

# **FinalExecute**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> FinalExecute		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# FinalExecute

### 1.1 Content

Welcome to FinalExecute !

Themes:

General user warning

What is it ?

Features

Requirements

Installation

Usage

Legalities, license etc.

Future

Known problems/bugs/hints

Author

Thanks

History

Senseless magic cookie:

If you wanna loose your brain, listen to german Volksmusik.

### 1.2 General user warning

Sorry for my bad English, I think you have fun with it.

WARNING ! This program uses MUI, if you hate it, delete it with following words:

"I hate it, it's perverse !"

If it doesn't matter, don't say that I didn't warn you !

Yours sincerly,  
Matthias Faust

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## 1.3 What is FinalExecute ?

Do you know "Execute command..." at your WB menu ? Yes, it sucks, you don't need it ! ↵

But FinalExecute will replace this menu point ! You are still thinking you won't need it ? ↵

Okay, you are perhaps running a "nice" tool which replace it, but are you really sure ? ↵

Test it, you will not regret it ! :-)

Look at it's features !

## 1.4 Features

Very short: the features:

- command caching (for command repetition, also called command history buffer)
- optional automatic shell creation
- name completion with Tab expanding with multi-path scan
- drag'n'drop
- file requester
- options for setting current directory, output redirection, stack size, priority, shell name, optional excluding of .info files
- data type recognition (requires datatypes.library V45 or higher by R.Mainz)
- ARexx port

## 1.5 Requirements

It requires:

- OS 3.0 or higher, because I'm using some new functions
- muimaster.library at version 11, that means MUI3.0 or higher
- at least 1 MB memory
- at least MC68020 CPU
- ca. 64 KByte free HD space
- datatypes.library V45 or higher, by Roland Mainz, available at AmiNet

## 1.6 Installation

There is an Installer script included, please double-click on it, to execute it.

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## 1.7 Usage

Main points of usage:

- Starting
- Quitting
- Tooltypes
- Graphical user interface
- Keyboard
- ARexx port

## 1.8 Starting

You can start it in three ways:

- by double-clicking at the icon
- by CLI
- by WBStartup, after LoadWB

By changing tooltypes you can set some base options.

Because it's a MUI tool you can change all the commodity stuff, interface look ↔  
a.s.o.  
with MUI.

At the first there will be a small window at the middle of your screen,  
you can resize it, move it and fix it by clicking at the MUI button in the  
window dragbar.

## 1.9 Quitting

Because every MUI application is a commodity, you can use the Commodore(RIP) ↔  
tool "Exchange"  
to quit it.

Or you can choose the menu point "Quit" at the project menu.

## 1.10 Tooltypes

MAXLASTINPUTS - maximum amount of entries at the command cache,  
default: 32 entries, every entry allocates max. 1 KByte memory

## 1.11 Graphical user interface

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## Input string gadget

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It gives you a space for 1 KByte input text, this must be enough for 95 % of ↵  
all inputs.

But it could change something.

With the cursor keys, you can walk up and down through the command history ↵  
buffer (command cache).

With the Tab key you can call the Tab expanding function.

If you drag some icons over it, the full name including the path, will be ↵  
inserted at cursor place.

Right beside it there is a little file-requester popup-gadget, if you click on ↵  
it, a

file requester appears where you can choose one or more files or a path which ↵  
will be inserted

at the current cursor place.

## Less:

-----

- this gadget allows free access to the command cache,  
a list will appear where you also can walk up and down  
with cursor keys.

## NewShell:

-----

- a press on it will create a new shell

## Ok

--

- executes the line in the input string gadget

## Cancel

-----

- closes the window without executing the input line

Besides the windows has got also a menu:

## Project menu

-----

- About

-----

A requester with program informations appears.

- About MUI

-----

Service for unregistered users of MUI: you can register yourself here. :)

- Hide
-

----

Closes the window but doesn't quit the program.

- Quit

----

Quits the program

Options menu

-----

- Scan assignlist:

-----

Tab expanding scans also the assign list (also multiple assigns).

