arexx

COLLABORATORS

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Contents

Chapter 1

arexx

1.1 PolyEd · ARexx commands

```
              PolyEd's ARexx commands

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```

Like every good program, PolyEd provides an ARexx Port. This guide
describes all ARexx commands, PolyEd supports. For details about
results, naming of ports etc. see the main guide (it's name depends
on your preferred language).

Sorry, this guide is – at the moment – only available in english.


```
 Project-Related Commands

NEW                 OPEN                SAVE
SAVEAS              CLOSE               PRINT
QUIT

 Block-Related Commands

BLOCK               CUT                 COPY
PASTE               ERASE

 Cursor Positioning Commands

GOTOLINE            GOTOCOLUMN          CURSOR
LINE                COLUMN              POSITION
GOTOAUTOMARK        GETCURSORPOS

 Find and Replace Commands

FIND                FINDCHANGE          FINDNEXT
FINDPREVIOUS

 Text-Related Commands
```

```
BACKSPACE          DELETE             GETCHAR
GETLINE            GETWORD            TEXT
UNDO               REDO
```

Window-Related Commands

```
MOVEWINDOW         SIZEWINDOW         CHANGEWINDOW
WINDOWTOFRONT      WINDOWTOBACK       ACTIVATEWINDOW
ZOOMWINDOW         UNZOOMWINDOW
```

Miscellaneous Commands

```
LOCKGUI            UNLOCKGUI          GETATTR
SETATTR            LEARN
```

1.2   PolyEd · ARexx - ACTIVATEWINDOW

```
ACTIVATEWINDOW
     ,
```

ACTIVATEWINDOW activates the first window of the project.

1.3   PolyEd · ARexx - BACKSPACE

```
BACKSPACE
     SOW/S,SOL/S
```

BACKSPACE deletes the character left to the cursor. At the beginning
of a line, the EOL character of the previous line is deleted, and so
the previous and the current line are joined.

 · SOW deletes to the start of the current word.
 · SOL deletes to the start of the current line.

1.4   PolyEd · ARexx - BLOCK

```
BLOCK
     START/S,FORGET/S
```

BLOCK starts or forgets block selection.

 · START starts block selection. Following cursor movements will
   select the block. Then you may CUT, COPY or ERASE the block.
 · FORGET forgets selection.

Inserting or deleting text, or any mouse actions by the user,
have the same effect as BLOCK FORGET, So you should LOCKGUI, to
avoid unwanted actions by the user.

1.5   PolyEd · ARexx - CHANGEWINDOW

```
CHANGEWINDOW
    LEFTEDGE/N,TOPEDGE/N,WIDTH/N,HEIGHT/N
```

CHANGEWINDOW changes the position and size of the first window of the project.

1.6   PolyEd · ARexx - CLOSE

```
CLOSE
    FORCE/S
```

CLOSE closes the project and its window(s). If the project has been modified, the modified project requester comes up, asking the user if he wants to save the project first.

· FORCE suppresses the modified project requester.

1.7   PolyEd · ARexx - COLUMN

```
COLUMN
    DELTA/N/A
```

COLUMN accepts positive and negative values, to move the cursor left or right relative to its current position.

1.8   PolyEd · ARexx - COPY

```
COPY
    ,
```

COPY places a duplicate of the currently selected block into the clipboard.

1.9   PolyEd · ARexx - CURSOR

```
CURSOR
    UP/S,DOWN/S,LEFT/S,RIGHT/S
```

CURSOR moves the cursor up, down, left or right a single line or column position.

1.10 PolyEd · ARexx - CUT

```
CUT
    LINE/S,EOL/S
```

CUT removes the currently selected block from the project, and places
it in the clipboard.

· LINE cuts the current line (incl. EOL)
· EOL cuts from current cursor position to end of line (excl. EOL)

1.11 PolyEd · ARexx - DELETE

```
DELETE
    EOW/S,EOL/S
```

DELETE removes the character right to the cursor.

· EOW deletes to the end of the current word.
· EOL deletes to the end of line. In contrary to CUT EOL, DELETE EOL
  does not copy the deleted text to the clipboard.

1.12 PolyEd · ARexx - ERASE

```
ERASE
    ,
```

ERASE removes the selected block from the project.

1.13 PolyEd · ARexx - FIND

