

**ClipTool**

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# Chapter 1

## ClipTool

### 1.1 ClipTool.guide

ClipTool V38.1

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ClipTool is a Commodities Exchange program that among other things is a graphic user interface to the Amiga system clipboard. It can function as a storehouse for multiple text clips and it can use all the clipboard units; thus you can move data from one unit to another. It is also possible to load and save data to and from the clipboard. Its convenient ARexx interface makes it easy to operate it by remote control. A simple example script that shows how clipboard support can be added to the Ed text editor is included.

[This is an unfinished version of the documentation. ClipTool was intended as the prototype of a more ambitious clipboard tool, capable of handling graphics, having scrollbars so you could move around the clipped data, etc. Nothing has been done about the code and this document for almost a year and I haven't got time to work on them in the foreseeable future. For that reason, I have decided to release the "package" in its unfinished state, hoping that somebody will pick it up and improve it.

Torsten (2-Jan-95)]

#### Legal Stuff

Distribution	How to get the latest ClipTool distribution.
License	The GNU General Public License gives you permission to redistribute ClipTool on certain terms; and also explains that there is no warranty.

#### The Manual

Introduction	A brief introduction to ClipTool.
Options	An explanation of the shell and Workbench options.
ARexx Interface	How to control ClipTool with ARexx.

## 1.2 ClipTool.guide/Distribution

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\*\*\*\*\*

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'ftp.uni-paderborn.de'

USA

'ftp.etsu.edu'

'wuarchive.wustl.edu'

UK

'src.doc.ic.ac.uk'

Australia

'splat.aarnet.edu.au'

Most of these sites delete old files, however 'wuarchive.wustl.edu' and 'ftp.luth.se' keep all files.

## 1.3 ClipTool.guide/License

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Version 2, June 1991

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## 1.4 ClipTool.guide/Introduction

Introduction  
\*\*\*\*\*

ClipTool is basically a storehouse for text you may want to paste into other programs, perhaps multiple times.

## 1.5 ClipTool.guide/Options

Options  
\*\*\*\*\*

ClipTool understands the following icon tooltypes:

`'CX_PRIORITY=PRIORITY'`

lets you change the priority of ClipTool relative to other Commodities Exchange programs. The default priority is 0. The valid range is -128 to 127; the higher the number, the higher the priority. This only changes the order in which the Commodities gets to look at input events.

`'CX_POPKEY=HOTKEY STRING'`

specifies the key or keys that must be pressed to pop up ClipTool's window. The default is 'control lalt c'. Please refer to your Workbench manual for a list of valid key combinations.

`'CX_POPUP=yes|no'`

determines whether the GUI window is opened when ClipTool is launched. The default is 'yes'. You will probably want to change this if you put the program in the 'WBStartup' drawer.

`'EMBOSSSED=yes|no'`

Normally ClipTool will use embossed imagery to give its buttonbar a 3-D look, unless it is run on a two colour screen. Setting EMBOSSSED=no forces ClipTool to always use its simpler 2-D imagery. This may be useful if your colour preferences make the 3-D buttons look strange.

`'CREATEICONS=yes|no'`

---

can be used to enable or suppress the creation of icons when data is saved to a file. The default is to create icons. This can be turned on and off at will.

`'UNIT=0-255'`

is the clipboard unit to use when ClipTool is launched. It can be changed while the program is running. The default is 0.

`'APPICON=yes|no'`

determines whether ClipTool shall put an AppIcon, a dropbox, on the Workbench. The default is 'yes'.

`'PORTNAME=AREXX PORT NAME'`

is used to override the default port name, which is 'CLIPTOOL'.

When started from the shell, ClipTool accepts arguments corresponding to the icon tooltypes according to this AmigaDOS template:

```
CX_PRIORITY/K/N,CX_POPKEY/K,CX_POPUP/K,EMBOSSSED/K,CREATEICONS/K,UNIT/K/N,APPICON/K ↵
,PORTNAME/K
```

The case and order of the keywords doesn't matter. The defaults are the same as when used as tooltypes.

## 1.6 ClipTool.guide/ARexx Interface

ARexx Interface

\*\*\*\*\*

ARexx Commands	Descriptions of the supported commands.
Examples	Some ARexx scripts to get you started.

