandle, int time);
```

The timer\_restart function performs the same function as [timer\\_start](#), except that it restarts an existing timer.

<b>Argument</b>	<b>Description</b>
<i>int thandle</i>	The handle of the timer to be restarted as returned by the <a href="#">timer_start</a> function.
<i>int time</i>	The time in tenths of seconds before the timer expires.

<b>Return Value</b>
The timer handle is returned if successful, otherwise a 0 is returned.

---

## See also

[Delay](#), [Time\\_Up](#), [Timer\\_Free](#), [Timer\\_Start](#), [Timer\\_Total](#)





## Timer\_Restart Example

```
int t;

t = timer_start(100);    // delay for 10 seconds
while (!time_up(t))
;
// start a timer and loop for 10 seconds, printing the elapsed time
// in tenths of seconds
timer_restart(t, 100);
while (!time_up(t))
{
    printn(timer_total(t));
    prints("");
}
timer_free(t);
```

# Timer\_Start Function

## Example

```
Timer_Start(int time);
```

The timer\_start function is used to start a timer. This timer can then be used to check if a certain period of time has elapsed from when the timer was started.

<u>Argument</u>	<u>Description</u>
<i>int time</i>	The time in tenths of seconds before the timer expires.

<u>Return Value</u>
An integer value called a timer handle, that is used to refer to this timer when other timer functions are called.

---

## See also

[Delay](#), [Time\\_Up](#), [Timer\\_Free](#), [Timer\\_Restart](#), [Timer\\_Total](#)



## Timer\_Start Example

```
int t;

t = timer_start(100);    // delay for 10 seconds
while (!time_up(t))
;
// start a timer and loop for 10 seconds, printing the elapsed time
// in tenths of seconds
timer_restart(t, 100);
while (!time_up(t))
{
    printn(timer_total(t));
    prints("");
}
timer_free(t);
```

# Timer\_Total Function

## Example

```
Timer_Total(int thandle);
```

The timer\_total function determines the total elapsed time since a timer was started or restarted.

<u>Argument</u>	<u>Description</u>
<i>int thandle</i>	The handle of the timer to be freed as returned by the <a href="#">timer_start</a> function.
<b><u>Return Value</u></b>	
The elapsed time in tenths of a second.	

---

## See also

[Delay](#), [Time\\_Up](#), [Timer\\_Free](#), [Timer\\_Restart](#), [Timer\\_Start](#)



## Timer\_Total Example

```
int t;

t = timer_start(100);    // delay for 10 seconds
while (!time_up(t))
;
// start a timer and loop for 10 seconds, printing the elapsed time
// in tenths of seconds
timer_restart(t, 100);
while (!time_up(t))
{
    printn(timer_total(t));
    prints("");
}
timer_free(t);
```

# ToLower Function

```
ToLower(int chr);
```

The tolower function converts a character to its lower case equivalent.

<u>Argument</u>	<u>Description</u>
<i>int chr</i>	The upper case character to be converted.

<u>Return Value</u>
The integer value of the converted character.

---

## See also

[ToUpper](#), [StrLower](#) , [StrUpper](#)

# Tone Function

## Example

```
Tone(int frequency, int length);
```

The tone function causes the PC to emit a sound of a specified frequency for a period of time.

<u>Argument</u>	<u>Description</u>
<i>int frequency</i>	The frequency of the tone to generate.
<i>int length</i>	The length of time in tenths of seconds to generate the tone.
 <b><u>Return Value</u></b>	
A zero is always returned.	

---

## See also

[Alarm](#), [PlayWave](#), [\\_alarm\\_on](#), [\\_sound\\_on](#)



## Tone Example

```
tone(659, 14);
```



# ToUpper Function

```
ToUpper(int chr);
```

The toupper function converts a character to its upper case equivalent.

<u>Argument</u>	<u>Description</u>
<i>int chr</i>	The lower case character to be converted.
 <b><u>Return Value</u></b>	
The integer value of the converted character.	

---

## See also

[ToLower](#), [StrLower](#) , [StrUpper](#)

# Track Function

## [Example](#)

```
Track(str trackstr, int mode);
```

The track function tells Telix to keep track of (watch for) a string to be received from the connect device. Up to 32 tracks may be active at one time.

<b>Argument</b>	<b>Description</b>
<i>str trackstr</i>	The string to be tracked.
<i>int mode</i>	If 0, case is significant, otherwise, it is not. Tracking strings where case <b>is</b> significant is faster, and should be used when many tracks are needed.

### **Return Value**

An integer value called a track handle, which is used to refer to the string in other tracking functions.

---

### **See also**

[WaitFor](#), [Track\\_AddChr](#), [Track\\_Free](#), [Track\\_Hit](#)



## Track Example

```
// Log-on to a BBS, answering two prompts in any order.
// This will loop forever, so for actual use would have
// to be changed a bit. See sample scripts for examples.

int stat, t1, t2;

t1 = track("Name? ", 0);
t2 = track("Password? ", 0);

while (1)          // loop as long as needed
{
    terminal();     // call terminal function to allow Telix
                   // to look at incoming characters for
                   // matches and let Telix process user
                   // keystrokes
    stat = track_hit(0); // see if any matches
    if (stat == t1)     // name prompt
        cputs("Joe Smith^M"); // send name and continue looping
    if (stat == t2)     // password prompt
        cputs("mypass^M");   // send password
}

track_free(t1);      // free track handles
track_free(t2);
```

# Track\_AddChr Function

## [Example](#)

```
Track_AddChr(int chr);
```

While a script is executing, Telix is not in terminal mode and does not have access to incoming characters to scan for matching strings. Therefore, the [terminal](#) function must periodically be called to allow Telix to process incoming characters. Alternately, if a script must process all incoming characters itself (with a function like [cgetc](#)), and therefore can not call the terminal function, they must still be added to the track routines for string matching to work. The `track_addchr` function performs this process. When it is called, Telix processes the specified character as if it had been received from the terminal handler, and uses it to scan for matching strings.

Note that all of the Print functions will call `track_addchr` automatically.

<b>Argument</b>	<b>Description</b>
<i>int chr</i>	The character to be processed by Telix's track handler.
<hr/>	
<b>Return Value</b>	
A zero is always returned.	

---

## See also

[WaitFor](#), [Track](#), [Track\\_Free](#), [Track\\_Hit](#)



## Track\_AddChr Example

```
// Log-on to a BBS, answering two prompts in any order.

int stat, t1, t2, track1_hit = 0, track2_hit = 0;

t1 = track("Name? ", 0);
t2 = track("Password? ", 0);

while (1)          // loop as long as needed
{
    c = cgetc();    // use this instead of terminal() to
    track_addchr(c); // prevent terminal update
    stat = track_hit(0); // see if any matches
    if (stat == t1)    // name prompt
    {
        cputs("Joe Smith^M"); // send name and continue looping
        if (track2_hit)
            break;           // exit loop if password was sent
        track1_hit = 1;      // set flag that name was sent
    }
    else if (stat == t2) // password prompt
    {
        cputs("mypass^M"); // send password
        if (track1_hit)
            break;           // exit loop if name was sent
        track2_hit = 1;      // set flag that password was sent
    }
}
track_free(t1); // free track handles
track_free(t2);
```

# Track\_Free Function

## [Example](#)

```
Track_Free(int handle);
```

The track\_free function is used to tell Telix to stop tracking a certain string. It is very important to free strings when they no longer need to be tracked, as tracking a large number of strings can slow down Telix's execution.

<b>Argument</b>	<b>Description</b>
<i>int handle</i>	The track handle that was returned when the string was added with the <a href="#">track</a> function. If zero, all tracked strings are released.
<hr/>	
<b>Return Value</b>	
A zero is always returned.	

---

## See also

[WaitFor](#), [Track](#), [Track\\_AddChr](#), [Track\\_Hit](#)



## Track\_Free Example

```
// Log-on to a BBS, answering two prompts in any order.
// This will loop forever, so for actual use would have
// to be changed a bit. See sample scripts for examples.

int stat, t1, t2;

t1 = track("Name? ", 0);
t2 = track("Password? ", 0);

while (1)          // loop as long as needed
{
    terminal();     // call terminal function to allow Telix
                   // to look at incoming characters for
                   // matches and let Telix process user
                   // keystrokes
    stat = track_hit(0); // see if any matches
    if (stat == t1)     // name prompt
        cputs("Joe Smith^M"); // send name and continue looping
    if (stat == t2)     // password prompt
        cputs("mypass^M");  // send password
}

track_free(t1);      // free track handles
track_free(t2);
```

# Track\_Hit Function

## [Example](#)

```
Track_Hit(int handle);
```

When track is called, Telix doesn't loop endlessly waiting for the string to come in, but instead returns control back to the script. As characters are received, Telix checks to see if any of the strings to be tracked have been matched, and marks those that have. A script can at any time call the track\_hit function to see if a string was received. The marker on a handle is cleared once track\_hit has indicated that the string was received.

<b>Argument</b>	<b>Description</b>
<i>int handle</i>	The track handle that was returned when the string was added with the <a href="#">track</a> function. If zero, the lowest numbered handle of any string that has been matched is returned, or zero if none have.

### **Return Value**

If the string was received, a non-zero (TRUE) value is returned. If it hasn't been received, a zero (FALSE) value is returned.

---

### **See also**

[WaitFor](#), [Track](#), [Track\\_AddChr](#), [Track\\_Free](#)





## Track\_Hit Example

```
// Log-on to a BBS, answering two prompts in any order.
// This will loop forever, so for actual use would have
// to be changed a bit. See sample scripts for examples.

int stat, t1, t2;

t1 = track("Name? ", 0);
t2 = track("Password? ", 0);

while (1)          // loop as long as needed
{
    terminal();     // call terminal function to allow Telix
                   // to look at incoming characters for
                   // matches and let Telix process user
                   // keystrokes
    stat = track_hit(0); // see if any matches
    if (stat == t1)     // name prompt
        cputs("Joe Smith^M"); // send name and continue looping
    if (stat == t2)     // password prompt
        cputs("mypass^M");  // send password
}

track_free(t1);      // free track handles
track_free(t2);
```

## TransTab Function

```
TransTab(str filename, int table);
```

The transtab function is used to load or clear the incoming or outgoing character translation table.

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	If a filename specifying a valid translation table, it is loaded into memory. If empty (""), Telix will prompt for the table to load. If the string is <b>"*CLEAR*"</b> , the current table is cleared.
<i>int table</i>	A value of 0 indicates the incoming translation table. A value of 1 indicates the outgoing translation table.

### **Return Value**

A value of -1 is returned if there is a problem loading the indicated translate table, otherwise a non-zero (TRUE) value is returned.

# Unload\_Scr Function

## Example

```
Unload_Scr(str filename);
```

The [load\\_scr](#) function can be used by a script file to load another script into memory before it is actually used. The `unload_scr` function should then be used to unload or remove this script from memory when it is no longer needed. Note that a script that is currently executing or that is nested (has called the current script) must not be unloaded, since Telix is still executing it or will need to return to it eventually!

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	The filename of the script to be unloaded. If no extension is given, .SLC is assumed.

**Return Value**  
If there is a problem unloading the script file, a value of -1 is returned. Otherwise a non-zero (TRUE) value is returned.

---

## See also

[Load\\_Scr](#), [Is\\_Loaded](#)



## Unload\_Scr Example

```
int stat;  
  
stat = load_scr("TEST");    // load TEST.SLC  
    ...                    // do other things  
unload_scr("TEST");        // take TEST.SLC out of memory
```

# Update\_Term Function

Example

```
Update_Term();
```

The `update_term` function is called to ensure that Telix updates certain things relating to the video and terminal page. For example, changes made to the `_back_color` and `_fore_color` system variables will not take effect until this function is called.

## **Return Value**

A zero is always returned.



## Update\_Term Example

```
int temp;                // reverse current terminal colors

temp = back_color;
back_color = fore_color;
fore_color = temp;
update_term();           // Ensure that changes take effect.
clear_scr();             // Clear the screen to reset colors.
```

# UsageLog Function

## Example

```
UsageLog(str filename);
```

The usagelog function is used to manipulate the Telix usage log facility.

<b>Argument</b>	<b>Description</b>
<i>str filename</i>	If a valid filename, all usage will be logged to that file. If empty (""), Telix will prompt for the filename to log usage to. If the string is "**CLOSE**", the usage log is closed, and no further logging will occur.

---

### **Return Value**

A value of -1 is returned if there is a problem performing the indicated operation, otherwise a positive value is returned.

---

### **See also**

[UStamp](#), [Usage\\_Stat](#), [usage\\_fname](#)



## UsageLog Example

```
str oldlog[80];
int loginuse;

loginuse = usage_stat();
if (loginuse)
{
    ustamp("Logging switched to SPECIAL.LOG.", 1, 1);
    oldlog = _usage_fname;
    usagelog("*CLOSE*");
}
usagelog("SPECIAL.USE"); // Log all usage to the file SPECIAL.USE in the
current directory.

