Execut-It STP ver. 3.2
Script & Task Processor *for Windows95®*

HELP FILE CONTENTS   .

Welcome to Execut-It help. It is a little but at times very useful application which can save you a lot of hassle when it comes to performing simple yet not that easily done or accessible tasks. Select a help area from topics listed below:

Installation Notes

See this chapter for installation instructions and release notes. Please read this section especially if you did not obtain this program directly from Webster Image or our Web site

Running with command-Line parameters

See this chapter for usage instructions pertaining to direct parameter use of Execut-It STP available by calling program itself.

Processing a script

See this chapter for script writing and usage of Execut-It STP scripting language procedures. Included is also a sample script which illustrates proper use.

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Note from the authors & Registration

Registration information, pricing, registration forms and contact info.

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One of the modes in which Execut-It can operate is a C*ommand Line Parameter mode.* Unlike in previous version these parameters are not case sensitive, remember however that any errors will cause Execut-It to completely ignore the command or it may result in a system error. Execut-It will not notify you of processing errors at any time.

Syntax:

executit.exe [COMMAND] fParam sParam

There might be cases where *fParam* and/or *sParam* are optional depending on the *Command*. If parameter is said to be none, it means that no parameter required not parameter *none*. Below is a list of available commands. To find out more about their meaning and performed action, click on the name:

- **About** *or* **?**
- **Animate**
- **Close**
- **LogOff**
- **Play**
- **LowPower**
- **OffPower**
- **ReBoot**
- **Shutdown**
- **SSav**
- **Suspend**
- **Time**
- **WallPaper**

- **AutoConnect** *or* **DAC**

- **Script file**

Note that results are computer dependent. Not all machines will be able to use all Execut-It command line parameter actions. Long file names used as additional parameter may have to be enclosed in double-quotes

About

Usage

executit.exe ABOUT

Action

Displays Execut-It about screen

Animate

Usage

executit.exe ANIMATE fParam

fParam Could either be YES to turn window animation on
or none to turn it off

Action

Turn on/off Window minimize/maximize animation. This action is not performed immediately

Close

Usage

    executit.exe CLOSE "Window Name"

        Window Name   Must specify window name to close. You can use wildcards to supply
                           partial name such as "Some window*" or question marks "?ome ?indow*".   Window name
                           must be surrounded by double-quotes if more than one word. Name used is case sensitive.

Action

    Close active window specified by "Window Name"

LogOff

Usage

    executit.exe LOGOFF

Action

    Close all running applications and log back on for a new/different user

Play

Usage

executit.exe PLAY fParam

fParam   Filename of a Wave file. Using a complete path may be necessary.
If using long filenames with spaces between them may require using double quotes.

Action

Play a Wave file

LowPower or OffPower

Usage 1

executit.exe LOWPOWER fParam

> **fParam**   Time-out value in minutes for Low Power mode. 0 turns this mode off.

Usage 2

executit.exe OFFPOWER fParam

> **fParam**   Time-out value in minutes for Power Off mode. 0 turns this mode off.

Action

Set monitor power saving modes. This action does not go into effect until reboot. This function is also a very weak point of Execut-It STP.

Reboot

Usage

executit.exe REBOOT fParam

fParam   Time-out value in seconds for user intervention. If no fParam specified action is performed immediately. If fParam [1-90] warning screen appears prior to actual reboot for fParam seconds, giving user a chance to abort.

Action

Reboot system

ShutDown

Usage

executit.exe SHUTDOWN fParam

fParam Time-out value in seconds for user intervention. If no fParam specified
action is performed immediately. If fParam [1-90] warning screen appears
prior to actual shutdown for fParam seconds, giving user a chance to abort.

Action

Shut the system down for complete power-off

SSav

Usage

executit.exe SSAV fParam

fParam   Time-out value in minutes for Screen Saver activation.
If no fParam specified Screen Saved is deactivated.

Action

Shut the system down for complete power-off

Suspend

Usage
> *executit.exe* SUSPEND

Action
> Enter Suspend Mode. You computer must support APM   (Advanced Power Management). This function may result in a system error if other devices prevent entering the Suspend Mode.

Time

Usage

executit.exe TIME

Action

Execut-It will announce current time. Time is played using WAV files. You can easily schedule (using other scheduling program such as System Agent) Execut-It to run with TIME parameter to automatically announce time every hour or 15 minutes. To personalize TIME announcement please click here

WallPaper

Usage

executit.exe WALLPAPER fParam

fParam   Filename of a BMP file. Using a complete path may be necessary.
If using long filenames with spaces between them, using double
quotes is necessary. If no fParam is used, wallpaper is removed - set to none

Action

Set new WallPaper for current desktop.

