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SALT II Overview

The Telix for Windows SALT II Language

Telix for Windows has a built-in programming language called SALT II (Script Application Language for Telix version II). SALT II is based on the powerful SALT script language used in Telix for DOS, and it will allow you to perform almost any communications related applications within Telix. SALT II is designed to be as compatible with SALT as can be accomplished when changing operating systems. SALT II looks similar to the C language, however if you have used any programming language (such as Pascal, BASIC, etc.), you should feel quite at home with SALT II. While SALT II was designed to be easy to learn, it is quite complete, so it is recommended that you read the chapters of the Telix for Windows manual dealing with SALT II. Hereafter in this help file, SALT II will be referred to as SALT.

What Can be Accomplished With SALT?

A SALT script is basically a sequence of instructions for Telix to follow, using a specific syntax. You may use any text editor to produce this script file, as long as its output is normal ASCII text (this means that if you use your word processor, you must usually explicitly tell it to write out the file using ASCII format and to not embed any special codes in the file). You may give any name you wish to a SALT source file, although we recommend that you always use the extension .SLT for clarity. Telix for Windows provides an integrated script editor (hereafter referred to as the SALT Editor) that has many features designed to aid you in developing scripts. It is recommended that you use this editor to develop your scripts.

Creating SALT Programs

Like a program in any programming language, a SALT program (also called a 'script') is typically used to perform a needed task or function. The task can range from the very simple to the very complicated. For example, a SALT script can be linked to a dialing directory entry, so that when you have established a connection to that service, it automatically sends your user name and password to the remote service. A much more complicated SALT script is used as the basis for the Host Mode included with Telix.

Once you have written your script file and saved it to disk, it must be compiled. Using the SALT Editor, you need only to select the Compile command from the menu, or if using an external editor, select Compile from the Telix for Windows Script menu. The compiler then reads your 'source' script file, and compiles it to a form which Telix can understand. The compiled script can then be loaded more quickly by Telix, and is also usually smaller. The output file is written with the same name as the source file except that the extension .SLC is used.

When the script compiler finds an error in your source file, it will abort the compile process and give you the line number on which the error occurred, as well as the type of error. If you are using the SALT Editor, the cursor will be moved to the line that the error occurred on and the error message will be displayed on the status bar. The error should then be fixed and the source re-compiled. This is repeated until the compiler detects no more errors in your source file. The compiled script can then be executed in Telix using one or all of several methods; using the Execute menu item on the Script menu, as a linked script in a dialing directory entry, or called from another script.

SALT Syntax

SALT Case & Item Placement

Case is not important in command, function, preprocessor directives or variable names. The only time case matters is inside a string constant (e.g., "Hello" is not the same string as "hello"). Whitespace (such as the space, the tab, the Carriage Return, or the Line Feed character) is not important. The script compiler does not care where you place items, so you may arrange the program as you see fit. For example,

```
if (value == 1)
  prints("value is 1!");
else
  prints("value is not 1.");
```

is equivalent to

```
if (value == 1) prints("value is 1!");
else            prints("value is not 1");
```

or even to

```
if(value==1)prints("value is equal to 1!");else prints("value is not equal to
1.");
```

The only time whitespace matters is when it would split up keywords or function names, or in a string. For example, the keyword **while** must not be split up if it is to be recognized. The same applies to other keywords or function names. Also, there must be space between the letters of a command and other letters. For example, "**while** abc" is not the same as "whileabc". In the interest of clarity, it is recommended that you try to make your code easy to understand, by indenting where appropriate, and by using space effectively. There is no reason, for example, to put more than one statement on a line, even if it is perfectly legal. A good example of program style can be found by looking at the sample scripts included with Telix for Windows.

String Constants

A string constant is a sequence of ASCII characters enclosed in quotes, for example, "Hello", "Goodbye", or "Telix". It is often necessary for a string constant to include special characters that can not easily be typed from the keyboard, or can not be easily displayed. This is done with something called the escape character, which is the caret (**^**) symbol. When the SALT compiler is reading a string constant and comes to the **^** symbol, it replaces it with a certain ASCII code based on the character following the **^**. Translations are as follows:

^c Where c is any letter, the Control representation of c is inserted into the text. Therefore ^M represents Ctrl-M, ^j represents Ctrl-J, etc. Whether the letter c is upper or lower case is not significant. Note that what is really happening here is that 64 is being subtracted from the ASCII value of c, so for example, the Escape character can be represented as ^[.

^^ An actual caret (^) symbol is placed into the text.

^" An actual double quote symbol (") is placed into the text. Strings are always delimited by the double quote symbol, so one cannot be readily embedded in a string. Using the ^" control

representation will allow the inclusion of double quote characters in strings. If the plain " symbol were to be used, the compiler would think that the string was terminated at that point. For example, the string "He said, ^"Hello^"." is translated to 'He said, "Hello".'.