// do actions that need logging.

usagelog("*CLOSE*"); // Close the special log.
if (loginuse)
    usagelog(oldlog);
```



# Usage\_Stat Function

[Example](#)

```
Usage_Stat();
```

The usage\_stat function returns an integer value representing the current status of the Usage Log.

---

**Return Value**

If the Usage Log is currently open, a non-zero (TRUE) value is returned, otherwise a value of zero (FALSE) is returned.

---

**Return Value**

A zero is always returned.

---

**See also**

[UsageLog](#), [Capture\\_Stat](#)

## ► Usage\_Stat Example

```
str oldlog[80];
int loginuse;

loginuse = usage_stat();
if (loginuse)
{
    ustamp("Logging switched to SPECIAL.LOG.", 1, 1);
    oldlog = _usage_fname;
    usagelog("*CLOSE*");
}
usagelog("SPECIAL.USE"); // Log all usage to the file SPECIAL.USE in the
current directory.

// do actions that need logging.

usagelog("*CLOSE*"); // Close the special log.
if (loginuse)
    usagelog(oldlog);
```

# UStamp Function

## [Example](#)

```
UStamp(str text, int new_entry, int add_nl);
```

The ustamp function is used to place (stamp) text into the Telix usage log. If the usage log is not currently open, this function call is simply ignored.

<b>Argument</b>	<b>Description</b>
<i>str text</i>	The entry to place in the usage log.
<i>int new_entry</i>	If non-zero (TRUE), the current date and time will preface the entry.
<i>int add_nl</i>	If non-zero (TRUE), a carriage return and line feed are added after the entry. Using a value of zero (FALSE), will allow constructing single line entries with multiple calls to ustamp.

### **Return Value**

A value of -1 is returned if there is a problem writing to the usage log, otherwise a non-zero (TRUE) value is returned.

---

### **See also**

[UsageLog](#)



## UStamp Example

```
str oldlog[80];
int loginuse;

loginuse = usage_stat();
if (loginuse)
{
    ustamp("Logging switched to SPECIAL.LOG.", 1, 1);
    oldlog = _usage_fname;
    usagelog("*CLOSE*");
}
usagelog("SPECIAL.USE"); // Log all usage to the file SPECIAL.USE in the
current directory.

// do actions that need logging.

usagelog("*CLOSE*"); // Close the special log.
if (loginuse)
    usagelog(oldlog);
```

# vGetChr Function

[Example](#)

```
vGetChr ( ) ;
```

The vgetchr function is used to read a character, including color information, at the current cursor position on the terminal screen.

## **Return Value**

The return value contains the character in the first (low) byte, and the color of the character in the high (second) byte. Each component may be extracted using the `&` and `/` operators (See the [Example](#)).

---

See also

[vGetChrs](#), [vGetChrsA](#), [vPutChr](#), [vPutChrs](#), [vPutChrsA](#)



## **vGetChr Example**

```
int chr;

chr = vgetchr();      // Get char and color at current cursor position
printsc("The character was ");
putc(chr & 255);      // get character by masking out color byte
printsc(" with a color value of ");
println(chr / 256);   // shift color byte
```

## vGetChrs Function

### [Example](#)

```
vGetChrs(int x, int y, str buf, int pos, int num);
```

The vgetchrs function is used to read multiple characters from a position on the terminal screen into a string, saving only the characters and disregarding colors.

<b>Argument</b>	<b>Description</b>
<i>int x</i>	The column on the screen to begin reading characters.
<i>int y</i>	The line on the screen to begin reading characters.
<i>str buf</i>	The variable to store the characters in. Note that a 0 (NULL) character is <b>not</b> placed at the end of the string.
<i>int pos</i>	The position in the variable to begin storing characters.
<i>int num</i>	The number of character to read from the screen.

### **Return Value**

A -1 is returned if the function fails, otherwise a zero is returned.

---

### **See also**

[vGetChr](#), [vGetChrsA](#), [vPutChr](#), [vPutChrs](#), [vPutChrsA](#)



## **vGetChrs Example**

```
// copy 20 characters starting from 10,10 on the screen to 20,20
// Don't keep color attributes
str buffer[20];

vgetchrs(10, 10, buffer, 0, 20);
vputchrs(20, 20, buffer, 0, 20);
```



## vGetChrsA Function

### [Example](#)

```
vGetChrsA(int x, int y, str buf, int pos, int num);
```

The vgetchrsa function is used to read multiple characters and their color attributes from a position on the terminal screen into a string. Note that to save both characters and colors, two bytes (characters) are required for each. Note also that this function does not put a 0 (NULL, or end of string character) at the end of the sequence of characters retrieved.

<b>Argument</b>	<b>Description</b>
<i>int x</i>	The column on the screen to begin reading characters.
<i>int y</i>	The line on the screen to begin reading characters.
<i>str buf</i>	The variable to store the characters in. Note that a 0 (NULL) character is <b>not</b> placed at the end of the string.
<i>int pos</i>	The position in the variable to begin storing characters.
<i>int num</i>	The number of characters to read from the screen.
<b>Return Value</b>	
A -1 is returned if the function fails, otherwise a zero is returned.	

---

### See also

[vGetChr](#), [vGetChrs](#), [vPutChr](#), [vPutChrs](#), [vPutChrsA](#)



## **vGetChrsA Example**

```
// copy a 20 by 10 grid of characters with a left hand corner of
// 10,5 to 40,7, and keep color attributes
str buffer[400];    // 20 wide * 10 tall * 2 bytes per character
int y;

for (y = 5; y < 15; y = y+1)        // read chars in a loop
    vgetchrsa(10, y, buffer, 2 * 20 * (y - 5), 20);
for (y = 7; y < 17; y = y+1)        // now write them in a loop
    vputchrsa(10, y, buffer, 2 * 20 * (y - 7), 20);
```

## vPutChr Function

### Example

```
vPutChr(int chr);
```

The vputchr function is used to place a character on the terminal screen at the current cursor position, including color information.

<u>Argument</u>	<u>Description</u>
<i>int chr</i>	The character and it's color attribute to place on the screen. The low (first) byte contains the character, and the high (second) byte contains the color attribute.

<u>Return Value</u>
A -1 is returned if the function fails, otherwise a zero is returned.

---

### See also

[vGetChr](#), [vGetChrs](#), [vGetChrsA](#), [vPutChrs](#), [vPutChrsA](#)



## vPutChr Example

```
// Place an inverse 'X' in the left top corner of the screen
gotoxy(0, 0);
vputchr('X' + 112 * 256); // 'X' is the character, 112 is the color value
                           // of black on white, and it must be multiplied
                           // by 256 to "shift" it into the high byte.
```

## vPutChrs Function

### Example

```
vPutChrs(int x, int y, str buf, int pos, int num, int attr);
```

The vputchrs function is used to write multiple characters from a string onto the terminal screen at a given position with a specified [color attribute](#).

<u>Argument</u>	<u>Description</u>
<i>int x</i>	The column on the screen to begin writing characters.
<i>int y</i>	The line on the screen to begin writing characters.
<i>str buf</i>	The variable to read the characters from. Note that vputchrs assumes that color values are <b>not</b> included.
<i>int pos</i>	The position in the variable to begin reading characters.
<i>int num</i>	The number of characters to read from the string.
<i>int attr</i>	The <a href="#">color attribute</a> to use when writing the characters to the screen.

### Return Value

A -1 is returned if the function fails, otherwise a zero is returned.

---

### See also

[vGetChr](#), [vGetChrs](#), [vGetChrsA](#), [vPutChr](#), [vPutChrsA](#)



## **vPutChrs Example**

```
// copy 20 characters starting from 10,10 on the screen to 20,20
// Don't keep color attributes
str buffer[20];

vgetchrs(10, 10, buffer, 0, 20);
vputchrs(20, 20, buffer, 0, 20);
```

## vPutChrsA Function

### [Example](#)

```
vPutChrsA(int x, int y, str buf, int pos, int num);
```

The vputchrsa function is used to write multiple characters from a string onto the terminal screen at a given position.

<b>Argument</b>	<b>Description</b>
<i>int x</i>	The column on the screen to begin writing characters.
<i>int y</i>	The line on the screen to begin writing characters.
<i>str buf</i>	The variable to read the characters from. Note that vputchrsa assumes that <a href="#">color attributes</a> are included.
<i>int pos</i>	The position in the variable to begin reading characters.
<i>int num</i>	The number of characters to read from the string.
<hr/>	
<b>Return Value</b>	
A zero is always returned.	

---

### See also

[vGetChr](#), [vGetChrs](#), [vGetChrsA](#), [vPutChr](#), [vPutChrs](#)



## **vPutChrsA Example**

```
// copy a 20 by 10 grid of characters with a left hand corner of
// 10,5 to 40,7, and keep color attributes
str buffer[400];    // 20 wide * 10 tall * 2 bytes per character
int y;

for (y = 5; y < 15; y = y+1)        // read chars in a loop
    vgetchrsa(10, y, buffer, 2 * 20 * (y - 5), 20);
for (y = 7; y < 17; y = y+1)        // now write them in a loop
    vputchrsa(10, y, buffer, 2 * 20 * (y - 7), 20);
```



## vRstrArea Function

### Example

```
vRstrArea(int vhandle);
```

The vrstrarea function is used to restore a previously saved portion of the terminal screen.

<u>Argument</u>	<u>Description</u>
<i>int vhandle</i>	The handle to the saved screen information returned by a call to the <a href="#">vsavearea</a> function.
<hr/>	
<b>Return Value</b>	
A zero is always returned.	

---

### See also

[vSaveArea](#)



## **vRstrArea Example**

```
int vhandle;

// save the current screen
vhandle = vsavearea(0, 0, gettermwidth()-1, gettermheight()-1);
myfunc();                                // call a function
                                           // which modifies screen
vrstrarea(vhandle);                      // restore previous screen
```

## vSaveArea Function

### Example

```
vSaveArea(int x1, int y1, int x2, int y2);
```

The vsavearea function is used to save a rectangular portion of the terminal screen to be later restored. Characters, and their [color attributes](#), are saved in an internal buffer.

It is very important that for every call to this function, there is a subsequent call to [vrstrarea](#). If this is not done, the internal buffer used to store the screen area will not be released and can result in a memory shortage.

<b>Argument</b>	<b>Description</b>
<i>int x1</i>	The left column of the area to be saved.
<i>int y1</i>	The top line of the area to be saved.
<i>int x2</i>	The right column of the area to be saved.
<i>int y2</i>	The bottom line of the area to be saved.

### **Return Value**

An integer value, commonly called a *handle* is returned. This handle is used to refer to the saved area in subsequent calls to [vrstrarea](#) which will restore the screen area. If Telix encounters a problem trying to save the screen, a value of -1 is returned.

---

### See also

[vRstrArea](#)



## vSaveArea Example

```
int vhandle;

vhandle = vsavearea(0, 0, 79, 24); // save the current screen
myfunc();                          // call a function
                                   // which modifies screen
vrstrarea(vhandle);                // restore previous screen
```

# WaitFor Function

## [Example](#)

```
WaitFor(str waitstr1 [ ... , str waitstr8], int timeout);
```

The waitfor function is used to wait for given strings to come to be received from the connect device.

<b>Argument</b>	<b>Description</b>
<i>str waitstrN</i>	A string to wait for. Case is <b>not</b> significant, and the string must not be longer than 40 characters.
<i>str waitstrn</i>	Up to 8 strings may be monitored in one call to waitfor.
<i>int timeout</i>	The maximum amount of time to wait for a string to be matched.

### **Return Value**

The index of the matched string will be returned, or a zero (FALSE) value if no strings were matched in the given amount of time.

---

### **See also**

[Track](#), [Track\\_AddChr](#), [Track\\_Free](#), [Track\\_Hit](#)



## WaitFor Example

