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:LABEL

:LABEL Script Command.

Specifies a label, This works the same as with batch files. Any word that starts with a colon is treated as a label.

Example:

```
:JumpHere  
:jumpThere
```

CAPTURE

CAPTURE Script Command.

Opens a specified capture file. When this command is issued, all received data is logged to the specified file.

Example:

```
CAPTURE "C:\CERVE.TXT"
```

CLOSECAPTURE

CLOSECAPTURE Script Command.

Closes the capture file opened previously with CAPTURE.

Example:

CLOSECAPTURE

DIAL

DIAL Script Command.

Dials a phone number and connects to a host modem.

Example:

```
DIAL "555-1212", 10  
WAITFOR "Press Enter To Continue"  
SEND "^M"
```

This example dials **555-1212**. The second argument (**10**) specifies the number of retries if the line happens to be busy. After a connection is made, it waits to receive **"Press Enter To Continue"** and then sends a carriage return.

See also: TIMEOUT, :LABEL, and ON_TIMEOUT_GOTO

DOWNLOAD

DOWNLOAD Script Command.

Downloads (receives) a file.

Example 1:

'-- Receives the file C:\MYPROG\ZIPFILE.ZIP via Xmodem-CRC.

```
PROTOCOL "XMODEM-CRC"  
DOWNLOAD "C:\MYPROG\ZIPFILE.ZIP"
```

Example 2:

'-- Receives a file via ZMODEM.

```
PROTOCOL "ZMODEM"  
DOWNLOAD
```

Note: With the **ZMODEM** protocol, the file is not specified. This is because the remote side of a zmodem transfer session does not require a filename. This is also true for **YMODEM-BATCH**, and **YMODEM-G**.

END

END Script Command.

Ends the script. **END** does not close the communications port.

HANGUP

HANGUP Script Command.

Hangs up the phone. **HANGUP** does not close the communications port, it only disconnects the modem.

INPUT

INPUT Script Command.

Prompts the user for a string and stores the data in a variable. The variable can be specified (always without quotes) as a replacement for any string.

Example:

```
INPUT "Enter Your Password", PassWord  
SEND PassWord  
SEND "^M"
```

This example displays an input dialog box with the message: **"Enter Your Password"** and stores the entered text in a variable named **PassWord**. Then, that text is sent out the comm port followed by a carriage return.

ON_TIMEOUT_GOTO

ON_TIMEOUT_GOTO Script Command.

Tells the script to jump to a label when a timeout occurs. A timeout can be caused by a busy signal on the other end, or accessing a modem with the power off, etc.

Example:

`ON_TIMEOUT_GOTO :Jumphere`

PAUSE

PAUSE Script Command.

Pauses for a specified number of seconds.

Example:

```
PAUSE 1    '-- Wait one second.
```

Note: Sometimes a pause is required in between a **WAITFOR** and a **SEND** command, or in other places to smooth out the communications process. This may require experimentation.

PORT

PORT Script Command.

Specifies which port to use. If this command is omitted from the script, and the comm port is open, ScriptPlay will use the current port with its current settings.

Example:

```
PORT 2    '-- Use COM2.
```

PROTOCOL

PROTOCOL Script Command.

Sets the file transfer protocol. Valid protocols are:

XMODEM-CHECKSUM
XMODEM-CRC
XMODEM-1K
YMODEM-G
YMODEM-BATCH
ZMODEM
KERMIT
COMPUSERVE

Note: If this command is not issued before either a DOWNLOAD or UPLOAD command, ScriptPlay will use the protocol that the PDQComm control is currently set to.

Example:

PROTOCOL "ZMODEM"

SEND

SEND Script Command.

Sends a string out the comm port. If the string does not have quotes, it is treated as a variable (**See INPUT**). If a variable is specified, the text that the variable holds is sent.

You can embed control codes in the text. These are defined in ASCII as ^A through ^Z corresponding to ASCII values 1 through 31 respectively. Thus, ^G is a beep, ^M is a carriage return, ^J is a linefeed, etc.

Example 1:

```
SEND "Hello Over There^M"    '-- Sends the string followed by a carriage return.
```

Example 2:

'-- This example asks the user for his/her name, and sends it followed by a CR/LF.

```
INPUT "Enter Your Name", UserName
SEND UserName
SEND "^M^J"
```

SETTINGS

SETTINGS Script Command.

Specifies the baud rate, parity, data bits, and stop bit. If this command is omitted from the script, and the comm port is open, ScriptPlay will use the current port with its current settings.

Example:

```
SETTINGS "9600,N,8,1"
```

STOP

STOP Script Command.

Stops program execution.

This is great for debugging your scripts. When a **STOP** command is encountered, VB stops in the ScriptPlay routine. If your program is in .EXE form, the application will exit. So be careful...

TIMEOUT

TIMEOUT Script Command.

Specifies the number of seconds that WAITFOR will wait before timing out.

Example:

TIMEOUT 30

UPLOAD

UPLOAD Script Command.

Uploads (transmits) a file.

Example 1:

'-- Sends the file C:\MYPROG\ZIPFILE.ZIP via Zmodem.

```
PROTOCOL "ZMODEM"  
UPLOAD "C:\MYPROG\ZIPFILE.ZIP"
```

Example 2:

'-- Sends a file via CompuServe B+.

```
PROTOCOL "COMPUSERVE"  
UPLOAD
```

Note: With The CompuServe protocol, the file is not specified. This is because the remote side of a compuserve transfer session does not require a filename.

WAITFOR

WAITFOR Script Command.

Waits to receive a string over the comm port.

Example:

```
TIMEOUT 30
DIAL "555-1212"
WAITFOR "What Is Your Name?"
SEND "ModemWare^M"
```

This example dials **555-1212** and waits up to **30** seconds (specified by TIMEOUT) after connecting to receive **"What Is Your Name?"** from the host system, and sends **"ModemWare"** followed by a carriage return.

See also: TIMEOUT, :LABEL, and ON_TIMEOUT_GOTO