AutoConnect or DAC

Usage

executit.exe AUTOCONNECT fParam
executit.exe DAC fParam

> **fParam**   Can either be REBOOTABLE or none.

Action

AutoConnect will monitor your desktop for Dial-Up Networking connection dialogs and should any of them appear. For more information click here.

Running A Script

Usage

     executit.exe FileName

          Using a complete path may be necessary.
          If using long filenames with spaces between them, using double
          quotes may be necessary.

Action

     Process Execut-It script specified by *FileName*. For more information <u>click here</u>

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By creating a script you will be able to process a list of operations with one execution. This feature might be extremely useful when performing routine tasks consisting of several subcommands and sub-tasks. Under Windows95 old batch file system does not perform well at all, plus it would not give you the simplicity and flexibility of Execut-It script processing.

Number of features and their advancement are limited so that we could keep quite simple syntax. Execut-It is by no means a compiler-like product but having a very simple structure it is also very easy to use unlike many others which in some cases require hours of programming and setup or their execution is a major task.

There are only a couple of restrictions when writing your Execut-It script but we have really tried to make it as fool-proof as possible while not sacrificing the size of this program too much. Unlike in previous version, Execut-It is less sensitive to selective command syntax. What it means that if a command, mode, option etc. is optional you may simply skip that line specifying nothing. Except where noted order of commands and directives within set is not fixed. Default values do not have to be entered.

Execut-It script file can be created using any ASCII editor such as Notepad. You can also use optional Script Editor available for download from Execut-It web page which may help you speed up the process if you do not wish to memorize all these commands.

Execut-It STP scripting language procedures:

Set Name (procedure)	Comment
• **CLOSE**	Close window
• **COMMENT**	Commenting your script
• **DIRECTORY**	Change current directory
• **DELETE**	Delete files
• **DOS**	Execute DOS command
• **END**	End of script
• **IF WINDOW**	Conditionally execute sets
• **JUMP**	Jump to label
• **LABEL**	Jump point
• **MSG**	Show message
• **!NO LIMIT**	Process limit override
• **PAUSE**	Pause script processing
• **PLAY**	Play sound
• **RUN**	Execute Program
• **SEND KEYS**	Send keys to client
• **STOP**	Terminate script processing
• **SAMPLE SCRIPT**	Illustration of script routines

Execut-It STP Scripting Language
REGISTRY Command Set

SYNTAX:

[REGISTRY]
HKEY: <section>
Key: <registry key>
Value: <key value>
Data: <data>
<type>
NOCREATE

EFFECT:

Execute application or file with known by system extension association.

HKEY:<section> *required*	Main registry section. Acceptable values are: **HKEY_CLASSES_ROOT** **HKEY_CURRENT_USER** **HKEY_LOCAL_MACHINE** **HKEY_USERS** **HKEY_CURRENT_CONFIG** **HKEY_DYN_DATA** These names are case sensitive and must be typed in upper case characters.
Key:<registry key> *required*	Sub key which holds specified later value. You must specify at least first level sub key. No values will be written to neither of the main keys listed above.
Value:<key value> *optional*	Specify value to be changed/added under the <registry key>. If no <key value> specified Execut-It assumes *Default* value.
Data:<data> *required*	Data to be stored in specified above value.
<type> *optional*	Type of the data to be stored. Either none or one of the following **STRING** *(default)* **DWORD** **BINARY**
NOCREATE *optional*	Optional command if you wish not to automatically create a key if it doesn't yet exist.

Note:

This set should not be used by users who do not have decent knowledge of the Windows95 registry system. If you enter wrong values or delete wrong key you could really screw things up.

Execut-It STP Scripting Language
RUN Command Set

SYNTAX:

[RUN]
<program name>
<parameters>
WAIT
<mode>
Cmd:<command list>

EFFECT:
Execute application or file with known by system extension association.

<program name> *required*	Either explicit program name or simply filename if system is aware of extension association. I.e. MyText.txt would be opened by Notepad.exe. Use full path if necessary. Max length 250 characters. Program name must be immediately following set declaration.
<parameters> *optional*	Any additional parameters you wish to pass along to executed program. Here you can also type filename which executed program should access upon opening. For files specifying full path may be necessary Max length 250 characters.
<mode> *optional*	Either none or one of these: 　　　　**NORMAL** *(default)* 　　　　**MAXIMIZED** 　　　　**MINIMIZED**.
Cmd: <command list> *optional*	Set of keys which should be passed to program being executed. This is old implementation and is kept for compatibility reasons only. You should avoid using it as it is known to fail. It is advised that you use a separate set [SEND KEYS] instead. To view key codes used in <command list> please <u>click here</u>
WAIT *optional*	Optional command if you wish to pause processing of the script until program which is executed has been closed

Note:
You can use Execut-It itself in [RUN] set to call itself with different parameters or scripts. This will not terminate or disturb one it is called from.