```
int i;

i = (waitfor("name?", "password", 180));
if i
{
    if (i == 1)
        prints("The string 'name?' came in from the comm port.");
    else
        prints("The string 'password' came in from the comm port.");
}
else
{
    prints("Neither 'name?' nor 'password' came in from the");
    prints("comm port in 3 minutes!");
}
```

## System Variables

Telx for Windows has quite a large number of predefined variables. They are called **System Variables** and are used to store many user preferences. There are both string and numeric system variables, and you can access them just as you would any other variable. To help distinguish them from normal variables, they all start with an underscore ( `_` ) character. See the [Quick List](#) for a complete alphabetical list of all system variables.

## Variable Quick List

<u>FILE</u>	<u>auto ans str</u>	<u>entry enum</u>	<u>script dir</u>
<u>LINE</u>	<u>back color</u>	<u>entry name</u>	<u>sound on</u>
<u>add lf</u>	<u>capture fname</u>	<u>entry num</u>	<u>strip high</u>
<u>alarm on</u>	<u>cisb auto</u>	<u>entry logonname</u>	<u>swap bs</u>
<u>answerback str</u>	<u>connect str</u>	<u>entry pass</u>	<u>telix dir</u>
<u>asc rcrtans</u>	<u>dest bs</u>	<u>fore color</u>	<u>up dir</u>
<u>asc remabort</u>	<u>dial pause</u>	<u>image file</u>	<u>usage fname</u>
<u>asc rlfrans</u>	<u>dial time</u>	<u>local echo</u>	<u>user int1</u>
<u>asc scpadding</u>	<u>dialpost</u>	<u>mdm hang str</u>	<u>user int2</u>
<u>asc scrtrans</u>	<u>dialpref1</u>	<u>mdm init str</u>	<u>user int3</u>
<u>asc secho</u>	<u>dialpref2</u>	<u>no connect1</u>	<u>user str1</u>
<u>asc sexpand</u>	<u>dialpref3</u>	<u>no connect2</u>	<u>user str2</u>
<u>asc slfrans</u>	<u>dialpref4</u>	<u>no connect3</u>	<u>user str3</u>
<u>asc slpadding</u>	<u>down dir</u>	<u>no connect4</u>	<u>zmod auto</u>
<u>asc spacechr</u>	<u>entry bbstype</u>	<u>redial stop</u>	<u>zmod rcrash</u>
<u>asc striph</u>	<u>entry comment</u>	<u>scr chk key</u>	<u>zmod scrash</u>



## \_\_FILE\_\_ Variable

The `__FILE__` read-only variable contains the fully qualified pathname of the script that is currently executing. This can be useful during the debugging process of complex scripts. You can not modify this variable.

## \_\_LINE\_\_ Variable

The `__LINE__` read-only variable contains the line number of the script that is currently executing. This can be useful during the debugging process of complex scripts. You can not modify this variable.

## `_add_If` Variable

If the `_add_If` system variable is set to non-zero (TRUE), a Line Feed character is automatically added after every Carriage Return character that comes in.

## `_alarm_on` Variable

If the `_alarm_on` system variable is set to non-zero (TRUE), alarms are enabled in Telix. Note that if the `_sound_off` system variable is set to zero (FALSE), alarms will not be heard no matter what the state of this variable.

---

### See also

[alarm](#), [\\_sound\\_on](#)

## \_answerback\_str Variable

The \_answerback\_str system variable holds the string which Telix will send when a Ctrl-E (ENQ) character is received while in terminal mode. If this string is empty, nothing is sent. Note that if Compuserve B transfers are enabled, the answerback string will not be sent, since CIS B uses the Ctrl-E as part of the transfer process. Maximum length is 19 characters.

## \_asc\_rctrans - \_asc\_striph Variables

\_asc\_rctrans determines what Telix does with Carriage Return characters during ASCII receives.

- 0 do nothing
- 1 strip
- 2 add Line afterwards

\_asc\_reabort is the character which when received from the remote side during an ASCII transfer is a signal to abort the transfer.

\_asc\_rlftrans determines what Telix does with Line Feed characters during ASCII receives.

- 0 do nothing
- 1 strip
- 2 add Carriage Return before

\_asc\_scpacing is the time in milliseconds which Telix should wait before transmitting each character during ASCII sends.

\_asc\_scrtrans determines what Telix does with Carriage Return characters during ASCII sends.

- 0 do nothing
- 1 strip
- 2 add Line Feed afterwards.

If \_asc\_secho is set to non-zero (TRUE), Telix will echo each character during ASCII sends.

If \_asc\_sexpand is set to non-zero (TRUE), Telix will expand blank lines to a space character, during ASCII sends.

\_asc\_slftrans determines what Telix does with Line Feed characters during ASCII sends.

- 0 do nothing
- 1 strip
- 2 add Carriage Return before

\_asc\_slpacing is the time in tenths of seconds which Telix should wait before transmitting each line during ASCII sends.

\_asc\_spacechr is the character which Telix should wait for during ASCII sends, before transmitting each line (0 means no wait).

If \_asc\_striph is set to non-zero (TRUE), Telix will strip the high (most significant) bit of each character in an ASCII transfer.

## `_auto_ans_str` Variable

The `_auto_ans_str` system variable holds the string that should be sent to the modem to make it automatically answer the phone when it rings. This string is used by the Host Mode script, among others. The string will possibly include translation characters as described in the Telex manual in the section by that name, and should be sent to the modem with the `cputs_tr` function. Maximum length is 49 characters.

---

### See also

[`\_mdm\_init\_str`](#)

## `_back_color` Variable

The `_back_color` system variable contains the background color which should be used for text in terminal mode. Allowable values are from 0 - 15. Note that changes to this variable may not be reflected until the screen is cleared.

---

### See also

[`fore\_color`](#)



## `_capture_fname` Variable

The `_capture_fname` system variable holds the default capture file filename. The maximum length is 64 characters.

---

### See also

[capture](#), [\\_usage\\_fname](#)

## `_cisb_auto` Variable

This variable is not yet supported in Telix for Windows, but will be added soon.

---

### See also

[`\_zmod\_auto`](#)

## `_connect_str` Variable

The `_connect_str` system variable holds the string which Telex should scan for when dialing, and should take to mean that a connection has been established. For Hayes type modems it is usually set to "CONNECT". Maximum length is 19 characters.

---

### See also

[`\_no\_connect1 - \_no\_connect4`](#)

## `_dest_bs` Variable

The `_dest_bs` system variable controls whether a backspace character received by Telix in Terminal Mode erases the character to the left of the cursor, or just moves the cursor on top of it without erasing it. If this variable is 0 (FALSE), Telix will treat the backspace as non-destructive, and destructive otherwise.

---

**See also**

[`\_swap\_bs`](#)

## `_dial_pause` Variable

The `_dial_pause` system variable holds (in seconds) the amount of time to wait between the end of one dialing attempt and the beginning of another. Most modems don't need more than a 1 second pause.

## `_dial_time` Variable

The `_dial_time` system variable holds the amount of time Telix should wait for a connection when dialing, in seconds (e.g. 30).

---

### See also

[`\_dial\_pause`](#)

## \_dialpost Variable

The \_dialpost system variable holds the string (the dialing suffix) which should be sent to the modem after the number, when dialing. For Hayes type modems, it is usually just a Carriage Return. Maximum length is 19 characters. This string will possibly include some translation characters, as described in the Telix manual, and should be sent to the modem with the cputs\_tr function.

---

**See also**

[\\_dialpref](#) - [\\_dialpref3](#), [\\_redial\\_stop](#)

## `_dialpref` Variables

The `_dialpref` system variable holds the string which should be sent to the modem before the number, when dialing. For Hayes type modems, it is usually set to "ATDT". Maximum length is 19 characters. This string will possibly include translation characters, as described in the Telix manual, and should be sent to the modem with the `cputs_tr` function.

The `_dialpref2`, `_dialpref3` and `_dialpref4` variables are the other two dialing prefixes that may be defined in Telix.

---

### See also

[`\_dialpost`](#), [`\_redial\_stop`](#)



## `_down_dir` Variable

The `_down_dir` system variable holds the default download directory name. When a file is downloaded (received), if the user specifies a drive and/or directory in the name, the file is put there. However, if only a name is specified, the file is placed in the directory indicated by `_down_dir`. The maximum length is 64 characters, and this string should end with the backslash character, '\\.

---

### See also

[`\_up\_dir`](#), [`receive`](#)

## `_entry_enum` Variable

The `_entry_enum` variable is set by the dialing routines. When a connection is established while dialing, the entry number of the dialing directory entry connected to is stored here. If a manual number is connected to, the value 0 is stored here.

---

### See also

[`\_entry\_name`](#), [`dial`](#), [`redial`](#)

## `_entry_bbstype` - `_entry_pass` Variables

All of the `_entry_xxxx` variables are set by the dialing routines. When a connection has been established, the appropriate value is copied into the variable.

The `_entry_bbstype` system variable contains the name of the BBS software package that is connected to. This variable is assigned in the dialing directory entry by the user. Telix does not determine this upon connection to a system. The maximum length is 15 characters.

The `_entry_comment` system variable holds the value of the comment field from the entry connected to. Common uses are for storing mail packet filenames or secondary passwords. The maximum length is 40 characters.

The `_entry_name` system variable contains the name of the dialing directory entry connected to. The maximum length is 29 characters.

The `_entry_num` system variable holds the phone number of the entry connected to. The maximum length is 17 characters.

The `_entry_logonname` variable contains the user name for the entry connected to. This is useful for performing logons. The maximum is 25 characters.

The `_entry_pass` system variable holds the password from the entry connected to. This is useful for performing logons. The maximum length is 14 characters.

---

### See also

[`\_entry\_enum`](#), [`dial`](#), [`redial`](#)

## `_fore_color` Variable

The `_fore_color` system variable contains the foreground [color](#) which should be used for text in terminal mode. Allowable values are from 0 - 15. Note that changes to this variable may not be reflected until the screen is cleared, or the `update_term` function is called.

---

### See also

[\\_back\\_color](#), [Update\\_Term](#)

## `_image_file` Variable

The `_image_file` system variable holds the full name of the file that screen images are saved to when the user selects Screen Image from the File menu or presses Alt-I while in terminal mode. If this file already exists, the screen is appended to it.

## `_local_echo` Variable

The `_local_echo` system variable controls whether or not characters typed in terminal mode are echoed on the screen. If `_local_echo` is set to non-zero (TRUE), characters are echoed, otherwise they are not.

## \_mdm\_hang\_str Variable

The \_mdm\_hang\_str system variable holds the string that should be sent to the modem to hang it up when the user presses Alt-H. Note that this string will only be sent to the modem if Telix can't first hang-up the modem by turning off a signal on the serial port called the DTR line. This string may contain translation characters as defined in the Telix manual, and should be sent to the modem with the [cputs\\_tr](#) function. Maximum length is 19 characters.

---

### See also

[\\_mdm\\_init\\_str](#), [\\_auto\\_ans\\_str](#)

## \_mdm\_init\_str Variable

The \_mdm\_init system variable holds the string that should be sent to the modem when Telix is started. It is used to make sure certain settings in the modem are right. This string may contain translation characters as defined in the Telix manual, and should be sent to the modem with the [cputs\\_tr](#) function. Maximum length is 49 characters.

---

### See also

[auto\\_ans\\_str](#), [\\_mdm\\_hang\\_str](#)



## `_no_connect1` - `_no_connect4` Variables

These system variables contain the strings that Telix should scan for when dialing that indicate a connection could not be established (i.e., the number was busy or there was no answer). The maximum length for each string is 19 characters.

---

**See also**

[`\_connect\_str`](#)

## \_redial\_stop Variable

The \_redial\_stop system variable holds the string that should be sent to the modem to stop a dialing attempt. It usually just holds a Carriage Return character. This string may contain translation characters as described in the Telix manual, and should be sent to the modem with the [cputs\\_tr](#) function. Maximum length is 19 characters.

---

### See also

[\\_dialpref](#), [\\_dialpost](#)

## `_scr_chk_key` Variable

If the `_scr_chk_key` variable is set to zero (FALSE), Telix will not allow executing scripts to be aborted. If set to non-zero (TRUE), users will be allowed to abort scripts.

## `_script_dir` Variable

The `_script_dir` system variable holds the full path of the directory where Telix should look for compiled script files when a script is selected to be run. When a script is selected to be run, Telix uses this procedure: if the name includes the drive and/or directory, only that path is searched. If the name includes only the filename, the current directory is first searched for the script file, and then the directory pointed to by the `_script_dir` variable. This string should end in the backslash ( `\` ) character. The maximum allowed length is 64 characters.

---

### See also

[`\_telix\_dir`](#), [`\_up\_dir`](#), [`\_down\_dir`](#)

## `_sound_on` Variable

If the `_sound_on` system variable is set to non-zero (TRUE) sound is enabled in Telix, otherwise all sound is shut off.

---

### See also

[alarm](#), [\\_alarm\\_on](#)

## `_strip_high` Variable

The `_strip_high` system variable controls what Telix does with the high (most significant) bit of incoming characters while in terminal mode. If this variable is set to a non-zero (TRUE) value, Telix will strip the high bit of incoming characters.

## `_swap_bs` Variable

The `_swap_bs` system variable controls what Telix sends when the Backspace key is pressed. If this variable is 0, Telix will send a Backspace character when Backspace is pressed, and a DEL character when Ctrl-Backspace is pressed. If this variable is set to 1, Telix will reverse these codes.

---

### See also

[`\_dest\_bs`](#)

## `_telix_dir` Variable

The `_telix_dir` system variable holds the full path to reach the Telix program's base directory (e.g. 'C:\TELIX\'). Changing this variable is not recommended, as if a wrong value is used, Telix will probably not be able to find many needed files. The maximum length is 64 characters.

If this variable is changed, it is imperative that a backslash ( \ ) character is found at the end. Telix builds paths to many files by appending certain names to this string. If the backslash is missing, it will cause many problems.

---

### See also

[`\_script\_dir`](#), [`\_up\_dir`](#), [`\_down\_dir`](#)



## `_up_dir` Variable

The `_up_dir` system variable holds the default upload directory name. When a file is to be uploaded (sent), if the user specifies a drive and/or directory in the name, the file is taken from there. However, if only a name is specified, the file is searched for in the directory indicated by `_up_dir`. This variable should end with a backslash ( `\` ) character. The maximum length is 64 characters.

---

### See also

[`\_down\_dir`](#), [`\_send`](#)

## `_usage_fname` Variable

The `_usage_fname` system variable holds the default Usage Log filename. The maximum length is 64 characters.

---

### See also

[`capture\_fname`](#), [`usagelog`](#)

## `_zmod_auto` Variable

The `_zmod_auto` system variable controls whether or not Zmodem autodownloads are allowed. If Telix is in terminal mode and receives an auto download request Telix will ignore it if this variable is set to a 0 (FALSE) value. The download will then have to be initiated by the user.

---

### See also

[`\_cisb\_auto`](#)

## `_user_int1` - `_user_int3` Variables

The `_user_int1`, `_user_int2` and `_user_int3` variables are general purpose integer variables that have no predefined purpose. The variables are global in scope, and retain their values even when no scripts are active.

---

**See also**

[`\_user\_str` Variables](#)

## `_user_str1` - `_user_str3` Variables

The `_user_str1`, `_user_str2` and `_user_str3` variables are general purpose string variables that have no predefined purpose. The variables are global in scope, and retain their values even when no scripts are active.

---

### See also

[`\_user\_int` Variables](#)

## `_zmod_rcrash` Variable

The `_zmod_rcrash` system variable controls whether the Zmodem receive Crash Recovery (resume) option is on. If this variable is set to a non-zero (TRUE) value, Telix will try to resume aborted transfers during a Zmodem download.

---

### See also

[`\_zmod\_scrash`](#)

## `_zmod_scrash` Variable

The `_zmod_scrash` system variable controls whether the Zmodem send Crash Recovery (resume) option is on. If this variable is set to a non-zero (TRUE) value, Telix will try to tell the other side to resume aborted transfers during a Zmodem upload.

---

### See also

[`\_zmod\_rcrash`](#)

# ASCII Character Set

The ASCII character set consists of 128 characters, with each character having an ASCII value, in the range of 0 to 127. The IBM PC uses the IBM Extended ASCII set, which adds a further 128 values, to provide extra symbols. The following table lists the regular ASCII character set. The first column contains the ASCII control characters, which can not normally be printed, and are given by name.

Dec	Hex	Ctrl	Name	Dec	Hex	Chr	Dec	Hex	Chr	Dec	Hex	Chr
0	00	^@	NUL	32	20		64	40	@	96	60	`
1	01	^A	SOH	33	21	!	65	41	A	97	61	a
2	02	^B	STX	34	22	"	66	42	B	98	62	b
3	03	^C	ETX	35	23	#	67	43	C	99	63	c
4	04	^D	EOT	36	24	\$	68	44	D	100	64	d
5	05	^E	ENQ	37	25	%	69	45	E	101	65	e
6	06	^F	ACK	38	26	&	70	46	F	102	66	f
7	07	^G	BEL	39	27	'	71	47	G	103	67	g
8	08	^H	BS	40	28	(	72	48	H	104	68	h
9	09	^I	HT	41	29	)	73	49	I	105	69	i
10	0a	^J	LF	42	2a	*	74	4a	J	106	6a	j
11	0b	^K	VT	43	2b	+	75	4b	K	107	6b	k
12	0c	^L	FF	44	2c	,	76	4c	L	108	6c	l
13	0d	^M	CR	45	2d	-	77	4d	M	109	6d	m
14	0e	^N	SO	46	2e	.	78	4e	N	110	6e	n
15	0f	^O	SI	47	2f	/	79	4f	O	111	6f	o
16	10	^P	DLE	48	30	0	80	50	P	112	70	p
17	11	^Q	DC1	49	31	1	81	51	Q	113	71	q
18	12	^R	DC2	50	32	2	82	52	R	114	72	r
19	13	^S	DC3	51	33	3	83	53	S	115	73	s
20	14	^T	DC4	52	34	4	84	54	T	116	74	t
21	15	^U	NAK	53	35	5	85	55	U	117	75	u
22	16	^V	SYN	54	36	6	86	56	V	118	76	v
23	17	^W	ETB	55	37	7	87	57	W	119	77	w
24	18	^X	CAN	56	38	8	88	58	X	120	78	x
25	19	^Y	EM	57	39	9	89	59	Y	121	79	y
26	1a	^Z	SUB	58	3a	:	90	5a	Z	122	7a	z
27	1b	^[	ESC	59	3b	;	91	5b	[	123	7b	{
28	1c	^\	FS	60	3c	<	92	5c	\	124	7c	
29	1d	^]	GS	61	3d	=	93	5d	]	125	7d	}
30	1e	^^	RS	62	3e	>	94	5e	^	126	7e	~
31	1f	^_	US	63	3f	?	95	5f	_	127	7f	DEL



## Extended Key Scan Codes

The following chart lists keyboard scan codes for special non-ASCII keys, as returned by inkey and inkeyw, and used by the keyget, keyset, keyload, and keysave SALT functions. Normal keys which are within the ASCII set are listed in the preceding topic, [ASCII Character Set](#).

Key	Normal		w / Ctrl		w / Alt		w / Shift	
	Dec	Hex	Dec	Hex	Dec	Hex	Dec	Hex
<hr/>								
F1	15104	3b00	24064	5e00	26624	6800	21504	5400
F2	15360	3c00	24320	5f00	26880	6900	21760	5500
F3	15616	3d00	24576	6000	27136	6a00	22016	5600
F4	15872	3e00	24832	6100	27392	6b00	22272	5700
F5	16128	3f00	25088	6200	27648	6c00	22528	5800
F6	16384	4000	25344	6300	27904	6d00	22784	5900
F7	16640	4100	25600	6400	28160	6e00	23040	5a00
F8	16896	4200	25856	6500	28416	6f00	23296	5b00
F9	17152	4300	26112	6600	28672	7000	23552	5c00
F10	17408	4400	26368	6700	28928	7100	23808	5d00
F11								
F12								
<hr/>								
1					30720	7800		
2					30976	7900		
3					31232	7a00		
4					31488	7b00		
5					31744	7c00		
6					32000	7d00		
7					32256	7e00		
8					32512	7f00		
9					32768	8000		
0					33024	8100		
<hr/>								
Up	18432	4800						
Down	20480	5000						
Left	19200	4b00	29440	7300				
Right	19712	4d00	29696	7400				
Home	18176	4700	30464	7700				
End	20224	4f00	29952	7500				
PgUp	18688	4900	33792	8400				
PgDn	20736	5100	30208	7600				
Ins	20992	5200						
Del	21248	5300						

## Color Values

Several SALT functions, such as [pstra](#), use color attribute values. A character on the text screen has a foreground color, and a background color. Possible colors are numbered as follows:

Color	Integer Value
Black	00
Blue	01
Green	02
Cyan	03
Red	04
Magenta	05
Brown	06
Light Gray	07
Dark Gray	08
Light Blue	09
Light Green	10
Light Cyan	11
Light Red	12
Light	13
Magenta	
Yellow	14
White	15

To obtain a color attribute value for a color combination, the formula is:

$$\text{color attribute value} = \text{foreground color value} + (16 * \text{background color value})$$

Therefore, a Yellow character on a Blue background would have a color attribute value of 30 ( $14 + (16 * 1)$ ).

Note that only the first eight colors are valid background colors. Using light colors for a background yields it's corresponding dark color, and causes the foreground color to blink.

The following is a useful function to add to your toolbox to make calculating color attributes easier.