```
FIND
    PROMPT/S,NEXT/S,PREVIOUS/S,TEXT/F
```

FIND searches for text that matches the specified text.

· PROMPT opens the Find requester, but does not search.
· NEXT searches for the next occurence of findstring.
· PREVIOUS searches for the previous occurence of findstring.
· TEXT sets findstring to specified text.

'FIND NEXT' finds the next occurence of whatever findstring is.
'FIND foobar' sets findstring to 'foobar' but does not search.
'FIND NEXT foobar' sets findstring to 'foobar' and searches.
'FIND PROMPT' opens the Find requester.

1.14 PolyEd · ARexx - FINDCHANGE

```
FINDCHANGE
    FINDCHANGE PROMPT/S,FIND/K,CHANGE/K,ALL/S
```

Searches for text and replaces it by another text. This is done like
replace from the menu, i. e. if the selected block matches findstring
it is replaced by changestring, else nothing is done. Then the next
occurence of findstring is selected.

 · PROMPT opens the Find & Change requester, but does not search.
 · FIND sets findstring to specified text.
 · CHANGE sets changestring to specified text.
 · ALL searches and changes from current cursor position to end
   of text.

'FINDCHANGE FIND foobar CHANGE hello' sets findstring to 'foobar',
changestring to 'hello' and does a find & replace.
'FINDCHANGE' does a find & replace with current findstring
and changestring.

1.15 PolyEd · ARexx - FINDNEXT

```
FINDNEXT
    ,
```

FINDNEXT finds the next occurence of findstring.

1.16 PolyEd · ARexx - FINDPREVIOUS

```
FINDPREVIOUS
    ,
```

FINDPREVIOUS finds the previous occurence of findstring.

1.17 PolyEd · ARexx - GETATTR

```
GETATTR
    OBJECT/A,NAME,FIELD
```

GETATTR obtains information about the attributes of an object.

 · OBJECT specifies the object type to obtain information on.
 · NAME specifies the name of the object.
 · FIELD spceifies which field should be checked for information.

In the above OBJECT you may seek information an the attributes of
any of the following items:

- APPLICATION
- PROJECTS
- PROJECT <name>
- MACROS
- MACRO <name>

If the destination variable is a stem variable, the following fields
are available:

APPLICATION consists of the following nodes (an aspect of APPLICATION
you can seek sub-information about):

- VERSION   Contains the current version information.
- SCREEN   Contains the name of the public screen,
    PolyEd resides in.
- CURRENT   Contains the name of current project's
    arexx port.
- AREXX   Contains the name of PolyEd's global port.
- VAR_BLOCKSTARTLINE   These four nodes ...
- VAR_BLOCKSTARTCOL ... contain the beginning ...
- VAR_BLOCKENDLINE ... and end of ...
- VAR_BLOCKENDCOL ... the selected block.
- VAR_FINDSTRING Contains the findstring FIND, FINDCHANGE,
    FINDNEXT and FINDPREVIOUS look for.
- VAR_CHANGESTRING Contains the changestring, FINDCHANGE uses.
- FLAG_IGNORECASE Contains the status of 'Ignore Case?'.
- FLAG_WHOLEWORDS Contains the status of 'Whole Words?'.
- VAR_ARRANGEMODE Contains the status of window arrange style
    (0=stacked, 1=vertical, 2=horizontal, 3=full size)
- FLAG_LEARNING Contains the status of 'Learn macro'.
- VAR_RIGHTBORDER Contains right border value (from settings).
- VAR_TABWIDTH   Contains Tab width value (from settings).
- FLAG_OVERWRITE Contains the status of 'Overwrite?'.
- FLAG_AUTOINDENT Contains the status of 'Auto indent?'.
- FLAG_TABISSPACES Contains the status of 'TAB is spaces?'.
- FLAG_CREATEICONS Contains the status of 'Create icons?'.
- VAR_FULLINES   Contains the status of 'Full Lines'
    (0=ignore, 1=word wrap).
- VAR_AUTOSAVE   Contains the status of 'Auto Save'
    (0=never, 1=every 5 min, 2=every 10 min,
    3=every 15 min, 4=every 30 min, 5=every hour).
- VAR_BACKUPS   Contains the status of 'Backups'
    (0=none, 1=last version, 2=infinite).
- VAR_SAVEAS   Contains the status of 'Save as'
    (0=ASCII, 1=IFF FTXT).

PROJECTS.COUNT contains the number of projects; PROJECTS.0 through
PROJECTS.n contain the name of the project.

PROJECT consists of the following nodes:

- AREXX   Contains the ARexx port of the project.
- FILENAME   Contains the complete filename of the project.
- PATH   Contains the path portion of the filename.
- FILE   Contains the file portion of the filename.
- LINES   Contains the number of lines of the project.
- CHANGES   Contains the number of cchanges mode to the

        project (since last save).

MACROS.COUNT contains the number of macros; MACROS.0 through
MACROS.n contain the name of the macro.

MACRO consists of the following nodes:

 · FILENAME   Contains the filename of the macro.
 · HOTKEY   Contains the macros hotkey.

See the demo program 'getattr.ped' for how to use this complex command.

1.18   PolyEd · ARexx - GETCHAR

GETCHAR
   ,

GETCHAR returns the character right to (or under) the cursor.

1.19   PolyEd · ARexx - GETCURSORPOS

GETCURSORPOS
   ,

GETCURSORPOS returns the position of the cursor. The following nodes
are returned when using a stem variable:

 · LINE   Contains the line, the cursor is in.
 · COLUMN Contains the column the cursor is in.

1.20   PolyEd · ARexx - GETLINE

GETLINE
   ,

GETLINE returns the contents of the line, under the cursor.

1.21   PolyEd · ARexx - GETWORD

GETWORD
   ,

GETWORD returns the word under the cursor.

1.22 PolyEd · ARexx - GOTOAUTOMARK