Execut-It STP Scripting Language
SEND KEYS Command Set

SYNTAX:

[SEND KEYS]
To: <window title>
<keys>
<keys>
To: <window title>
...

EFFECT:
Send keys to a window(s) specified by <window title>(s) or active and focused one.

<window title> *optional*	Title of the window to which keys that follow should be sent. Window must be open or keys are ignored until next window specified or another command set reached. You can use wildcards and/or question marks to specify windows whose titles change or may not be easily defined. Wildcards (*) and question marks (?) can be used anywhere. * specifies any amount of characters; ? specifies one and only one character including space. If <window title> is not specified (omit To: as well) then keys are sent to window having focus. This may be useful in case you need to handle pop-up message or error. You can supply more windows to handle by adding another To: <window title> lines. Specified titles are case sensitive.

<keys>
at least one required
	Character or Key which should be sent to a window. You can supply as many lines of keys as necessary though only one key per line. Characters can be placed in sequence just as a sentence. Keys can be also specified with <u>Shift, Alt or Ctrl</u>.
	
	      # This is accepted if ASCII characters used to send text
	This is text - characters in sequence
	      # This is the way to send non-ASCII keys.
	      # Each key must be in separate line
	TAB
	%ENTER
	and so on...

Note:
The list and syntax of the keys such as Alt- ENTER or function keys is different than that used in the RUN set. The difference is not big though enough to create chaos. Please <u>CLICK HERE</u> to view the list of keys and their syntax.

Execut-It STP Scripting Language
CLOSE Command Set

SYNTAX:

   [CLOSE]
   <window title>

EFFECT:
   Close window(s) specified by <window title>(s).

<window title> *at least one required*	Title of the window which should be closed. Window must be open or is ignored until next window specified or another command set reached. You can use wildcards and/or question marks to specify windows whose titles change or may not be easily defined. Wildcards (*) and question marks (?) can be used anywhere. * specifies any amount of characters; ? specifies one and only one character including space. You can supply more windows to handle by adding another <window title> lines. Specified titles are case sensitive.

Execut-It STP Scripting Language
DOS Command Set

SYNTAX:

   [DOS]
   <mode>
   Cmd: <command line>

EFFECT:
   Execute a direct DOS command.

<command line> *required*	Command Line should be specified just as if you were actually typing it in a DOS Prompt including running batch and other files. You may use long filenames as they appear in Windows95 however, they <u>must</u> be surrounded with double-quotes. For example you must specify: *type "C:\My Dir\file.bat"* not: *type C:\My Dir\file.bat.* All functions available for DOS prompt are allowed here with exact same syntax.

<mode>
optional
	Either none or one of these:
	       SILENT *(default)*
	       OPEN.
	If Silent mode no actual window will be opened; if Open mode used DOS window will be opened and command line executed.

Note:

   If you use this command to delete TMP files from temporary directory it may cause your computer to hang if Execut-It accidentally tries to delete temporary files currently used by itself. Also note that issuing a command Del *.* prompts you to confirm deleting all files. Stupid but unavoidable.

Execut-It STP Scripting Language
DIRECTORY Command Set

SYNTAX:

[DIRECTORY]
<directory>
Cmd: <command line>

EFFECT:

Change current directory for following [RUN] and [DELETE] sets with implicit program name specifications.

<directory>
required

Should specify existing directory to set as current. This directory will be used for all [RUN] and [DELETE] sets to follow until end or next [DIRECTORY] set is specified. This way you can execute/delete programs by calling only their filenames providing that they are in the same directory specified by <directory>; Note that specifying full path filename in [RUN] or [DELETE] will override this setting in that instance. Long filenames may require double-quotes

Note:

If long filenames with spaces between words have been surrounded by double quotes and set seems not to work, try eliminating quotations.

Execut-It STP Scripting Language
DELETE Command Set

SYNTAX:

[DELETE]
NORECYCLE
<filename>

EFFECT:
Remove specified file(s).

NORECYCLE *optional*	If this command is present, deleted files will not be placed in the system Recycle Bin.
<filename> *at least one required*	File to delete. If full path is not specified, Execut-It will search current directory on current drive or directory specified by previous [DIRECTORY] set if used. You can specified more than one filename to delete though only one per line. Wildcards (*) and question marks (?) are allowed. Long filenames may require to be enclosed in double-quotes.

Note:
If you trying to delete files to which access is denied while NORECYCLE directive is not used, you will get a System Error Message. You should use NORECYCLE in such places where this error might occur - such as your TEMP directory.