```
#CONST Black      00
#CONST Blue       01
#CONST Green      02
#CONST Cyan       03
#CONST Red        04
#CONST Magenta    05
#CONST Brown      06
#CONST Lt_Gray    07
#CONST Dk_Gray    08
#CONST Lt_Blue    09
#CONST Lt_Green   10
#CONST Lt_Cyan    11
#CONST Lt_Red     12
#CONST Lt_Magenta 13
#CONST Yellow     14
#CONST White      15
```

```
MakeColor(int Fore, int Back)
{
```

```
int color;  
color = Fore + (Back * 16);  
return color;  
}
```

Using the constants in conjunction with the MakeColor function, the color attributes are calculated for you, and the resulting code is more easily understood. Consider the following:

```
pstra("Print this string in yellow on blue", 30);  
pstra("Print this string in yellow on blue", MakeColor(Yellow, Blue));
```

# SIMPLE Language

## The Telix SIMPLE Language

Telix for Windows has a built-in programming language called SALT (Script Application Language for Telix). SALT is extremely powerful, and much of that power is due to its semblance to the C programming language. Along with that power comes a degree of difficulty, however. For those not comfortable in a structured programming environment such as SALT, a second scripting language, SIMPLE (Salt IMPLementation) is also provided.

Simple takes a loosely structured program resembling a stream of English sentences and transforms it into SALT for you. No programming experience is necessary. Its SIMPLE!

## What Can Be Accomplished With SIMPLE?

SIMPLE scripts can be used to automate logins to bulletin boards, automate repetitive tasks such as mail transfers, or can be programmed to watch for multiple strings, offering up the proper response to each no matter the order in which they arrive. SIMPLE offers you much of the power of SALT without the learning curve.

## Comparing SIMPLE to SALT

SALT's complexity allows it to do much more than SIMPLE can. For example, the Host+ bulletin board that comes with Telix was written primarily in SALT, but such a task would not be possible in SIMPLE. SALT offers access to most screen-related functions in Telix; SIMPLE offers only a pair of commands to place information on the screen. SALT offers full color control; SIMPLE does not. Other differences make SALT the preferable language for complex scripts.

## Creating SIMPLE Scripts

A SIMPLE script is basically a sequence of instructions for Telix to follow, using a loosely defined syntax. You may use any text editor to produce this script file, as long as its output is normal ASCII text (this means that if you use your word processor, you must explicitly tell it to write out the file using ASCII format and not to embed any special codes in the file). You may give any name you wish to a SIMPLE script, although we recommend that you always use the extension .SIM for clarity. For example, a script to log on to the Telix Support BBS might be called TELIX.SIM. If you use the Script Editor that is built in to Telix for Windows, you **must** give the file an extension of .SIM or the compiler will treat the file as a SALT script.

Once you have written your script file and saved it to disk, it must be compiled. Using the SALT Editor, you need only to select the Compile command from the menu, or if using an external editor, select Compile from the Telix for Windows Script menu. The compiler then reads your 'source' script file, and compiles it to a form which Telix can understand. The compiled script can then be loaded more quickly by Telix, and is also usually smaller. The output file is written with the same name as the source file except that the extension .SLC is used.

When the script compiler finds an error in your source file, it will abort the compile process and give you the line number on which the error occurred, as well as the type of error. If you are using the SALT Editor, the cursor will be moved to the line that the error occurred on and the error message will be displayed on the status bar. The error should then be fixed and the source re-compiled. This is repeated until the compiler detects no more errors in your source file. The compiled script can then be executed in Telix using one or all of several methods; using the Execute menu item on the Script menu, as a linked script in a dialing directory entry, or called from another script.

---

**See also**

[SIMPLE Syntax](#), [SIMPLE Structure](#), [SIMPLE Functions](#), [SIMPLE Program Control](#)

## SIMPLE Syntax

Case is not important in command, function, and variable names. The only time case matters is inside a string constant (e.g., "Hello" is not the same string as "hello"). Whitespace (such as the space, the tab, the Carriage Return, or the Line Feed) is not important. The script compiler does not care where you place items, so that you may arrange the program as you see fit. For example,