```
GOTOAUTOMARK
    ,
```

GOTOAUTOMARK moves to the cursor to the position where the last
change was made to the project.

1.23 PolyEd · ARexx - GOTOCOLUMN

```
GOTOCOLUMN
    COLUMN/N/A
```

GOTOCOLUMN moves the cursor to the specified position.

1.24 PolyEd · ARexx - GOTOLINE

```
GOTOLINE
    LINE/N/A
```

GOTOLINE moves the cursor to the specified line.

1.25 PolyEd · ARexx - LEARN

```
LEARN
    FILE/K,STOP/S
```

LEARN allows PolyEd to build an ARexx macro consisting of the
actions the user performs.

· FILE specifies where the macro is to be saved.
· STOP tells PolyEd to stop learning.

1.26 PolyEd · ARexx - LINE

```
LINE
    DELTA/N/K
```

LINE accepts positive or negative arguemtns to move the cursor up or
down relative to its current position.

1.27 PolyEd · ARexx - LOCKGUI

LOCKGUI
    ,

LOCKGUI inhibits the graphical user interface of PolyEd.

1.28 PolyEd · ARexx - MOVEWINDOW

MOVEWINDOW
    LEFTEDGE/N,TOPEDGE/N

MOVEWINDOW is used to change the position of the first window of the
project. A value of -1 means no change or don't care.

1.29 PolyEd · ARexx - NEW

NEW
    ,

NEW creates a new project.

1.30 PolyEd · ARexx - OPEN

OPEN
    FILENAME/K

OPEN opens the specified text into a new project (if there is an
unmodified new project around it will be opened into that).

 · FILENAME specifies the file to be opened.

1.31 PolyEd · ARexx - PASTE

PASTE
    ,

PASTE puts the contents of the clipboard into the project – at the
cursor position.

1.32 PolyEd · ARexx - POSITION

POSITION
    SOF/S,EOF/S,SOL/S,EOL/S,SOW/S,EOW/S,SOV/S,EOV/S

POSITION moves the cursor to the position specified by the argument:

- SOF moves it to the beginning of the file.
- EOF moves it to the end of the file.
- SOL moves it to the beginning of the current line.
- EOL moves it to the end of the current line.
- SOW moves it to the start of the current word.
- EOW moves it to the end of the current word.
- SOV moves it to the top of the current view.
- EOV moves it to the end of the current view.

1.33 PolyEd · ARexx - PRINT

```
PRINT
    FILENAME/K
```

PRINT prints the contents of the current project. If FILENAME is
set, the text is print to the specified file instead of the printer.

- FILENAME specifies a file where the text shall be printed to.

1.34 PolyEd · ARexx - QUIT

```
QUIT
    FORCE/S
```

QUIT ends PolyEd. For every modified project a modified project
requester comes up.

- FORCE suppresses the modified project requesters.

1.35 PolyEd · ARexx - REDO

```
REDO
    ,
```

REDO allows you to undo the UNDO command.

1.36 PolyEd · ARexx - SAVE

```
SAVE
    ,
```

SAVE saves the current project to its current filename. If the
project is unnamed, a file requester comes up, asking the user for a
name for the project.

1.37   PolyEd · ARexx - SAVEAS