Execut-It STP Scripting Language
MSG Command Set

SYNTAX:

[MSG] or **[MESSAGE]**
<title>
<response type>
<icon>
TOPMOST
<message text>

EFFECT:
Display Message Box and act on response if necessary.

<title> *required*	Title appearing as message title. Must be placed right below set declaration.
<response type> *optional*	Buttons you wish to appear. Response can then be interpreted and script processing may be altered based on user response. Following types apply: 　　**OK** *(default)* 　　**OK_CANCEL** 　　**RETRY_CANCEL** 　　**YES_NO**. Based on the response you can jump to following sub-sets: 　　**[BN OK]** - if OK button pressed; 　　**[BN CANCEL]** if CANCEL button is pressed; 　　**[BN RETRY]** if RETRY button is pressed; 　　**[BN YES]** if YES button is pressed; 　　**[BN NO]** if NO button is pressed; BN sub-set(s) must immediately follow message set using it/them. If OK or no type specified, script is processed without any jumps. BN sub-set(s) must be specified so that they reflect type of message used.
<icon> *optional*	Either none or one of these: 　　**EXCLAMATION** 　　**QUESTION** 　　**CRITICAL** 　　**INFORMATION**. Default setting (none) does not display any icon.
<message text> *at least one required*	Text of displayed message. You may type more than one line and every line is treated as separate. To skip a line type CR only.
TOPMOST *optional*	Optional command if you wish to place the message on top of all open windows or messages.

Execut-It STP Scripting Language
PAUSE Command Set

SYNTAX:

[PAUSE] or **[WAIT]**
<time>

EFFECT:
>   Pause script processing.

<time>   Time to wait in seconds.
required

Execut-It STP Scripting Language
PLAY Command Set

SYNTAX:

[PLAY]
<exclusive>
<priority>
<sound file>

EFFECT:
>   Play a waveform file.

<exclusive>   May be none or one of the following:
optional   **NOWAIT** - play the sound and proceed while playing
                                    WAIT   - pause script while playing (default)

<priority>   May be none or one of the following:
optional   **FORCE** - force this sound if another wave is currently playing
                                    SKIP   - skip if another wave file is playing (default)

<sound file>   File to be played. It must be a waveform file (WAV). Using full path
required   is necessary.

Execut-It STP Scripting Language
JUMP Command Set

SYNTAX:

[JUMP]
<label>

EFFECT:
>   Jump within script to place defined by label.

<label>   Specifies label which processing should jump to. Actual label set
required   can be placed anywhere in the script which may be useful if you
                            are handling [MSG] set response which should jump before that
                            set. <label> must be the same as created label. I.e.

>   **[JUMP]**
>   # Jump to point to label [ComeHere]
>   ComeHere
>   ...
>   # this will be skipped
>   ...
>   **[ComeHere]**

```
# [LABEL] is defined as [ComeHere]
# Script processing will jump to this point and continue
[NEXT EXECUTED SET]
...
```

Note:

If you specify <label> as END or STOP such jump will terminate script processing.

Execut-It STP Scripting Language
LABEL

SYNTAX:

[LABEL]

EFFECT:
Jump point.

LABEL
required

Word used instead of LABEL must reflect that used by referencing [JUMP] set.

[JUMP]
    # Jump to point to label [ComeHere]
ComeHere

...
    # this will be skipped
...
[ComeHere]
    # [LABEL] is defined as [ComeHere]
    # Script processing will jump to this point and continue
[NEXT EXECUTED SET]
    ...

Note:
Do not use END or STOP as labels to avoid unexpected termination of script processing.
Jump to END or STOP will automatically terminate all processes and no actual label creation is not necessary.

Execut-It STP Scripting Language
IF WINDOW Command Set

SYNTAX:

[IF WINDOW]
<window title>
<sets to process 1>
[ELSE]
<sets to process 2>
[END IF]

EFFECT:
Conditionally process sets depending on certain window status.

<window title> *required*	Title of the window to be checked if open. You can use wildcards and/or question marks to specify windows whose titles change or may not be easily defined. Wildcards (*) and question marks (?) can be used anywhere. * specifies any amount of characters; ? specifies one and only one character including space. Sets specified by <sets to process 1> will be processed if window is found, otherwise <sets to process 2> will be processed if [ELSE] used, or set completely skipped if [ELSE] not used.
<sets to process 1> *required*	Sets to be processed if window specified by <window title> found on desktop. Sets should be written according to normal Execut-It script rules. Execut-It will process all sets specified between <window title> and [ELSE] or [END IF] if [ELSE] not used. You may specify as many sets as necessary without limitations.
<sets to process 2> *required if [ELSE] used.*	Sets to be processed if window specified by <window title> not found on desktop. This entry is optional. Sets should be written according to normal Execut-It script rules. Execut-It will process all sets specified between [ELSE] and [END IF]. You may specify as many sets as necessary without limitations.
ELSE *optional*	Declaring [ELSE] is optional and should be used only if you wish to process certain sets in case specified window is not found. Otherwise omit.