```
If Online Then Send String25
Else Dial "11" MaxOf 23 RunScript
```

is equivalent to

```
If Online Then
    Send String25
Else
    Dial "11" MaxOf 23 RunScript
```

or even to

```
If
Online
Then
Send
String25
Else
Dial
"11"
MaxOf
23
RunScript
```

The only time whitespace matters is when it would split up key-words or function name, or in a string. For example, the key-word 'whenever' must not be split up if it is to be recognized. The same applies to other key-words or function names. Also, there must be space between the letters of a command and other letters. For example, 'whenever' is not the same as 'wheneverabc'. In the interest of clarity, it is recommended that you try to make your script easy to understand, by indenting where appropriate, and by using space effectively. There is no reason, for example, to put more than one statement on a line, even if it is perfectly legal. Another poor example, as the last example above illustrates, is one where a complete line is broken up for no good reason. A good example of program style can be found by looking at the sample SIMPLE scripts included with Telix.

# SIMPLE Structure

## Program Structure

A SIMPLE script has no set format beyond a few easy-to-follow rules. These rules will be discussed as they apply to the individual commands when necessary. Otherwise, simply add commands to your script to do whatever is necessary.

## Variables

A SIMPLE script may use up to 255 string "variables", or groups of characters, that you can change as you see fit. You need not do anything special to use a string. Just use the word "StringXX" wherever you need the string, where XX is the number of the string. All SIMPLE strings are exactly 80 characters in length. These will be referred to as StringXX variables throughout this documentation. Examples of StringXX use might be as follows:

To create string number 20, and make it contain the phone number of the Telix BBS, you might have a line:

```
Assign String20, "1-919-481-9399"
```

Note that you do not have to use all 80 characters of a string. SIMPLE knows where to end a string if you don't fill it up.

To create a string that contains today's date, you could simply use:

```
Date String15
```

If you need to use either the quote character itself in a string, or the carat symbol (the shifted-6), both of which have special meaning in Telix, you must dereference them. To dereference the character, precede it with a carat. Examples of this are:

```
Assign String1, "A quote, ^", needs a carat in front."  
Assign String2, "A carat, ^^, is represented by two carats."
```

Integer variables are also available, referred to as IntegerXX variables, and conform to the same rules as StringXX variables described above. IntegerXX variables can contain values ranging from -2,147,483,683 to 2,147,483,648.

## System Variables

SIMPLE has four system variables which may be used as part of certain statements. Their use will be explained in greater detail as part of the commands that may access them. These variables are:

**BBSNumber:** This variable will contain the dialing directory entry number after dialing and connecting to a system. It changes only when a connection is made.

**TransferStatus:** This variable is explained in detail under the [If](#) directive.

**ReturnCode:** This variable is explained in detail under the [If](#) directive.

**BBSPassword:** This variable contains your password for the system you last connected to, as read from the dialing directory. This variable makes it possible to write a script that doesn't have to be recompiled every time you change your password. The script can just use this variable instead of a String variable. All you need to do when changing your password is to edit the dialing directory within Telix, and insert the new password.



## SIMPLE Functions

<u>ADD</u>	<u>Dos</u>	<u>RenameFile</u>
<u>AddString</u>	<u>Download</u>	<u>RunScript</u>
<u>Alarm</u>	<u>Emulate</u>	<u>Send</u>
<u>Assign</u>	<u>End</u>	<u>Shell</u>
<u>Begin</u>	<u>EraseFile</u>	<u>Show</u>
<u>CaptureLog</u>	<u>ExitScript</u>	<u>Sound</u>
<u>ChangeDir</u>	<u>ExitTelix</u>	<u>SUB</u>
<u>ClearScreen</u>	<u>Hangup</u>	<u>Time</u>
<u>Cursor</u>	<u>Input</u>	<u>Upload</u>
<u>Date</u>	<u>Message</u>	<u>UsageLog</u>
<u>Dial</u>	<u>MUL</u>	<u>Wait</u>
<u>DIV</u>	<u>Printer</u>	

# ADD Function

## Example

```
ADD integer1, integer2
```

The ADD function adds the value of *integer2* to *integer1*. Neither integer need be defined prior to an ADD. The first value must be an [IntegerXX](#) variable, and the second value may be either a variable or literal value. The comma between the two values is required.

---

## See also

[Assign](#), [DIV](#), [MUL](#), [SUB](#)



### **ADD Example**

Assign Integer30, 50

ADD Integer30, 25

ADD Integer30, Integer30

# AddString Function

## [Example](#)

```
AddString string1, string2
```

The AddString function adds, or concatenates, the value of *string2* to *string1*. The *string1* variable must be a [StringXX](#) variable, and *string2* may be a literal string in quotes or a [StringXX](#) variable. The comma between the two strings is required.

---

## See also

[Assign](#)



## AddString Example

```
Assign String1, "TELIX"  
AddString String1, ".REP"
```

# Alarm Function

Example

Alarm integer

The Alarm function plays the Alarm wave sound defined in the Sounds configuration *integer* times.



## Alarm Example

```
Send "C:\TFW\UP\MYMAIL.REP" with ZMODEM
if TransferStatus = 0 then
  Begin
    Alarm 1
    Message "Mail packet was not uploaded!"
  end
```

# Assign Function

## Example

Assign *string1*, *string2*

Assign *integer1*, *integer2*

The Assign function assigns the value of *string2* to *string1*, or the value of *integer1* to *integer2*. Neither string, or integer, need be defined prior to an assign. The first value must be a [StringXX](#), or [IntegerXX](#), variable, and the second value may be either a variable or literal value. The comma between the two values is required.

---

## See also

[AddString](#), [ADD](#), [DIV](#), [MUL](#), [SUB](#)





## Assign Example

```
Assign String24, "Telix Support BBS"  
Assign String40, String24
```

```
Assign Integer30, 500  
Assign Integer35, Integer30
```

# Begin Command

[Example](#)

Begin

The Begin command denotes the start of a group of code that belongs together. It is typically used to keep a group of code together in conjunction with [If](#) statements. Every Begin command must have a corresponding [End](#) command. Begin and End commands may be nested within each other. It is strongly recommended that indentation be used to help keep track of the Begin and End pairs.

---

**See also**

[End](#)



## Begin Example

```
if Online then
  Begin
    Assign String4, "TELIX.REP"
    Alarm 3
  End
```

# CaptureLog Function

[Example](#)

```
CaptureLog string | OFF | ON | PAUSE | UNPAUSE
```

The CaptureLog function controls the status of the Telix Capture file, in much the same way as Alt-L does from the keyboard in Telix. You may turn on the capture log by passing a [StringXX](#) or constant string, **PAUSE**, **UNPAUSE**, or turn **OFF** the capture file entirely. Only one of these actions may be performed per CaptureLog command. CaptureLog **ON** opens the capture log with the filename specified in the Telix Filenames and Paths configuration.

---

## See also

[UsageLog](#)



## CaptureLog Example

```
CaptureLog "TEMP.CAP"  
CaptureLog Pause  
CaptureLog Unpause  
CaptureLog Off
```

```
CaptureLog On  
CaptureLog Off
```

```
Assign String16, "TELIX.CAP"  
CaptureLog String16  
CaptureLog Off
```

# ChangeDir Function

## Example

ChangeDir *string1*

The ChangeDir function provides access to the DOS "CD" command. You may change to any valid directory with this command. Invalid directories are simply ignored, and Telix will remain in the current directory. *String1* may be either a StringXX variable or a literal string in quotes.



## ChangeDir Example

```
Assign String64, "D:\TELIX\DOWN"  
ChangeDir String64  
ChangeDir "C:\TELIX"
```

# ClearScreen Function

[Example](#)

ClearScreen

The ClearScreen function acts as if you had pressed Alt-C from within Telix. It clears the terminal window of all characters. ClearScreen does not accept any parameters.





## ClearScreen Example

ClearScreen

# Cursor Function

Cursor ON/OFF

The Cursor function turns the blinking cursor in the terminal window on or off.

## Date Function

### Example

Date *string*

The Date function places the current date into *string*. *string* must be a StringXX-type variable.



## Date Example

Date String16

```
show "Today's date is "  
show String16 ENTER
```

# Dial Function

## Example

```
Dial string1 [FROM string2] [MAXOF integer] [RUNSCRIPT]
```

The Dial function allows nearly complete access to the Telix dialing directory. Telix can be told to dial several entries, optionally from a specific dialing directory file, and can be told whether or not to run a linked script.

Dial must be passed at least one parameter, a StringXX variable or string constant in quotes containing numbers to dial. This string may contain either a list of entries by number, or a manual number preceded with a lowercase "m".

If you wish, you may tell Dial from which directory these numbers are to be read, with an optional **FROM** directive. From must be passed a StringXX or literal string constant in quotes, containing the name of the directory to load. If you use a **FROM** directive, the specified directory will be used throughout the rest of the script, or until a **FROM** directive is encountered in another dial function. To avoid confusion, it is best to either always use **FROM**, or never use it. If **FROM** is not used, the currently loaded directory shall be the source.

You may tell Telix to limit the number of dialing attempts to make by using an optional **MAXOF** directive. **MAXOF** must be followed by an integer, which specifies the number of attempts to make. **MAXOF** must come after **FROM**, if **FROM** is present.

You may tell Telix to execute the script linked to the dialing directory with the **RUNSCRIPT** directive. The default is not to execute such a script. By placing the optional directive **RUNSCRIPT** at the end of the Dial command, Telix will execute a linked script attached to the entry connected to, if there is one, and return control to your SIMPLE script upon completion.

The Dial function places a return value into the system variable ReturnCode as follows:

If there was a connection, ReturnCode shall be the entry number in the dialing directory of the system connected to, or 1 for a manual number.

If there was no connection established, a zero shall be placed into ReturnCode.

If the string passed to dial did not contain a string that could be interpreted as a valid list of numbers to dial, -1 will be placed into ReturnCode.

The use of the ReturnCode is discussed in detail as part of the If statement.



## Dial Example

```
Assign String24, "1 5 6"
```

```
Assign String64, "D:\TELIX\FON\LONGDIST.FON"
```

```
// The first example dials entries 1, 5, and 6 from LONGDIST.FON until it  
// connects to one of them or the user presses escape.
```

```
Dial String24 From String64
```

```
// The second example dials the Telix Support BBS manually, up to 50 times.
```

```
Dial "m1-919-481-9399" MaxOf 50
```

```
// The third example dials entries 1, 5, and 6, after loading TELIX.FON. If  
a // connection is made, any script linked to the entry will be executed.
```

```
Dial String24 From "TELIX.FON" RunScript
```

## DIV Function

### Example

DIV *integer1*, *integer2*

The DIV function divides the value of *integer1* by *integer2*. Neither integer need be defined prior to a DIV. The first value must be an [IntegerXX](#) variable, and the second value may be either a variable or literal value. The comma between the two values is required.

---

### See also

[Assign](#), [ADD](#), [MUL](#), [SUB](#)



## **DIV Example**

