RexxSkeleton

	COLLABORATORS		
	TITLE : RexxSkeleton		
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WRITTEN BY		July 22, 2024	

	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

RexxSkeleton

1.1   main

```
****************************************************************
*                                                              *
*                                                              *
*                    REXX WINDOW SKELETON 2.4                  *
*                                                              *
*                                                              *
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*                                                              *
****************************************************************

 Intro          Default readme text.
 RexxSkeleton   Generale Information.
 Installation   Installation guide lines.

 Intuition        RexxSkeleton Intuition information.
 Interface        Window Interface information.
 Window Objects   Window related objects.

 Special Notes   Special notes about PD version.
 Bugs Rapport    Known bugs.
 Other products  Other program releases.
 Skeleton_Edit   Prerelease info about the editor.

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 Support Serious Amiga Programming....
```

1.2   hgr1

```
This disk is not a AREXX programming manual but a small guide
to the clean and fast arexx programming with RexxSkeleton generator.

              *** Rexx Window Skeleton 2.4 ***
```

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RexxSkeleton Rev 2.4 is compiled using Dice C Rev. 2.374, thanks
goes to Matt Dillon - USA for his great c compiler.

RexxArpLib.library By W.G.J. Langeveld - USA, thanks for this
GREAT Rexx Library...

1.3 hgr2

Information:

   This program could save you many hours of programming and
makes ARexx intuition related to your scripts real fun - just
press one or two buttons and a full ARexx intuition skeleton
is ready by your hand.

   Rexx Window Skeleton is dedicated to RexxArpLib.library 3.3
by W.G.J. Langeveld - which gives a nice ARexx intuition interface
that looks like OS2/3 and works like c intuition programming.

   This program intuition is made as clear & clean as possible
with only one window - I like a nice clean layout - Isn't frustrating
with all these programs with lots of windows.

   Well this version is the PD version Rev. 2.4 - and need OS2
or higher, well thanks goes to all the beta testers support.

1.4 hgr3

Installation

Libraries needed...

RexxArplib.library Rev. 3.3 - Intuition Libs
RexxApp.Library into Libs: - Intercomm. Process library
RexxSupport.library   - Extended library functions
RexxSyslib.library   - rexx Serve Library
These libraries must be available in Libs:

Prefs files available...

RexxSkeleton.Prefs - Support RexxSkeleton Default value
RSRXOPT   - Rx Rexx Serve Program Location
RSTXOPT   - TextEditor Path & Name (Skeleton_Edit) or ?
These files must be placed into ENV: Or ENVARC: to be default.

Programs Needed...

Skeleton_Edit (any texteditor and placed anywhere)

```
Hi            ( c: - well anywhere would do the trick )
Rx            ( c: - well anywhere would do the trick )
Copy          ( c: like C= guide lines )
```

Process available...

Pipe: must be mounted. (look into mountlist or Devs:Dosdrivers/ - OS2.1)
Rexx interactive Process must be activated with command Rexxmast

...REXXSKELETON SYSTEM IS AN ABSOLUTE OS2 OR HIGHER PROGRAM...

1.5 hgr4

Intuition:

   Rexx Window Skeleton Intuition is separated into 13 blocks.
These are in a way like you would program in ARexx - start with...

Script name - The name of the Script/program and the text in your
final program window topBar.

```
Host    - This is the unic name to functions stdout ( send )
Port    - This is the unic name to functions stdin  ( Receive )
```

Left to these string requesters are some special libraries "includes"
and the extended script inventor that include functions like button
updates, filename separator and make of bevel borders etc. etc....
OBS - Only available to shareware update version...

The libraries is multiselected with the Asl requester and the list
of libraries that could be included is huge, but I Use two often -
RexxPlsLib.Library (needed for the Rexx Plus Compile programs)
RexxMathLib.Library
OBS - Only available to shareware update version...

The Rexxarplib & RexxSupport.libraries will always be included
because they are absolute needed.

```
  See Also  Interface
  See Also  Window Objects
```

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Interface
----
at right most there are four small buttons - these are the interface
buttons and provide quick access to test, tune up & save the script
and provide an interface with the Skeleton_Edit Editor.
```
R            - Test the generated script need Env:RSRXOPT ( C:Rx )
E            - Install any text editor need Env:RSTXOPT   ( C:Ed )
A            - well ...
```

Trace   - The trace option is the feature that traces down the
different errors but this option could also display type.

Signal   - Many options are related to the ARexx signal function
and some again are related to other functions. These buttons options
will write signal labels related to the functions.

Startup   - These startup values & functions are all often used...
The first three are the Options functions
Result   - Relate externals return result values.
failat   - Sets the break point value and I use 10 - already set.
Prompt   - Set the prompt type - I made this option as a startup
prompt display option...

Parse arg   - Integrate startup arguments values.

Window Objects   - This is the window related objects - Quit button
is always related because we don't want to hang-up and this is a
window skeleton workout programmers tool.

Pen Options - The pen statements control different types of texts
and object color display - Blockpen control menu text display etc.