Execut-It STP Scripting Language
END Point

SYNTAX:

[END]

EFFECT:
Terminate script processing.

SYNTAX:

[STOP]

EFFECT:

Terminate script processing.

Note:

Both of these procedures will terminate script processing and can be placed anywhere within the
script to end it prematurely or conditionally. Use of [END] however should not be practiced
anywhere else except at the end of script to avoid unexpected termination if an error during script
processing occurs. [END] is optional to denote actual end of script file and made available to
prevent `run away` processes and indefinite internal loop. Script is limited to max. of 1000
operations by default and will terminate upon reaching operation 1001. You can extend that by
using !NO LIMIT directive at the beginning of a script. Empty lines count as operation as well.

Execut-It STP Scripting Language
Commenting Script

SYNTAX:

 # Comments

EFFECT:

None. Used to comment the script.

Comments can be placed <u>anywhere but on own separate line.</u> I.e.

This is my comment

Execut-It STP Scripting Language
Process Limit Override

SYNTAX:

  !NO LIMIT

EFFECT:

Script will not be limited to 1000 operations.

Normally script is limited to 1000 operations. This is to avoid runaway processes and having script looped indefinitely. There might be instances however, when you wish to use frequent jumps and conditional looping which could amount to more than a 1000 operations per script. Note that by operations we do not necessarily mean lines and only in some instances number of lines will be the same as number of operations. Be careful however and make sure that you place [END] command at the end of the script or Execut-It will run forever.

Note:

!NO LIMIT directive must be placed as the very first line of the script without any preceding spaces.

Execut-It STP Scripting Language
Sample Execut-It STP Script

Except for Comments, <u>Do Not</u> use TAB key to indent script commands, directives or other fixed data. Use Space Bar instead or script may not function properly.

```
#
# My first Execut-It script file.
# Sample script by Webster Image
#

[RUN]
            # Run myapp.exe minimized
            # but wait with script execution
            # until it terminates
myapp.exe
WAIT
MINIMIZED

[DOS]
            # Execute DOS command
NONE
Cmd: copy C:\files\*.log "d:\long name\*.old"

[WAIT]
            # Wait 2 second just to make sure that programs
            # opened so far are actually ready to do their work
2

[SEND KEYS]
            # Lets send some keys to my application. Notice the wildcard
            # at the end. Used since actually something else not
            # necessarily known may follow. Also, it is window title not
            # necessarily program name
To: MyApplication - New*
            # Send an ENETR key
ENTER
            # Send text "This is my text"
This is my text
            # Now send 2 Tab keys
TAB
TAB
            # Now send Alt-P and Alt-K
%P
%K

[IF WINDOW]
            # Process these sets if window found
My?pplication - Warn*

[RUN]
C:\WINDOWS\Notepad.exe
D:\Document.txt

[ELSE]
```

Process these sets if window not found

[MSG]
Message
EXCLAMATION
TOPMOST
Program is not running
Script will not be processed further

[STOP]
Terminate the script.

[ENDIF]

[RUN]
Run someapp.exe maximized and then tell it simulate
pressing keys: O;D;D and then SHIFT-F2
someapp.exe
Maximized
Cmd: ODD+{F2}

[WAIT]
Wait now for 5 seconds
5

[PLAY]
Play sound mysound.wav in directory c:\sounds
If anything else is playing stop it and give priority
Wait with script processing until sound is finished
FORCE
c:\sounds\mysound.wav

[MSG]
Ask the user something and act upon it
Information
YES_NO
QUESTION
Hello Joe.
CR
Did you like the sound I was playing?

[BN NO]
User answered NO; End this script
Skip to place marked by [QUICK-END]
Note that if jump is to be made to end the script you can
simply put [STOP] here instead of [JUMP] set
[JUMP]
QUICK-END

[BN YES]
User answered YES; Proceed from here

[PLAY]
Play other.wav in d:\extra; Process rest of script without
waiting for sound to end, however if the device is busy,
#sound will not be heard

NOWAIT
d:\extra\other.wav

[DIRECTORY]
            # Change current script directory to c:\temp
c:\temp

[DELETE]
            # Delete all files (from c:\temp).
            # [DIRECTORY] should always be specified with relative
            # file specification so you don't remove files from
            # a wrong directory
.