```
Assign Integer30, 50  
DIV Integer30, 2
```



# Dos Function

## Example

```
Dos string [PAUSE]
```

The Dos function allows you to shell to DOS to execute the program specified in *string*. *String* may be a StringXX variable or a literal string in quotes. If you wish Telix to pause prior to returning, simply place the optional directive **PAUSE** after the command to execute.

The Errorlevel that DOS returns after running the command is placed in the system variable ReturnCode. Use of the ReturnCode is discussed with the If statement. Please see your DOS manual for more information regarding the DOS Errorlevel.



## Dos Example

```
Assign String64, "C:\WP51\WP.EXE"  
Dos String64  
Dos "D:\UTIL\QEDIT.EXE" Pause
```

# Download Function

## Example

Download *string* WITH *protocol*

The Download function acts just as if you had pressed Alt-PgDn and entered a protocol and filename. It will download the file (or files if a batch protocol is used) indicated by *string*. *String* may be a StringXX variable or a string constant in quotes.

The Download command uses the protocol specified by the **WITH** directive. If no protocol is specified, Telix will prompt for the protocol. Protocols allowed are:

- XModem
- 1K-XModem
- G-1K-XModem
- YModem
- YModem-G
- ZModem

Remember that downloads usually need to be triggered on the remote site before you can receive the file. You will usually need to Send a start command prior to using the Download command.

The success or failure of the transfer is reported in the special system variable TransferStatus that is described in the If...Then...Else section.



## Download Example

```
Assign String64, "D:\TELIX\DOWN\WORK\TELIX.QWK"
```

```
Send "D;Z" Enter
```

```
Send Enter
```

```
Download String64 with Zmodem
```

```
If TransferStatus = 0 Then
```

```
    Message "Download failed!"
```

```
Send "D;G" Enter
```

```
Send Enter
```

```
Download "C:\TELIX\DOWN\TLX320-1.ZIP" With Ymodem-G
```

```
If TransferStatus > 0 Then
```

```
    Message "Download succeeded."
```

# Emulate Function

## Example

Emulate "*terminal*"

The Emulate function tells Telix to change the terminal emulation it is using to that specified by *terminal*.

Allowable emulations are:

- TTY
- VT52
- VT100
- VT102
- VT220
- ANSI X3.64
- ANSI-BBS
- AVATAR
- RIPscrip 1.54



## Emulate Example

Emulate "VT102"

Emulate "ANSI-BBS"

# End Command

## Example

End

The End command denotes the end of a group of code that belongs together. It is typically used to keep a group of code together in conjunction with If statements. Every End command must have a preceding Begin command. Begin and End commands may be nested within each other. It is strongly recommended that indentation be used to help keep track of the Begin and End pairs.



## End Example

```
if Online then
  Begin
    Send "U" Enter
    Upload "TELIX.REP" with Zmodem
  End
```



# EraseFile Function

[Example](#)

EraseFile *string*

The EraseFile function deletes the file specified in *string* from the disk. Be careful using this command as deleted files are usually unrecoverable. *String* may be a [StringXX](#) variable or a literal string in quotes.

---

## See also

[RenameFile](#)



## EraseFile Example

```
Assign String24, "D:\WINDOWS\TELIX.TTF"  
EraseFile String24  
EraseFile "C:\TELIX\QWIK\TELIX.QWK"
```

# ExitScript Function

[Example](#)

ExitScript

The ExitScript function halts execution of the script. Telix will not prompt for confirmation, but instead will stop the script immediately.



## ExitScript Example

```
Assign String64, "D:\TELIX\DOWN\WORK\TELIX.QWK"
```

```
Send "D;Z" Enter
```

```
Send Enter
```

```
Download String64 with Zmodem
```

```
if TransferStatus=0 then
```

```
  begin
```

```
    Alarm 1
```

```
    Message "Download failed!  Exiting script."
```

```
    ExitScript
```

```
  end
```

```
// If download succeeded then upload replies.
```

```
Send "U;Z" ENTER
```

```
Send Enter
```

```
Upload "D:\TELIX\UP\TELIX.REP"
```

# ExitTelix Function

[Example](#)

`ExitTelix`

The ExitTelix function halts execution of the script, and exits Telix completely. It is exactly like pressing Alt-X in terminal mode.

## ▶ ExitTelix Example

ExitTelix

# Hangup Function

Example

Hangup

The Hangup function disconnects you from any system you might be connected to at the time. It is exactly like pressing Alt-H from terminal mode.



## Hangup Example

```
if OnLine then  
    HangUp
```

```
Dial "1"
```



# Input Function

## Example

Input *string*, *integer*

The Input function gets up to *integer* characters from the keyboard and places them into *string*. *Integer* is any integer value from 1 to 80, and *string* must be a StringXX-type variable.

No prompting is made by SIMPLE. If you wish to prompt the user for the data, you will want to display the prompt yourself using the Show command.



## Input Example

```
// An example of the Input routine below allows the user to input up to 40  
// characters, placing them into String22.
```

```
Input String22, 40
```

# Message Function

## Example

Message *string*

The Message command places *string* into a centered box on the screen for exactly three seconds. It is very much like the prompts that Telix uses to request confirmations from you, but it allows you to specify the message in the box. *String* may be a StringXX variable or a literal string in quotes.



## Message Example

```
Assign String64, "D:\TELEX\DOWN\WORK\TELEX.QWK"
```

```
Send "D;Z" Enter
```

```
Send Enter
```

```
Download String64 with Zmodem
```

```
if transferstatus = 0 then
```

```
  begin
```

```
    message "Failed to download mail packet!"
```

```
    exitscript
```

```
  end
```

```
else then
```

```
  message "Downloaded mail packet successfully."
```

# MUL Function

## Example

MUL integer1, integer2

The MUL function multiplies the value of *integer1* by *integer2*. Neither integer need be defined prior to an MUL. The first value must be an IntegerXX variable, and the second value may be either a variable or literal value. The comma between the two values is required.

---

## See also

Assign, ADD, DIV, SUB



## **MUL Example**

Assigne Integer30, 25

MUL Integer30, 2

# Printer Function

## Example

Printer ON | OFF

The Printer command toggles the printer log on and off, just as Ctrl-@ does in terminal mode. You must specify the state you wish the log to be in, **ON** or **OFF**.



## Printer Example

Printer On

Printer Off



# RenameFile Function

## Example

RenameFile *string1*, *string2*

The RenameFile function renames the file specified in *string1* to the filename specified in *string2*. Either string may be a StringXX variable or a literal string in quotes.

---

## See also

EraseFile



## RenameFile Example

```
Assign String24, "C:\TELIX\QWK\TELIX.QWK"  
RenameFile String24, "C:\TELIX\QWK\TELIX.BAK"
```

# RunScript Function

## Example

RunScript *string*

The RunScript function loads the script specified in *string* and executes it. When this new script terminates, your script will continue from this position. *String* may be either a StringXX variable or a literal string in quotes.

RunScript places the value returned by the called script into the system variable ReturnCode. All SIMPLE scripts will return a zero. SALT scripts may return varying values.



## RunScript Example

```
dial "1"

if ReturnCode > 0 then
  begin
    RunScript "LOGON.SLC"
    RunScript "GETMAIL.SLC"
  end
else then
  begin
    Alarm 1
    Message "Could not connect to system!"
  end
end
```

# Send Function

## Example

Send *string* [ENTER]

The Send function sends the data contained in *string* out the connect device, and also to the screen. If the keyword **ENTER** follows *string* then a carriage return will be sent as well. *String* may be a StringXX variable or a string constant in quotes.



## Send Example

Assign String14, "Telix Support"

Send String14

Send "Chatting with Sysop" Enter

# Shell Function

[Example](#)

Shell

The Shell function opens a DOS window and allows you to execute other programs manually. To return to your script from DOS, simply type "exit" at the DOS prompt.

You must return to the directory you started in if things are expected to function properly. If you "exit" back to Telix while in another directory, the current directory that scripts use will be incorrect and files might not be found where they should be. Be careful using the Shell command.

## ▶ Shell Example

Shell



# Show Function

## Example

Show *string* [ENTER]

The Show function places the data contained in *string* on the screen. If the keyword **ENTER** follows *string*, then a carriage return will be displayed as well. *String* may be a StringXX variable or a string constant in quotes.

Show is very similar to Send, but the data is **not** sent over the connect device. Be careful not to confuse Show and Send.



## Show Example

```
Assign String14, "Telix Support"
```

```
Show String14
```

```
Show "Chatting with Sysop" Enter
```

# Sound Function

## Example

Sound *integer1*, *integer2*

The Sound function causes a tone of frequency (pitch) *integer1* to be played on the PC speaker for *integer2* hundredths of a second. You may want to experiment with values for *integer1* to determine acceptable frequencies. Script execution will not continue until the time has elapsed.



## Sound Example

Sound 200, 30

Sound 500, 10

# SUB Function

## Example

SUB integer1, integer2

The SUB function subtracts the value of *integer2* from *integer1*. Neither integer need be defined prior to an SUB. The first value must be an [IntegerXX](#) variable, and the second value may be either a variable or literal value. The comma between the two values is required.

---

## See also

[Assign](#), [ADD](#), [DIV](#), [MUL](#)



## **SUB Example**

<your text>

# Time Function

## Example

Time *string*

The Time function places the current time into *string*. *String* must be a StringXX-type variable.



## Time Example

Time String16

```
show "The time is "  
show String16 ENTER
```



# Upload Function

## Example

Upload *string* WITH *protocol*

The Upload function acts just as if you had pressed Alt-PgUp and entered a protocol and filename. It will upload the file (or files if a batch protocol is used) indicated by *string*. *String* may be a StringXX variable or a string constant in quotes.

The Upload command uses the protocol specified on the command line by the **WITH** operator. If a protocol is not specified, Telix will prompt for the protocol. Protocols allowed are:

- XModem
- 1K-XModem
- G-1K-XModem
- YModem
- YModem-G
- ZModem

Remember that uploads usually need to be triggered on the remote site before you can send the file. You will usually need to Send a start command prior to using the Upload command.

The success or failure of the transfer is reported in the special system variable TransferStatus that is described in the If...Then...Else section.



## Upload Example

```
Assign String64, "D:\TELEX\DOWN\WORK\TELEX.REP"
```

```
Send "U;Z" Enter
```

```
Send Enter
```

```
Upload String64 with Zmodem
```

```
If TransferStatus = 0 Then
```

```
    Message "Download failed!"
```

```
Send "U;G" Enter
```

```
Send Enter
```

```
Upload "C:\TELEX\DOWN\TLX320-1.ZIP" With Ymodem-G
```

```
If TransferStatus > 0 Then
```

```
    Message "Download succeeded."
```

# UsageLog Function

## Example

UsageLog ON | OFF

The UsageLog command toggles the Telix usage log on and off. You must specify the state you wish the log to be in, **ON** or **OFF**.



## UsageLog Example

UsageLog On

UsageLog Off

# Wait Function

## Example

Wait *integer*

The Wait function forces the script to pause for *integer* seconds.



## Wait Example

`Wait 60`

# SIMPLE Program Control

SIMPLE scripts would be less than useful if there wasn't a way to cause the lines to execute out of order or in repetitive blocks. There are three commands that can cause a SIMPLE script to take on a much higher degree of functionality, and thus complexity. Starting with the easiest one, they are the [WaitFor command](#), [If...Then...Else command](#), and the [Whenever loop](#).

---

**See also**

[WaitFor](#), [If...Then...Else](#), [Whenever](#)

# WaitFor Command

## Example

```
WaitFor string1 [MAXOF integer] THEN string2
```

Often when automating logons to online systems, you must enter information in response to a certain prompt, but it is not known exactly when that prompt will be ready for your input. Waitfor simulates exactly what you would do when logging onto a system. It waits for the prompt to appear, and then does what you tell it.

The prompt to wait for is given in *string1*, and it may be a literal string in quotes, or a StringXX variable. Case is not significant, and the string must be no more than 40 characters.

The optional **MAXOF** directive tells the WaitFor command how long to wait before giving up. *integer* is the maximum number of seconds to wait. If **MAXOF** is defined, and *integer* seconds elapse without *string1* being received, SIMPLE skips the command given in *string2* and continues with the next command in the script.

*string2* is any valid SIMPLE function, including blocks surrounded by Begin and End.





## WaitFor Example

Clark Development's PCBoard BBS prompts the user for various inputs, always in the same order. It will prompt you for your color preference, your first name, your last name, and your password. You can use the WaitFor command in a short SIMPLE script to automate this process as follows:

```
Assign String1,    "Jeff"
Assign String2,    "Woods"
Assign String101,  "first name"
Assign String102,  "last name"

Waitfor "you want graphics" MaxOf 30 Then Send "Y Q" Enter

Waitfor String101 MaxOf 10 Then
    Send String1 Enter
Waitfor String102 MaxOf 10 Then Send String2 Enter
Waitfor "ssword" MaxOf 10 Then Send BBSPassword Enter
```

# If...Then...Else Command

## Example

```
If [NOT] condition THEN command [ELSE [IF] THEN command2] [ELSE  
[IF] THEN...]
```

The If conditional is one of the most powerful, and thus complex functions of SIMPLE. It has several options and is relatively freeform, but it must follow certain conventions. For this reason, following the explanation of the If statement, our examples will become more complex, as we build on what has been learned so far.

The general purpose of an If statement is to test to see if a certain condition is true, and to execute certain commands if so, or optionally, certain commands if not.

*Condition* is the quality you wish to test for being true or false. Conditions may be comparing strings for equality, or inequality, to each other, checking for the existence of a certain file on the disk, or for checking to see if a certain condition exists, such as if Telix is connected to a system. You can check for the opposite of any condition by preceding *condition* with the optional directive **NOT**.

The **THEN** keyword is required for all If statements, and must follow the *condition*.

*Command* is the action that could be performed based on the result of the *condition*. The *command* may be any [SIMPLE function](#), and can even be a group of instructions marked by [Begin](#) and [End](#).

The optional **ELSE THEN** directive tells SIMPLE to perform the actions specified in *command2* if the *condition* was not true. The **ELSE THEN** directive will be discussed further below.

There are five predefined *conditions* that can be used:

**ONLINE** You may check the state of the carrier detect signal to determine if you are connected to another system or not. The format of the Online conditional is:

```
If [NOT] ONLINE [=YES] [=NO] THEN command
```

**YES** and **NO** are optional and are only included for clarity. See the [Online Examples](#) for more information.

**EXIST** You may check for the existence of a file on the disk prior to attempting an action on that file. The format of the Exist conditional is:

```
If [NOT] EXIST string THEN command
```

*String* may be a [StringXX](#) variable or a string constant in quotes. See the [Exist Examples](#) for more information.

**BBSNUMBER** You may check the value of this system variable to determine which dialing directory entry number you last connected to. The format of the BBSNumber conditional is:

```
If [NOT] BBSNUMBER = integer THEN command
```

*Integer* is any integer number. For example, if you know that the Telix Support BBS is entry # 1 in the current dialing directory, and you wish to find out if we are currently online with this particular system, you could check the BBSNumber variable for the value of 1. See the [BBSNumber Example](#) for more information.

**RETURNCODE** You may check the results of any of three other SIMPLE commands with the ReturnCode system variable. The three commands you can check for success are [Dos](#), [Dial](#), and [RunScript](#). The format of the ReturnCode conditional is as follows:

If [NOT] RETURNCODE = *integer* THEN *command*  
*Integer* is any integer number. See the [ReturnCode Example](#) for more information.

TRANSFERSTATUS      You may check the result of the [Upload](#) or [Download](#) commands with the TransferStatus system variable. The format of a TransferStatus conditional is as follows:

If [NOT] TRANSFERSTATUS = *integer* THEN *command*  
*Integer* is any integer number. See the [TransferStatus Example](#) for more information.

An optional **ELSE THEN** directive may be included with any **IF** statement to further control the flow of the program. **ELSE THEN** statements may be nested within one another, and infinitely deep. See the [Example](#) for more information.



## If...Then...Else Examples

```
If Online Then
Begin
  Send "U;Z" Enter
  Upload "Telix.REP" with Zmodem
  If TransferStatus = 0 Then
    Download "Telix.QWK" with Xmodem
  Else If
    Upload "Telix.REP" With Zmodem
  Else
    Hangup
End
Else Then
  Dial "11"
```



## Online Examples

```
If Online Then
Begin
  Download "TELIX.QWK" With ZModem
  EraseFile "TELIX.REP"
End

If Not Online Then
  Dial "m1-919-481-9399" MaxOf 50

If Online=No Then Dial "5"
```



## Exist Examples

```
Assign String1, "D:\TELIX\QWK\TELIX.REP"
```

```
If Exist String1 Then  
    Upload String1 With Zmodem
```

```
If Not Exist String1 Then  
    If Online Then  
        Begin  
            Download String1 With Zmodem  
            EraseFile "ANYFILE"  
        End
```



## BBSNumber Example

```
If Online Then
  If BBSNumber = 1 Then
    Begin
      EraseFile "TELIX.QWK"
      Download "TELIX.QWK" With Zmodem
    End
```

Note that the command executed for "If Online" encompasses all of the rest of the above example through the End statement. This is the reason for the indentation as above. It reminds us which lines comprise the command to execute if the condition is true.



## ReturnCode Example

In the follow example, assume that you know that the program Foo.EXE returns a DOS Errorlevel of 1 if today is a Saturday, and an Errorlevel of 0 for every other day of the week. Given these conditions, you could call the a BBS to download a mail packet on Saturdays only. Note the RUNSCRIPT directive in the Dial command; we will assume that entry 1 has a linked script which will log us on to the board and finish leaving us at the main prompt.

```
Dos "Foo.EXE"  
If ReturnCode = 1 Then  
Begin  
    Dial "1" Maxof 50 RunScript  
    Send "QMAIL4 D;Y"  
    Download "TELIX.QWK" With Zmodem  
    Hangup  
End
```





## **TransferStatus Example**

The following example will try to send a mail packet to the Telix BBS and, if not successful, will try again. The example assumes that we are already logged on and ready to upload.

```
Send "TELIX.REP" With Zmodem
If TransferStatus = 0 Then
    Send "TELIX.REP" With Zmodem
```

# Whenever Loop

## Example

WHENLOOP

    WHENEVER *string* THEN *command*

    WHENEVER *string* THEN *command*

    WHENEVER *string* THEN *command*

    . . . .

ENDWHEN

The Whenever loop is the most powerful, and thus most complex function of SIMPLE. It has several options and is relatively freeform, but it must follow certain conventions.

The purpose of a Whenever loop is best explained in terms of [WaitFor](#). Please be sure you understand WaitFor before continuing here.

One of the inherent problems of WaitFor is that the order the prompts come in must be fixed. One particular bulletin board can randomly prompt you for your birthday as verification of who you really are. Such a prompt renders the WaitFor command fairly useless in such a situation.

Whenever is the answer to this problem. You may set up a group of up to sixteen different strings and can define the proper actions SIMPLE should take whenever that particular prompt comes in. The order of the prompts will not matter. If a prompt is received, the defined action will occur.

A Whenever Loop always begins with the keyword **WhenLoop**.

Immediately following **WhenLoop** is a series of up to sixteen **Whenever** directives. A **whenever** directive defines the string to watch for and the actions to execute when it is received. The keyword **THEN** must appear between the two, exactly as above.

*String* may be a [StringXX](#) variable or a string constant in quotes. Case is not significant, and *string* may be no longer than 40 characters.

Whenever *string* is received, *command* will be executed. The power of the Whenever loop lies in the fact that absolutely any SIMPLE construct may be used here as the command, with the single exception of another Whenever loop. [Waitfor](#), [If](#), or any [SIMPLE function](#) may be used.

The keyword **EndWhen** must follow the last **Whenever** directive.

The keyword **QuitWhen** is used to exit from a given **WhenLoop** at any time.



## Whenever Loop Example

Using the example of a BBS which can randomly prompt for your date of birth during the login, the following script will log on to that system, enter the mail door, download a mail packet, and log off.

```
WhenLoop
  Whenever "language t"      Then Send "2"          Enter
  Whenever "first name"     Then Send "Jeff"         Enter
  Whenever "last name"      Then Send "Woods"        Enter
  Whenever "ssword"         Then Send BBSPassword    Enter
  Whenever "birthday"       Then Send "03/25/66"     Enter
  Whenever "new mail"       Then Send "N Q"          Enter
  Whenever "rd Command"     Then Send "MAILDOOR"     Enter
  Whenever "mail Command"   Then
    Begin
      Send "D;Y" Enter
      Waitfor "ready to Send Telix.QWK" MaxOf 300 Then
        Download "TELIX.QWK" With Zmodem
      If TransferStatus = 0 Then
        Begin
          Message "Download Not Successful!"
          Sound 200, 2
        End
      Else
        Begin
          Wait(20)
          Send "G;Y" Enter
          Hangup
          QuitWhen
        End
      End
    End
  EndWhen
```

The last Whenever directive specifies to the script that it is to do everything within the outermost Begin/End. Note that the final whenever is in response to a prompt that indicates we are in the mail door. If we are in the mail door, we send a command to start the download of a mail packet. When the packet is ready, we actually attempt download. Upon checking the result of the transfer, we either log off and exit the WhenLoop (we did what we wanted), or we make a beep and go back to the whenloop, which will trigger again on the mail Command prompt, and try to download again.

Study the example above carefully, as it is very typical of a complete SIMPLE script. Be careful when using WhenLoops as the above script can try over and over to download a packet. If there is a problem downloading due to the BBS, you could run up quite a bill. Advanced automation scripts should be in SALT, which allows greater control.

# KillConnectDevice Function

## Example

```
KillConnectDevice(str Name);
```

The KillConnectDevice function is used to remove a connect device from Telix.

<u>Argument</u>	<u>Description</u>
<i>str Name</i>	The name of the connect device to be deleted.

<b><u>Return Value</u></b>
A non-zero (TRUE) value is returned if the connect device was deleted. A zero (FALSE) is returned if the device could not be deleted (doesn't exist or is the currently selected device).

---

## See also

[ConnectDeviceName](#), [NumConnectDevices](#), [Set\\_ConnectDevice](#), [MakeConnectDevice](#)



## KillConnectDevice Example

```
int num;
str buff[30];

// Delete all connect devices except the current one.
for (num = 1; num <= numconnectdevices; ++num)
    killconnectdevice(connectdevicename(num, buff));
```

# MakeConnectDevice Function

## Example

```
MakeConnectDevice(str Name, str Template, int Port, int DevType,  
int HardType);
```

The makeconnectdevice function is used to create a new connect device based on parameters that you specify.

<b>Argument</b>	<b>Description</b>
<i>str Name</i>	The name that the device will be identified by.
<i>str Template</i>	The name of an entry in the TELIX.MDM file to base the new connect device on. Telix will use the entries such as initialization and connect strings from this template modem. If no template is given, these entries will be blank.
<i>int Port</i>	The communications port that the new device will use. Specifying 0 will create a "null" device that does not use a port.
<i>int DevType</i>	If zero, the connect device will be a modem. if non-zero, it will be direct connect.
<i>int HardType</i>	if zero, the connect device will use standard comm port routines. If one, the connect device will use fossil driver routines.

## **Return Value**

A non-zero (TRUE) value is returned if the connect device was created. A zero (FALSE) is returned if the device could not be created.

---

## See also

[ConnectDeviceName](#), [NumConnectDevices](#), [Set\\_ConnectDevice](#), [KillConnectDevice](#)



## **MakeConnectDevice Example**

```
// Make a direct connect device on COM2:  
makeconnectdevice("COM2 Direct", "", 2, 1, 0);  
  
// Make a device based on an ELSA MicroLink on COM3: fossil.  
makeconnectdevice("My Modem", "ELSA MicroLink 288ooTL", 3, 0, 1);
```

# DDEExecute Function

## [Example](#)

```
DDEExecute(int Conv, str Command);
```

The DDEExecute function sends a command (or series of commands) to a Dynamic Data Exchange server. A conversation with the server must first be established with the [DDEInitiate](#) function.

<b>Argument</b>	<b>Description</b>
<i>int Conv</i>	The conversation handle to the DDE server.
<i>str Command</i>	The command(s) to be sent to the server.

### **Return Value**

A value of 1 (TRUE) is returned if successful. If the conversation handle is not valid, a value of 0 (FALSE) is returned.

---

### **See also**

[DDEInitiate](#), [DDEPoke](#), [DDERequest](#), [DDETerminate](#), [DDETerminateAll](#)



## DDEExecute Example