Window IDCMP - These options control internal or external value
relation type   - closewindow is always related.

Drawmode - well everyone knows these functions from draw programs.

    See Also Intuition
    See Also Window Objects

1.7   hgr6

Window Objects

Relate Objects - Some of these functions are only available to the
shareware updated program but will give you the power to easy relate
menuitems, subitems, buttons & string objects in a window intuition.
Only Buttons are available in the PD version..

Relate Function - Some of these functions are only available to the
shareware updated program but will give you the power to easy relate
requesters, Yes/No requesters, string requesters & text List or text
display windows...
Only Yes/No & Text Display options are available in the PD version.

Generate - This is the button where an ARexx script is generated
from your Rexx Window Skeleton button parameter.

    See Also Intuition
    See Also Interface

1.8   hgr7

```
Special Object Notes:
---------------
```

NOTE There are a few options related to Window IDCMP which are not
current included because these are never or seldom used.

NOTE There is written a configuration file ENV:RexxSkeleton.Prefs -
this could be made default by a copy of this to ENVARC: directory.

Please write Bugs report or ask for the shareware update disk that
contains several ARexx demos and scripts that deal with the ARexx
programming and interface practice etc...

1.9   hgr8

KNOWN BUGS RAPPORT

```
RexxSkeleton 2.3
---------------
```
15.1.95 String displays execute the generate function.

Some Beta testers will absolute have the diskremove IDCMP related...

```
Skeleton_Edit 1.3
---------------
```
This program is still at beta state...
The online help index to both ARexx & RexxArpLib.library functions
is still not perfect.

The dynamic buffers are still not included.

Object location tool intuition could be more clean, but it works.

Some beta testers want a plain save function.

compile option will jet not handle argument parameter.

Some time will path & file names with more than two names not work.

The startup exit code will not always quit old and crashed windows.

Skeleton_Edit can now be used without the RexxSkeleton main program.

Skeleton_Edit is still in last test state and not available in PD.

   See Also Skeleton_Edit .

1.10   hgr9

```
Other Shareware program releases....
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MicroText 4.5 ( 350 Kb. ) Nice TextEditor with lots of programmers tools.
MTBASE        ( 85  Kb. ) Small Database - Reads MicroText Database format.

MicroCalc 1.5 ( 135 Kb. ) Easy home accounts system almost unlimited cells.

MultiFace 3.5 ( 12  Kb. ) Extra Menu tool that easily generates rows of items.
MultiConfig   ( 25  Kb. ) Configuration program integrated with Multiface 3.5.

ATEXT 1.4     ( 25  Kb. ) Selfconfigurated fast text display system.

Activate 2.1  ( 12  Kb. ) Automatic deep execute icon system from a requests.

Req2Exe 1.3   ( 6   Kb. ) Request to execute almost all types of files.
App2Exe 1.3   ( 6   Kb. ) Drop an Icon and execute it - -- do -- .
Req2Rexx 1.2  ( 6   Kb. ) Request to Execute almost all types of ARexx scripts.

ACOMM 1.3     ( 4   Kb. ) Install all script or programs into commodities list.

FrontEnd 1.8  ( 10  Kb. ) Execute all script or programs from a suffix match.

CTYPE         ( 7   Kb. ) Type command with the nice Asl Request.

COS           ( 8   Kb. ) Compare OS at disks and if Okay - then copy all.

Switch 1.4    ( 4   Kb. ) Like the C= ask Prog. with a mouse & Window interface.

Shareware Updates available

   Se Also   Shareware
```

1.11 hgr12

```
Skeleton_Edit 1.4
---------------

Skeleton_Edit Is not available in a PD version...

Skeleton_Edit will interface directly with RexxSkeleton but can work
alone and will take ARexx scripts direct from an argument.

Skeleton_Edit will index the script into a nice clean intuition interface
directly into a handy cut manner as good programming guidelines state.

Skeleton_Edit will optimize & speed up all ARexx Scripts but especially
RexxPlus Compiled Programs will love this indexed programming manner.

    Skeleton_Edit Interface

Skeleton_Edit provide an easy window, Button & xy cord display tool. The
window cords can automatic be edited into the script.
```

_____

Window Object Tool

Skeleton_Edit Provide an easy test function or Save as an optimized non
editable Executeable iconified script.

Skeleton_Edit also provide a save as an light compiled, non editable, execute
program which will optimize 10% in speed to most scripts.

Compile Optimize Save

See Also Shareware

1.12 hgr10

New Features

Changed in new releases...

RexxReqtools library requesters option available in RexxSkeleton scripts.

RexxPlus Compile optimized integrated with a direct interface.

InLine help to special RexxPlus functions.

Special direct function calls like in C Programming from a Skeleton.library

See Also Shareware

1.13 hgr11

Shareware License

Support Amiga programming – Update now....

RexxSkeleton 2.4 & Skeleton_Edit 2.1 Shareware licence 250,– DKR or 50 USD

Drop me a Note with information about Amiga type, Workbench Rev. &
Name & Address on a return envelope...
EUROCHECKS & VISA CARD is accepted....

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