[DELETE]
            # Remove some more files but this time do not place
            # them in the Recycle Bin.
            # Remove all BAK files from c:\windows
            # and all TMP files from c:\temp as this is my current directory
NORECYCLE
c:\windows*.bak
*.tmp

[RUN]
            # Run Execut-It itself with a command line parameter SSAV
10
            # so that it sets Screen Saver time-out to 10 minutes
executit.exe
SSAV 10

[QUICK-END]
            # Remember? The JUMP will be here.
[END]
            # Finally I'm done

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Execut-It STP ver. 3.2
Script & Task Processor *for Windows95®*

COMMAND LIST SYNTAX   .

Below is the list of keys and their syntax for both sets. RUN set preserves ability to send key to an application being executed however it gives you very little control and has tendency to fail. It is kept for compatibility reasons and should not be used in new scripts. Notice also that syntax differs for each of these sets.

Key	Code for SEND KEYS set	Code for RUN set
BACKSPACE	BACK or BS	{BS}
BREAK	*not used*	{BREAK}
SPACE BAR	SPACE	*not used*
CAPS LOCK	*not used*	{CAPSLOCK}
DEL	DELETE or DEL	{DELETE} or {DEL}
DOWN ARROW	DOWN or DN	{DOWN}
END	END	{END}
ENTER	ENTER or CR	{ENTER}
ESC	ESCAPE or ESC	{ESC}
HELP	HELP	{HELP}
HOME	HOME	{HOME}
INS	INSERT or INS	{INSERT}
LEFT ARROW	LEFT	{LEFT}
NUM LOCK	*not used*	{NUMLOCK}
PAGE DOWN	PGDN	{PGDN}
PAGE UP	PGUP	{PGUP}
PRINT SCREEN	CAPTURE or PRTSC	{PRTSC}
RIGHT ARROW	RIGHT	{RIGHT}
SCROLL LOCK	*not used*	{SCROLLLOCK}
TAB	TAB	{TAB}
UP ARROW	UP	{UP}
F1	F1	{F1}
F2	F2	{F2}
F3	F3	{F3}
F4	F4	{F4}
F5	F5	{F5}
F6	F6	{F6}
F7	F7	{F7}
F8	F8	{F8}
F9	F9	{F9}
F10	F10	{F10}
F11	*not used*	{F11}
F12	*not used*	{F12}
F13	*not used*	{F13}
F14	*not used*	{F14}
F15	*not used*	{F15}
F16	*not used*	{F16}

To specify keys combined with any combination of the SHIFT, CTRL, and ALT keys, precede the regular key code with one or more of the code keys in table below. Note that for SEND KEYS set you can distinguish between default as well as left/right utility keys.

Key	Code for SEND KEYS set	Code for RUN set

SHIFT	+	+
Left SHIFT	+L	*not used*
Right SHIFT	+R	*not used*
CTRL	^	^
Left CTRL	^L	*not used*
Right CTRL	^R	*not used*
ALT	%	%
Left ALT	%L	*not used*
Right ALT	%R	*not used*

Non-ASCII key syntax:

When used with RUN set
If any combination of SHIFT, CTRL, and ALT should be held down while several other keys are pressed, enclose the code for those keys in parentheses.

For example:
      use **+(AB)**   to specify to hold down SHIFT while A and B are pressed
      use **+AB**   to specify to hold down SHIFT while A is pressed and B without SHIFT

When used with SEND KEYS set
Only one key (with SHIFT, ALT or CTRL) per line is allowed. Therefore you must specify each key separately.
For example:
      use **+A**   to specify to hold down SHIFT while A is pressed
      use **+RB**   to specify to hold down Right SHIFT while B is pressed
      Line cannot contain i.e. **+A+RB**

Examples:

When used with RUN set:
      Cmd: %FOmyfile.txt{ENTER}
      will send Alt+F; O; myfile.txt; ENTER as a result of which you would open file myfile.txt

      Cmd: +(PC)K
      will send SHIFT+P; SHIFT+C and K

      Cmd: ^{F10}%{ENTER}^CK
      will send CTRL-F10;ALT-ENTER;CTRL-C;K

When used with SEND KEYS set:
      ENTER
      will send ENTER key

      +ENTER
      will send SHIFT+ENTER key

      Tab
      will send TAB key

      ^LM
      will send Left-CTRL+M key

Execut-It STP ver. 3.2
Script & Task Processor *for Windows95®*

Execut-It Script and Task Processor is a small application designed to execute multiple files and perform various system tasks otherwise unavailable or at least hard to do quickly. To run this program you will need a 486 or Pentium machine running Microsoft® Windows®95 (Not tested under Windows®NT). We realize that there are plenty of programs of this type out there, 2 things however, distinguish Execut-It from the rest: very small size (only 58kB) for faster execution and smaller resource consumption; no message, no bother operation - you may never know Execut-It is working (except during evaluation period when brief info appears for 2 seconds).

