

**ScreenTest**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> ScreenTest		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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## Chapter 1

# ScreenTest

### 1.1 ScreenTest.guide

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    \|  ScreenTest  | /
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```

Introduction	What is this thing?
Copying	Can I copy it?
Disclaimer	What if something goes horribly awry?
Usage	How do I use it?
Author	Who made it?
History	What changes has it been through?

### 1.2 introduction

ScreenTest is a small command for use in shell scripts and, consequently, ARexx programs. You can use it to test if a named public screen is open. You can also use it to test if there are any windows open on a named public screen.

### 1.3 copying

ScreenTest and ScreenTest.guide are Copyright © 1995, Jack Holt.

They are freeware, and may distributed freely provided that they are distributed together, that no changes are made to them, and no more than a nominal copying fee is charged (US\$5.00 if on floppy, US\$20.00 if on CD.)

Both Fred Fish and the Aminet distributors are not bound by these

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restrictions, and are hereby given explicit permission to distribute ScreenTest and ScreenTest.guide.

## 1.4 disclaimer

You use ScreenTest at your own risk. I disclaim all responsibility for anything that happens because of your use of ScreenTest. Also, I provide no warranty that ScreenTest will work as described, or serve any other purpose.

However, I do use ScreenTest myself, have tested it, and have no reason to assume anything bad will happen to you if you use it.

## 1.5 usage

ScreenTest cannot be run from the Workbench.

To use it from the shell, the syntax is:  
ScreenTest S=SCREEN/A,O=OPEN/S,W=WINDOWS/S

You should use exactly one of the switches: "OPEN" and "WINDOWS". Also, you must provide a screen name. If you provide no screen name, or no switch, ScreenTest will return 99999 as an error code. If you use both switches, the "OPEN" switch takes precedence.

When using the "OPEN" switch, ScreenTest returns 0 if the screen is open and public. Otherwise, it returns 5. This return code can be tested with the "IF WARN" script construct. (See Examples )

When using the "WINDOWS" switch, the return code reflects the number of windows open, or is 99999 if the named screen is not open or not public. If there are no windows open, the return code will be 0. This value can be fetched from the shell variable \$rc, if you are using the AmigaDOS shell. If you are using something different, consult the appropriate documentation on how to get the return code. (See Examples )

I hope this section and the two "Examples" sections answer all your questions. If there's anything you still don't understand, please write the author .

## 1.6 open examples

First, let's say that there is a public screen called "Public" that is open, and it has three windows open on it. There is also a screen called "Private Screen", which is open, but private. And, there are no public screens called "Fred".

ScreenTest SCREEN Public OPEN will return with error code 0,

---

because "Public" is open and public.

ScreenTest OPEN S="Private Screen" will return error code 5, because the screen is not public. Note the use of quotation marks around the name of the screen, because the name contains a space. Note also that the "SCREEN" keyword can be abbreviated to just "S".

ScreenTest Fred O will return 5, because there is no open screen named "Fred". Note that the "OPEN" keyword can be abbreviated as just "O". Also note that the "SCREEN" keyword is not necessary if the screen name is the first argument after the command.

If you wanted to test for a screen named "OPEN", then you would have to use the "S" or "SCREEN" keyword before it, so that ScreenTest knows that "OPEN" is a screen name and not a command line switch.

If you had a script where you wanted to be sure a screen was open before you started a program, you would use something like this:

```
ScreenTest SCREEN MyScreenName OPEN
IF WARN
    MyScreenManager open MyScreenName
ENDIF
/* Now, screen is open. Run program */
```

Of course, you'd have to provide the right command to get your screen manager to open the screen. This is just an example.

## 1.7 windows examples

First, let's say that there is a public screen called "Public" that is open, and it has three windows open on it. There is also a screen called "Private Screen", which is open, but private.

ScreenTest SCREEN Public WINDOWS will return with error code 3, because "Public" is open and public, and has three windows open.

ScreenTest W S="Private Screen" will return error code 99999, because the screen is not public. Note the use of quotation marks around the name of the screen, because the name contains a space. Note also that the "SCREEN" keyword can be abbreviated to just "S", and "WINDOWS", as just "W".

Also note that if you're using this in a script, and you're not sure if the screen will be both open and public, you may want to use FAILAT 100000 so that the script doesn't abort if ScreenTest can't find your screen.

If you wanted to test for a screen named "WINDOWS", then you would have to use the "S" or "SCREEN" keyword before it, so that ScreenTest knows that "WINDOWS" is a screen name and not a command line switch.

If you had a script where you wanted to check if a screen has no windows open on it, and if so, close it, you would use something like this:

---

```
ScreenTest SCREEN MyScreenName WINDOWS
IF $src EQ 0
    MyScreenManager CLOSE MyScreenName
ENDIF
```

Of course, you'd have to provide the right command to get your screen manager to open the screen. This is just an example.

## 1.8 history

V1.15 95/02/26 - Initial Release.

## 1.9 author

ScreenTest is a creation of Jack Holt. Here's how to reach me:

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To see what else I've been up to, you can visit my homepage on the World-Wide Web at [<http://www.mit.edu:8001/people/genoa/home.html>](http://www.mit.edu:8001/people/genoa/home.html).

If you find ScreenTest useful, I'd like to hear it about it. Please send me email, or preferably, a postcard. Also, if you have any suggestions for improvements, please email me.

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