## 1.7 ClipTool.guide/ARexx Commands

ARexx Commands

=====

In this section, each ARexx command is explained following a standard outline:

The format listing shows all the arguments and keywords accepted by the command. Square brackets enclose arguments and keywords that are optional. They are accepted by the command but are not required. A vertical bar is used to separate options of which you may only choose one.

In the command template, each argument is specified by a keyword (a preset argument that the command understands) followed by a modifier

'/X' where 'X' is one of the characters 'A', 'K', 'N', or 'S'. Each keyword can have several of the modifiers. Neither the keywords nor the modifiers are case-dependent.

This is followed by a description of the command.

```
OPEN
SAVEAS
SHOW
HIDE
ACTIVATE
DEACTIVATE
QUIT
CUT
COPY
PASTE
ERASE
PREVIOUS
NEXT
GETNUMBER
GETCURRENT
CREATEICONS
GETCREATEICONS
APPICON
GETUNIT
SETUNIT
```

## 1.8 ClipTool.guide/OPEN

```
OPEN
----
```

```
Format: OPEN FILENAME FILE [DIR DIRECTORY]
Template: NAME=FILENAME/K/A,DIR/K
```

This command tries to open the file specified by the FILE argument, load it, and make it the current buffer. It recognizes IFF FTXT files automatically.

If you specify a relative pathname, ClipTool may not be able to locate the file, because its current directory may differ from the current directory of the process that sent the OPEN command. To overcome this problem, you can use the DIR keyword to tell ClipTool to \*temporarily\* change its current directory to DIRECTORY:

```
'open filename' foo 'dir' pragma('D')
```

The built-in ARexx function 'pragma()', with the option 'D', returns the \*full\* path of the current directory.

The keyword NAME is provided as an alternative to the AUISG compliant FILENAME.

---

## 1.9 ClipTool.guide/SAVEAS

SAVEAS

-----

Format: SAVEAS NAME FILE [FTXT] [DIR DIRECTORY]

Template: NAME/K/A,FTXT/S,DIR/K

This command saves the contents of the current buffer to the file specified by the FILE argument. If the FTXT switch is used, it will be saved as an IFF FTXT file.

If you specify a relative pathname, the result may not be what you expect, because ClipTool's current directory may differ from the current directory of the process that sent the SAVEAS command. To overcome this problem, you can use the DIR keyword to tell ClipTool to \*temporarily\* change its current directory to DIRECTORY (for a full example, see SaveClip.rexx):

```
'saveas name' foo 'dir' pragma('D')
```

The built-in ARexx function 'pragma()', with the option 'D', returns the \*full\* path of the current directory.

## 1.10 ClipTool.guide/SHOW

SHOW

----

Format: SHOW

Template: (none)

This command opens ClipTool's main window on the default public screen. If it is already open, it is moved in front of the other windows on the screen and made active.

SHOW is a synonym for the AUISG compliant command ACTIVATE.

## 1.11 ClipTool.guide/HIDE

HIDE

----

Format: HIDE

Template: (none)

---

This command closes ClipTool's main window. It is not an error, if the window is already closed.

HIDE is a synonym for the AUISG compliant command DEACTIVATE.

## 1.12 ClipTool.guide/ACTIVATE

ACTIVATE  
-----

Format: ACTIVATE  
Template: (none)

This command opens ClipTool's main window on the default public screen. If it is already open, it is moved in front of the other windows on the screen and made active.

ACTIVATE is an AUISG compliant synonym for the SHOW command.

## 1.13 ClipTool.guide/DEACTIVATE

DEACTIVATE  
-----

Format: DEACTIVATE  
Template: (none)

This command closes ClipTool's main window. It is not an error, if the window is already closed.

DEACTIVATE is an AUISG compliant synonym for the HIDE command.

## 1.14 ClipTool.guide/QUIT

QUIT  
----

Format: QUIT  
Template: (none)

This command stops ClipTool.

---



## 1.15 ClipTool.guide/CUT

CUT  
---

Format: CUT  
Template: (none)

This command removes the current buffer and places it in the current clipboard unit.

## 1.16 ClipTool.guide/COPY

COPY  
----

Format: COPY  
Template: (none)

This command places a duplicate of the current buffer into the current clipboard unit.

## 1.17 ClipTool.guide/PASTE

PASTE  
-----

Format: PASTE  
Template: (none)

This command puts the contents of the current clipboard unit into a new buffer. This buffer is made the current buffer.