Registration:

Version 3.2 of Execut-It is a *fully functional shareware* for which you are expected to pay a registration fee of $14.00 (U.S. Currency) if you wish to use it beyond the 14-day evaluation period.

Credit Card orders are accepted via Web. Please point your Web Browser to :
http://www.webster-image.com/clients/order.html
to explore all payment options and up-to-date pricing, or use included form to:
- **Register by check or Money Order**
- **Register using Credit Card**

After you register:

You will be able to use Execut-It
We will be happy to answer all your questions;
You will be notified of any updates;
Any minor version or revision updates free;
50% off any major version upgrades;
You will be able to sleep with a clear conscience;
We'll like you a lot :)

For any other information, additional files upgrades and updates visit us on the web at:
http://www.webster-image.com/clients/ei

Contact Information:

You can reach us via E-Mail at following address:
soft@webster-image.com

Execut-It STP ver. 3.2
Script & Task Processor *for Windows95®*

EXECUT-IT **3.2** INSTALLATION NOTES .

Program: Execut-It STP ver. 3.2 rev 22
Released by: Webster Image
Date: March 8th 1997

Run Execut-It setup program (*setup.exe*) to install its components. Main file (*executit.exe*) will be installed into your Windows directory. You may also have to install additional libraries to ensure proper functioning of all Execut-It features. Following are additional system files required for fully operational program. Depending on your downloaded package option you may or may not have installed these files during setup.

Used by ALL components:
Msvcrt20.dll
Msvcrt40.dll
VB40032.dll
OlePro32.dll
WinMM.dll
Ven2232.olb

Used by DUN AutoConnect:
MsgHoo32.ocx

Used by Script Editor only:
ComCtl32.ocx
ComDlg32.ocx

Used by Time Announcer:
Wave files in [install dir]\Time
Click here to view the list of files

If you have downloaded our program via a direct link from a software library site or if you are missing some or all of above files after installation, please visit our Web page at:
http://www.webster-image.com/clients/ei
and download necessary support files.

Execut-It STP has not been tested on WindowsNT® and may not work properly on machines running this OS. Execut-It will not work on Windows® 3.x or Win32s configurations.

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Execut-It STP ver. 3.2
Script & Task Processor *for Windows95®*

Tasks performed:

- Initialize called DUN connection;
- Initialize connection upon disconnect;
- Attempt to connect despite of reported DUN errors;
- Close connection call if modem already in use;
- Run designated script upon successful connection;
- Reboot and connect again if severe DUN error;

Initializing DUN connection:

When a DUN dialog comes up, AutoConnect will initialize this connection. If process is canceled during execution AutoConnect will attempt to connect again. 5sec time-out is set so that you can actually cancel the connection if you choose to.

Initializing connection upon disconnect:

If you get disconnected AutoConnect will reinitialize this connection automatically

DUN Errors:

There are two most common errors which may come up during initialization:
Unable to negotiate protocol and *Modem already in use*. If Modem is already in use AutoConnect will close this connection so that you don't get constant errors. Connection obviously cannot be made. If DUN is unable to negotiate a protocol, connection will be reset and tried again (up to 15 times). *However*, this particular error may be a result of one of three things:

- Problems on the ISP end
- Incorrectly setup DUN connection
- Windows95 goes nuts (very likely)

If you are sure that your connections are setup right and your ISP is unlikely to experience problems you can run AutoConnect in *ReBootable* mode.

ReBootable Mode:

If the error discussed above is a result of a glitch in Windows95, you can bet your life you will not be able to establish a connection since, unless you reboot your machine. If you run AutoConnect in this mode, it will do that for you and then initialize this connection again. Note that two attempt will be made. If after second attempt this error comes up, it is only then when reboot will take place.

It may not always produce expected results however, this is one more way you can attempt automate the process. This would be particularly useful if you often leave your machine unattended to perform Internet tasks and nothing messes things up more than some bizarre message which nobody reads anyway. Prior to reboot you will be warned with a message box giving you 3 seconds to abort so you can still have some saying in this if you want to. Otherwise, after 3 seconds System will be rebooted. Be careful since all your unsaved work will be lost in this case.