```
main()
{
    int DDEConv;

    // Start a conversation with Program Manager
    DDEConv = DDEInitiate("PROGMAN", "PROGMAN");
    if (DDEConv > 0) {
        prints("Connected...");

        // Create a new group in Program Manager
        prints("Creating new group...");
        DDEExecute(DDEConv, "[CreateGroup(^\"SALT Scripts^\")]\");

        // Make sure that the new group is open
        prints("Making sure new group is visible...");
        DDEExecute(DDEConv, "[ShowGroup(^\"SALT Scripts^\", 1)]\");

        // Add a program item to the new group. The file should exist or this
        // may fail. Note the use of ^" below. Those are embedded "
        // characters. The string that is sent to Program Manager looks like:
        // [AddItem("C:\TFW\SCRIPTS\EXAMPLE.SLC","Example Script","C:
        \TFW\TELIX.EXE",0)]
        // The first parameter is the application filename. Second is the title
        // for Program Manager. Third is the icon filename. Fourth is which
        // icon to use (first is 0).
        prints("Adding example script.");
        DDEExecute(DDEConv, "[AddItem(^\"C:\TFW\SCRIPTS\EXAMPLE.SLC^\", ^\"Example
Script^\", ^\"C:\TFW\TELIX.EXE^\", 0)]\");

        DDETerminate(DDEConv);
        prints("DDE Connection closed.");
    } else {
        prints("Could not connect.");
    }
}
```

# DDEInitiate Function

## Example

```
DDEInitiate(str Server, str Topic);
```

The DDEInitiate function starts a Dynamic Data Exchange (DDE) conversation with an application. The maximum number of conversations that can be open simultaneously is determined by Microsoft Windows and your system's memory and resources. If a conversation is not being used, it should be closed with [DDETerminate](#) to conserve resources.

<u>Argument</u>	<u>Description</u>
<i>str Server</i>	A name that specifies the application that provides DDE services. This is usually the applications filename without extension.
<i>str Topic</i>	A DDE topic that is provided by <i>Server</i> . Most DDE servers recognize the <b>System</b> topic, which can be used to determine other supported topics.

## Return Value

The value returned is a **handle**, which is simply an integer number, by which the DDE conversation is to be referred to in all subsequent DDE operations. A value of zero (FALSE) is returned if the conversation can not be initiated.

---

## See also

[DDEExecute](#), [DDEPoke](#), [DDERequest](#), [DDETerminate](#), [DDETerminateAll](#)

## ► DDEInitiate Example

```
main()
{
    int DDEConv,
        x;
    str Buff[255],
        Buff2[10];

    // Connect to Word for Windows using the System topic
    // so we can find out more info about what it provides.
    DDEConv = DDEInitiate("WINWORD", "SYSTEM");
    if (DDEConv > 0) { // DDE conversation established.
        prints("Connected...");
        prints("");

        // SysItems returns a list of all items in the System topic
        // Each item in the string is separated by a tab (ASCII 9)
        // character. For our purposes, will just display the string.
        prints("Items available in the SYSTEM topic are:");
        if (DDERequest(DDEConv, "SysItems", Buff))
            prints(buff);
        else
            prints("Could not retrieve items.");
        prints("");

        // Topics returns a list of available topics. Tab delimited
        // in the same manner as the SysItems topic.
        prints("Topics available in the server are:");
        if (DDERequest(DDEConv, "Topics", Buff))
            prints(buff);
        else
            prints("Could not retrieve topics.");
        prints("");

        // close the DDE conversation.
        DDETerminate(DDEConv);
        prints("DDE Connection closed.");
    } else { // DDE conversation could not be established.
        prints("Could not connect.");
    }
    prints("");
    prints("");
}
```

# DDEPoke Function

## [Example](#)

```
DDEPoke(int Conv, str Item, str Data);
```

The DDEPoke function is used to send data to a DDE server. The data must be sent as a string as no other formats are supported. A conversation with the server must first be established with the [DDEInitiate](#) function.

<b>Argument</b>	<b>Description</b>
<i>int Conv</i>	The conversation handle to the DDE server.
<i>str Item</i>	An item within the current DDE topic (given in <a href="#">DDEInitiate</a> ).
<i>str Data</i>	The data to send to the DDE server.

### **Return Value**

A value of 1 (TRUE) is returned if successful. If the conversation handle is not valid, a value of 0 (FALSE) is returned.

---

### **See also**

[DDEExecute](#), [DDEInitiate](#), [DDERequest](#), [DDETerminate](#), [DDETerminateAll](#)



## DDEPoke Example

```
#const BUFFSIZE 255
main()
{
    int DDEConv;
    str Buff[BUFFSIZE],
        Buff2[10];

    // Connect to Fax software and add an attachment to current fax
    DDEConv = DDEInitiate("FAXMNG", "CONTROL");
    if (DDEConv > 0) { // DDE conversation established.
        prints("Connected...");
        prints("");

        DDEPoke(DDEConv, "SendFax", "attach(^\"C:\TFW\SCRIPTS\EXAMPLE.SLT^\"") );

        // close the DDE conversation.
        DDETerminate(DDEConv);
        prints("DDE Connection closed.");
    } else { // DDE conversation could not be established.
        prints("Could not connect.");
    }
    prints("");
    prints("");
}
```

# DDERequest Function

## Example

```
DDERequest(int Conv, str Item, str Buffer);
```

The DDERequest function asks a DDE server for the value of a data item and stores the value in a given variable. The data returned will be in string format as no other formats are supported. A conversation with the server must first be established with the [DDEInitiate](#) function.

<u>Argument</u>	<u>Description</u>
<i>int Conv</i>	The conversation handle to the DDE server.
<i>str Item</i>	An item within the current DDE topic (given in <a href="#">DDEInitiate</a> ).
<i>str Buffer</i>	A variable to store the requested data in.

### Return Value

A value of 1 (TRUE) is returned if successful. A value of 0 (FALSE) is returned if the conversation handle is not valid or *buffer* is not large enough to hold the resulting data.

---

### See also

[DDEExecute](#), [DDEInitiate](#), [DDEPoke](#), [DDETerminate](#), [DDETerminateAll](#)

## ► DDERequest Example

```
main()
{
    int DDEConv,
        x;
    str Buff[255],
        Buff2[10];

    // Connect to Word for Windows using the System topic
    // so we can find out more info about what it provides.
    DDEConv = DDEInitiate("WINWORD", "SYSTEM");
    if (DDEConv > 0) { // DDE conversation established.
        prints("Connected...");
        prints("");

        // SysItems returns a list of all items in the System topic
        // Each item in the string is separated by a tab (ASCII 9)
        // character. For our purposes, will just display the string.
        prints("Items available in the SYSTEM topic are:");
        if (DDERequest(DDEConv, "SysItems", Buff))
            prints(buff);
        else
            prints("Could not retrieve items.");
        prints("");

        // Topics returns a list of available topics. Tab delimited
        // in the same manner as the SysItems topic.
        prints("Topics available in the server are:");
        if (DDERequest(DDEConv, "Topics", Buff))
            prints(buff);
        else
            prints("Could not retrieve topics.");
        prints("");

        // close the DDE conversation.
        DDETerminate(DDEConv);
        prints("DDE Connection closed.");
    } else { // DDE conversation could not be established.
        prints("Could not connect.");
    }
    prints("");
    prints("");
}
```

# DDETerminate Function

## [Example](#)

```
DDETerminate(int Conv);
```

The DDETerminate function ends a DDE conversation with the given server. To free system resources, DDE conversations that are not being used should be closed.

<b>Argument</b>	<b>Description</b>
<i>int Conv</i>	The conversation handle to the DDE server to close. This handle is returned by the <a href="#">DDEInitiate</a> function.

<b>Return Value</b>
A value of 1 (TRUE) is returned if successful. If the conversation handle is not valid, a value of 0 (FALSE) is returned.

---

## See also

[DDEExecute](#), [DDEInitiate](#), [DDEPoke](#), [DDERequest](#), [DDETerminateAll](#)



## ► DDETerminate Example

```
main()
{
    int DDEConv,
        x;
    str Buff[255],
        Buff2[10];

    // Connect to Word for Windows using the System topic
    // so we can find out more info about what it provides.
    DDEConv = DDEInitiate("WINWORD", "SYSTEM");
    if (DDEConv > 0) { // DDE conversation established.
        prints("Connected...");
        prints("");

        // SysItems returns a list of all items in the System topic
        // Each item in the string is separated by a tab (ASCII 9)
        // character. For our purposes, will just display the string.
        prints("Items available in the SYSTEM topic are:");
        if (DDERequest(DDEConv, "SysItems", Buff))
            prints(buff);
        else
            prints("Could not retrieve items.");
        prints("");

        // Topics returns a list of available topics. Tab delimited
        // in the same manner as the SysItems topic.
        prints("Topics available in the server are:");
        if (DDERequest(DDEConv, "Topics", Buff))
            prints(buff);
        else
            prints("Could not retrieve topics.");
        prints("");

        // close the DDE conversation.
        DDETerminate(DDEConv);
        prints("DDE Connection closed.");
    } else { // DDE conversation could not be established.
        prints("Could not connect.");
    }
    prints("");
    prints("");
}
```

# DDETerminateAll Function

[Example](#)

```
DDETerminateAll;
```

The DDETerminateAll function closes all DDE conversations that were initiated by the current script. It does **not** affect conversations that are open in other scripts.

## **Return Value**

The number of DDE conversations that are closed is returned.

---

## **See also**

[DDEInitiate](#), [DDEExecute](#), [DDEPoke](#), [DDERequest](#), [DDETerminate](#),



## DDETerminateAll Example

```
main()
{
    int DDEConv1, DDEConv2, DDEConv3;

    DDEConv1 = DDEInitiate("PROGMAN", "PROGMAN");
    DDEConv2 = DDEInitiate("FAXMNG", "CONTROL");
    DDEConv3 = DDEInitiate("WINWORD", "SYSTEM");

    // do required processing for these conversatoins

    DDETerminateAll;
}
```

# GetRunPath Function

## Example

```
GetRunPath(str Dir);
```

The GetRunPath function determines the directory that the current script is being executed from.

<u>Argument</u>	<u>Description</u>
<i>str Dir</i>	The variable to store the directory in.

<u>Return Value</u>
The diretory string is returned.



## GetRunPath Example

```
main()
{
    str Directory[128];

    prints("The directory of the current script is:");
    prints(GetRunPath(Directory));
}
```

# GetOnlineTime Function

[Example](#)

```
GetOnlineTime;
```

The GetOnlineTime function returns the amount of time that the current connection has been online.

## **Return Value**

The number of seconds that the current connection has been established. If there is no connection, -1 is returned.



## GetOnlineTime Example

```
main()
{
    int OLTime;

    OLTime = GetOnlineTime;
    if (OLTime == -1)
        prints("Telix is not connected!");
    else {
        prints_nc("Connection has been established for ");
        printn(OLTime);
        prints(" seconds.");
    }
}
```

# GetFon Function

## Example

```
GetFon(str Filename);
```

The GetFon function retrieves the filename of the current PhoneBook.

<u>Argument</u>	<u>Description</u>
<i>str Filename</i>	The variable to store the filename in.
 <b><u>Return Value</u></b>	
The filename of the PhoneBook is returned.	





## GetFon Example

```
main()
{
    str FonFile[128];

    prints("The current PhoneBook is:");
    prints(GetFon(FonFile));
}
```

# CompileScript Function

## [Example](#)

```
CompileScript(str Script);
```

The CompileScript function calls the Telix for Windows script compiler and compiles the given script.

<u>Argument</u>	<u>Description</u>
<i>str Script</i>	The filename of the script to compile.

### Return Value

A value of 0 (FALSE) is returned if the script could not be compiled, otherwise a non-zero (TRUE) value is returned.

---

### See also

[CallID](#), [Load\\_Scr](#)



## CompileScript Example

```
main()
{
    if (CompileScript("EXAMPLE.SLT"))
        prints("Compile completed successfully.");
    else
        prints("Errors found!  Could not compile script.");
}
```