- Scan WB pathes:

-----

Tab expanding scans also the WB pathes

- Datatype scan:

-----

If you insert a file by Tab expanding, file requester or drag'n'drop into the empty input string gadget, then it will be tried to recognise the datatype of the file and the tool or, if more than one available, the chosen tool will be inserted before the file name. ↔

- Include .info files:

-----

If .info (icon) should be included in all operations then give this point a hook. ↔

- Edit options:

-----

An options window will be called with many string gadgets:

- Output:

-----

- the output for the actual command, mostly a CON: or RAW: window, but could be also a file ↔

- Current directory:

-----

- as the name says, the system will change into this directory before execution ↔

- Stack:

-----



- you can enter the stack size for the actual command, it must be at least 4096 bytes ↵
- Priorität:  
-----
- you can set the command for the process to be created, must be -128 to 127, ↵  
please don't go out of range between -5 to 5, the system could get very confused, ↵  
that means an extremely high slowdown.
- Shell name:  
-----
- if there is an opened shell, you can use it for output, enter the name here ↵
- Save  
-----
- Saves the options at the options menu into a file.
- Reload  
-----
- Loads all options back.

## 1.12 Keyboard

Tabulator key - is for Tab-Expanding in the input string gadget.

Cursor up/down - is for walking up and down in the command cache (command history) ↵

Return/Enter - is for executing the line in the input string gadget or for activating next string gadget in the command options editor. ↵

O - like Return/Enter with inactive input string gadget

N - closes the window but doesn't execute the command

Rechte Amiga + ? - Opens the "About" window.

Rechte Amiga + ! - Opens the MUI promotion and register window

Rechte Amiga + H - Closes the window and iconifies the application

Rechte Amiga + Q - Quits the program

Rechte Amiga + A - Assignlist scan on/off

Rechte Amiga + W - WB path scan on/off

Rechte Amiga + I - In/Exclude the .info files

Rechte Amiga + T - Datatype scan on/off

Rechte Amiga + O - Edit command options

Rechte Amiga + S - Save all actual options

Rechte Amiga + R - Reload last saved options

## 1.13 ARexx port

The ARexx port is "FINALEXECUTE".

Okay, it's only one command, but better one than no command:

- CALLREQ - opens the program window

Parameters: INPUTSTRING/K - Initial string for the input string gadget  
E.g.: CALLREQ INPUTSTRING="'dir opt a'"

PUBLICSCREEN/K - String which represents the name of a public screen ↵  
where the window should open.  
E.g.: CALLREQ PUBLICSCREEN="Workbench"

## 1.14 Tab-Expanding

What's Tab expanding ?  
-----

A loved feature of some Unix tools like XEmacs is the automatical name ↵  
completion  
after pressing the Tab key.

That's the whole secret. The same does FinalExecute.

But how to use this feature ?  
-----

Simply enter a name fragment and press Tab. If the search was successfully, ↵  
then  
then the name will be completed or you can choose between two or more matches.

You can also DOS patterns.

## 1.15 Legalities, license etc.

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## Disclaimer

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I'm degrading myself with it. I worked about seven months for it. It was a hard  
way. Now I think, it would be nice if you mail me, send money \$-) or something like that.

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Datatypes.library at version 45 is Copyright © by Roland Mainz.

## 1.16 Future

What could be better ?

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- search option
- tooltype option for more string memory (?)

Senseless options like railway station, wind power station or a hyperlink to the homepage of Argue will never be implemented. ↵

## 1.17 Known problems/bugs/hints

- no bugs known

Problems:

The datatypes.library V45 creates also icons for internal classes (movie, document, exe etc.), this could be very slow to recognize files of type "program". I implemented an own recognition for programs. ↵

## 1.18 History

Error levels:

- 0 = improvement, innovation or removal of the function
- 1 = visual kind, light disturbance of running program, unnecessary increase of manipulations or time loss
- 2 = blocking of other system clients, fault of function, faulty execution, heavy visual errors
- 3 = data loss, illegal memory accesses, force to premature reset, heavy loss of computation time, heavy memoryspace loss, anormal quitting of program, destruction of graphical user interface

Version	Changes	Error level
1.0	« unpublicated version »	---
1.1	« first publication »	---
1.11	- error removed in ARexx part: sub windows did only open on WB	1

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- |   |   |
|---|---|
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