```
SAVEAS
    NAME/K
```

This command saves the current project to the specified filename. If
no name is specified, a file requester comes up, asking the user for
a filename for the project.

 · NAME specifies the name to that the project should be saved. The
   name should be placed in quotes.

1.38   PolyEd · ARexx - SETATTR

```
SETATTR
    OBJECT/A,NAME,FIELD,NEWVALUE
```

SETATTR manipulates the aspects of an object.

 · OBJECT specifies the object type to manipulate.
 · NAME specifies the handle of the object.
 · FIELD specifies which field should be modified.
 · NEWVALUE specifies the new value for that field. Watch out; some
   fields require numeric values, some require strings.

In the above OBJECT you may set attributes of any of the following items:

 · APPLICATION
 · PROJECT <name>

Valid values for FLAG_xxx fields are 0 and 1, where
0 means no/off/false and 1 means yes/on/true.
All modifications are immediately made visible to the user.

If OBJECT is APPLICATION the following fields may be manipulated:

 · VAR_FINDSTRING findstring for FIND, FINDCHANGE,
      FINDNEXT and FINDPREVIOUS
 · VAR_CHANGESTRING changestring for FINDCHANGE
 · FLAG_IGNORECASE   status of 'Ignore Case?'.
 · FLAG_WHOLEWORDS   status of 'Whole Words?'.
 · VAR_ARRANGEMODE   status of window arrange style
      (0=stacked, 1=vertical, 2=horizontal, 3=full size)
 · VAR_RIGHTBORDER   right border value
 · VAR_TABWIDTH   Tab width value
 · FLAG_OVERWRITE status of 'Overwrite?'.
 · FLAG_AUTOINDENT   status of 'Auto indent?'.
 · FLAG_TABISSPACES status of 'TAB is spaces?'.
 · FLAG_WORDWRAP   status of 'Wordwrap?'
 · FLAG_CREATEICONS status of 'Create icons?'.

If OBJECT is PROJECT the following fields may be manipulated:

· FLAG_HIDDEN   0=Reveal project, 1=Hide project

Examples:
'SETATTR APPLICATION FIELD VAR_TABWIDTH NEWVALUE 6' sets the Tab Width to 6.
'SETATTR APPLICATION FIELD FLAG_WORDWRAP NEWVALUE 1' activates Wordwrap.
'SETATTR APPLICATION FIELD VAR_FINDSTRING NEWVALUE foobar' lets further searches
 look for foobar.
'SETATTR APPLICATION FIELD CURRENTPROJECT NEWVALUE foobar' makes the project
 named foobar the current one.
'SETATTR PROJECT foobar FLAG_HIDDEN 1' hides project foobar.
'SETATTR PROJECT foobar FLAG_HIDDEN 0' reveals project foobar.

1.39   PolyEd · ARexx - SIZEWINDOW

```
SIZEWINDOW
   WIDTH/N,HEIGHT/N
```

SIZEWINDOW allows to change the size of the project's first window.

1.40   PolyEd · ARexx - TEXT

```
TEXT
   NEWLINE/S,TEXT/F
```

TEXT inserts the specified text at the current cursor position of
the project.

 · NEWLINE begins a new line _before_ the text is inserted.
 · TEXT specifies the text to be inserted. If the text contains
   spaces, or if there are spaces at the beginning or end of the
   text, you should explicitly use the keyword, because otherwise
   leading and trailing spaces are stripped off by the arugment
   parser.

1.41   PolyEd · ARexx - UNDO

```
UNDO
   '
```

UNDO undoes actions of the user. UNDO can be undone by REDO.
See also menu item 'Edit/Undo'.

1.42   PolyEd · ARexx - UNLOCKGUI

UNLOCKGUI
     ,

UNLOCKGUI undoes LOCKGUI allowing GUI events to resume.

1.43 PolyEd · ARexx - UNZOOMWINDOW

UNZOOMWINDOW
     ,

UNZOOMWINDOW unshrinks the project's first window (see ZOOMWINDOW).

1.44 PolyEd · ARexx - WINDOWTOBACK

WINDOWTOBACK
     ,

WINDOWTOBACK moves the project's first window behind all other windows.

1.45 PolyEd · ARexx - WINDOWTOFRONT

WINDOWTOFRONT
     ,

WINDOWTOFRONT moves the project's first window in front of all other
windows.

1.46 PolyEd · ARexx - ZOOMWINDOW

ZOOMWINDOW
     ,

ZOOMWINDOW makes the project's first window very small. Use
UNZOOMWINDOW to unshrink it again.