Running a script upon connect:

Starting with the build 2.0.0220 you can also run a script when connection is finalized. To do so, you must create a file called ``AutoConn.acn`` and place it in your WINDOWS directory. Make sure that you do not accidentally create a file named *autoconn.acn.txt* which can happen when saved in Editor when default extension other than *.* is specified. To run a script this file must contain valid entries as in example below:

i.e. You have following DUN connections created

> *My SLIP Connection*
> *My PPP Connection*
> *Some other connection*

To be able to run scripts for them AutoConn.acn needs to look somewhat like this:

> [AC Scripts]
> My SLIP Connection=C:\MyDir\SLIP_script.eis
> MY PPP Connection=D:\OtherDir\SomeScript.eis
> Some other connection=C:\MyDir\DefaultConn.eis

Got the idea? It is not necessary that you have an entry for every connection, just those you wish to run the script for. The first part (before = sign) must be an *exact* connection name.

Note that script will not be ran after successful *reconnection*.

Execut-It STP ver. 3.2
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Work behind this feature as most things in our program is quite simple and straight forward. Execut-It simply interprets time at the moment it is called and then calls combination of WAVE formatted files to announce it. If you downloaded and installed waveform files supplied by us, you should be able to view them in *Time* sub-directory of the directory where you have installed Execut-It STP.

If you do not happen to like the voice we have recorded and wish to use your own or any other you will need to replace or add following waveform files.

FileName	Contains word	Used to announce
1.WAV	One	hour and last digit in 21,31,41 and 51 past the hour
2.WAV	Two	hour and last digit in 22,32,42 and 52 past the hour
3.WAV	Three	hour and last digit in 23,33,43 and 53 past the hour
4.WAV	Four	hour and last digit in 24,34,44 and 54 past the hour
5.WAV	Five	hour and last digit in 25,35,45 and 55 past the hour
6.WAV	Six	hour and last digit in 26,36,46 and 56 past the hour
7.WAV	Seven	hour and last digit in 27,37,47 and 57 past the hour
8.WAV	Eight	hour and last digit in 28,38,48 and 58 past the hour
9.WAV	Nine	hour and last digit in 29,39,49 and 59 past the hour
10.WAV	Ten	hour and 10 past the hour
11.WAV	Eleven	hour and 11 past the hour
12.WAV	Twelve	hour and 12 past the hour
13.WAV	Thirteen	13 past the hour
14.WAV	Fourteen	14 past the hour
15.WAV	Fifteen	15 past the hour
16.WAV	Sixteen	16 past the hour
17.WAV	Seventeen	17 past the hour
18.WAV	Eighteen	18 past the hour
19.WAV	Nineteen	19 past the hour
20.WAV	Twenty	20 past the hour
20X.WAV	Twenty	21-29 past the hour for tens
30.WAV	Thirty	Half past the hour
30X.WAV	Thirty	31-39 past the hour for tens
40.WAV	Forty	40 past the hour
40X.WAV	Forty	41-49 past the hour for tens
50.WAV	Fifty	50 past the hour
50X.WAV	Fifty	51-59 past the hour for tens
EVEN.WAV	O'clock	On the hour
ZEROX.WAV	O. [ou]	for 1 to 9 past the hour
AM.WAV	A.M.	to announce AM (0:00-11:59)
PM.WAV	P.M.	to announce PM (12:00-23:59
SILENT.WAV	(silence)	100ms silence between hour and minute announce

Missing files will cause digit to number to be omitted. If you do not wish to announce certain words such as   O'clock or AM/PM, copy file *silent.wav* onto any file which should not be spoken.

If you want to record your voice:
To ensure that your machine is not significantly slowed down by time announcement, time files should not be bigger than 15kB. This can be accomplished by eliminating unwanted silence before and after and limiting final quality to 16bit/11kHz MONO; 8bit sound has extremely poor quality and high noise level and we do not advise selecting this rate.

REGISTRATION FORM

For Check or MO orders ONLY

Execut-It 3.2 Script and Task Processor

A.Sycz/Webster Image
69-28 62nd Drive
Middle Village, NY 11379-1102

Last _____ First: _____

Address: __ _____

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Country: _____

- **We do not need to know any of the above if you feel we should not to. You must however provide your e-mail address to where we can e-mail registration code and information.**
- **ONLY U.S. CURRENCY ACCEPTED**

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      Payment enclosed: *(payable to A. Sycz)*
      [ ] Check
      [ ] Money Order

      Personal registration: $14.00 (1-4 copies)
      Site license registration: $10.95 (5 or more copies) x _____ copies
      Total enclosed   **$___.___**

(*) Registration code will be E-Mailed to you as soon as your Check/M.O. clears which usually takes 3-4 business days.

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I understand I will be charged $14.00 (U.S.) for program registration. Webster Image will <u>E-Mail</u> Registration Key to address given above after this order has been confirmed by PsL. All necessary software can be downloaded from: http://www.webster-image.com/clients/ei

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