## 1.18 ClipTool.guide/ERASE

ERASE  
-----

Format: ERASE  
Template: (none)

This command removes the current buffer.

---

## 1.19 ClipTool.guide/PREVIOUS

PREVIOUS  
-----

Format: PREVIOUS  
Template: (none)

This command makes the previous buffer the current buffer.

## 1.20 ClipTool.guide/NEXT

NEXT  
----

Format: NEXT  
Template: (none)

This command makes the next buffer the current buffer.

## 1.21 ClipTool.guide/GETNUMBER

GETNUMBER  
-----

Format: GETNUMBER VAR NAME  
Template: VAR/K/A

Returns the number of clip buffers in the ARexx variable NAME.

## 1.22 ClipTool.guide/GETCURRENT

GETCURRENT  
-----

Format: GETCURRENT VAR NAME  
Template: VAR/K/A

Returns the number of the current buffer in the ARexx variable NAME.

## 1.23 ClipTool.guide/CREATEICONS

---

## CREATEICONS

-----

Format: CREATEICONS ON|OFF

Template: ON/S,OFF/S

This command controls the creation of icons when saving files. One of the switches must be given.

## 1.24 ClipTool.guide/GETCREATEICONS

### GETCREATEICONS

-----

Format: GETCREATEICONS VAR NAME

Template: VAR/K/A

Returns the current state of the 'Create icons?' menu item in the ARexx variable NAME. The state is one of two possible strings: 'ON' or 'OFF'. Thus, the contents of NAME can be used as an argument to CREATEICONS (see CREATEICONS).

## 1.25 ClipTool.guide/APPICON

### APPICON

-----

Format: APPICON ON|OFF

Template: ON/S,OFF/S

This command turns the AppIcon on and off.

## 1.26 ClipTool.guide/GETUNIT

### GETUNIT

-----

Format: GETUNIT VAR NAME

Template: VAR/K/A

Returns the clipboard unit number in the ARexx variable NAME.

---

## 1.27 ClipTool.guide/SETUNIT

SETUNIT  
-----

Format: SETUNIT NUMBER  
Template: /N/A

This command sets the clipboard unit to NUMBER.

## 1.28 ClipTool.guide/Examples

Examples  
=====

This section contains a few example scripts, showing how you may control ClipTool from ARexx.

LoadClip.rexx	How to load a file into the clipboard.
SaveClip.rexx	How to save the contents of the clipboard to a file.
EDCopy.ed	How to add clipboard support to the Ed editor.

## 1.29 ClipTool.guide/LoadClip.rexx

LoadClip.rexx  
-----

```
/*
 * loadclip - Load a file into the clipboard.
 */

parse arg fname
address cliptool
'open filename' fname 'dir' pragma(d)
'cut'
```

## 1.30 ClipTool.guide/SaveClip.rexx

SaveClip.rexx  
-----

```
/*
 * saveclip - Save the contents of the clipboard to a file.
 */
```

---

```

parse arg fname
address cliptool
'getnumber var before'
'paste'
'getnumber var after'
if before < after then do
    'getcreateicons var state'
    'createicons off' /* we don't want an icon */
    'saveas name' fname 'dir' pragma('Directory')
    'erase'
    'createicons' state /* restore the previous state */
end
else say 'Clipboard is empty'

```

## 1.31 ClipTool.guide/EDCopy.ed

EDCopy.ed

-----

```

/*
 * EDCopy - Copy the marked block to the current clipboard unit.
 * Assumes ClipTool is running.
 * You can add it to Ed's EDIT menu if you put
 * the following command in S:Ed-startup:
 *
 *      SI n 2 "Copy to Clipboard" "rx!EDCopy.ed!"
 *
 * where n is the menu item number.
 *
 * You can also add it to a key with something like
 *
 *      SF n "rx!EDCopy.ed!"
 *
 * where n range from 1 to 57. Please refer to the Ed docs for details.
 */

tempfile = 'T:EDCLIP-'pragma('ID')
options failat 21
'WB!'tempfile'! /* Tell Ed to write the block */
if rc = 0 then do
    address cliptool 'open filename' tempfile
    address cliptool 'cut'
    address command 'delete quiet force' tempfile
    'SM!Copied!'
end
else 'SM!No block selected!'
exit

```