^' An actual single quote symbol (') is placed into the text.

^nnn Where nnn is up to 3 digits representing the ASCII value of the character which should be placed into the text. A maximum of three digits is read, or up to the first non-digit character. For example, the compiler would read in the string "S^65LT" and interpret it as the string "SALT", since 65 is the ASCII value of 'A'. Note that if nnn is less than 3 digits you may have to pad it with one or two leading zeros if there are digits immediately following it in the string, so that the wrong value is not read in. For example the string "^79 Park Avenue" would translate to "O Park Avenue" since 79 is the ASCII value of 'O'. If you actually wanted Ctrl-G (ASCII code 7) followed by "9 Park Avenue", you would use the string "^0079 Park Avenue".

~ When this character is sent to a modem device, it will cause it to pause for 1/2 a second. This character is cumulative, so sending multiple will increase the delay length.

Integer Constants

An integer constant is a sequence of digits representing an integer value in the range of -2,147,483,648 to 2,147,483,647. An integer constant must start with a digit from 0 to 9 or the negative sign (-) followed by a digit. The following are all valid integer constants:

10
-400067
999

An integer constant may also be entered in hexadecimal form (base 16, where each digit may be from '0' to '9' or 'a' to 'f', to represent 16 values). Hex values must be preceded by 0x for the compiler to interpret them as such, and case is not important. The following are all valid integer constants enter in hexadecimal form:

0xff00
0Xa2
0x7D
0x1AbCdEf

Comments

A comment in a source file is text that does not affect what the program does, and is meant purely for explaining or describing something. In a SALT source file, whenever the symbol // is encountered on a line, all the characters from that point on until the end of the line are considered to be a comment and are ignored. For example:

```
prints("Hello");        // This line will print "Hello"
```

New to SALT II to is another method of commenting, the symbols /* and */. The first symbol indicates the start of a comment and the second indicates the end of it. Using this method of commenting will allow the comment to continue across lines, unlike the // method. This is used for large comment sections and often for temporarily removing code from a script. For example:

```
/*  This comment is three lines long,
```

```
    but we need only two markers to
    indicate its beginning and end.    */

    prints("Start of script.");
/*  prints("These lines would");
    prints("neither be compiled,");
    prints("nor executed.");         */
    prints("End of script.");
```

SALT Structure

A SALT script has the following format:

<*global_variable_definition*>
...
<*global_variable_definition*>

<*function_definition*>

<*global_variable_definition*>
...
<*global_variable_definition*>

<*function_definitions*>
...

and so on. Basically, a script file consists of definitions of global variables (variables which are available to any part of the script file after which they are defined, and function definitions (functions are lines of code clustered together in a group, so that they can be called by a name). A script file does not have to have any global variables or functions, but to run it must at least have one function called 'main'. The following, for example, is a complete script file:

```
main()
 {
  prints ("hello");
 }
```

When compiled and executed, this script would print the string "hello" to the screen.

See also

Variables, Expressions and Operators, Functions, Statements

Variables

A variable is a location in memory where something is stored. The contents of a variable can be changed by program code (hence the name). In SALT, there are two types of variables, integer variables, and string variables. The former holds an integer value (e.g., 485624, or -627), while the latter holds a text string (e.g. "Telix", or "SCRIPT"). Depending on where it is defined, a variable is either global or local. If a variable is global, it means that it can be used by any part of the script after the point where it is defined. If a variable is local, it means that it can only be used by the part of the script to which it is *local*, for example, the function inside which it is defined. A variable name can be up to 31 digits long, and may include the letters 'A' to 'Z' or 'a' to 'z', the digits '0' to '9', or the underscore character (_). The name may not start with a digit. For example, 'his_name2' and '_his_name2' are legal as variable names, while '2his_name' is not.

An integer variable is defined in the form

```
int <varname>;
```

where <*varname*> is the name to be given to the variable. An alternate definition is

```
int <varname1>, <varname2>, ..., <varnameN>;
```

which allows you to define more than one integer variable in one statement. An original value can be assigned to the integer variable by using the form

```
int <varname> = <int_const>;
```

where <*int_const*> is an integer constant. Similarly, an original value can be assigned in the multiple definition above by placing the assignment before the comma. Some examples are:

```
int maximum;
int start = 0;
int level, i, count = 20, loop;
```

A string variable is defined in the form

```
str <varname>[<max>];
```

where <*varname*> is the name to be given to the variable. <*max*> is the maximum number of characters that the string can hold, and must be in the range of 0 to 32767. An alternate definition is

```
str <varname>[<max>], <varname2>[<max>], ..., <varnameN>[<max>];
```

which allows you to define more than one string variable in a statement. An original value can be assigned to the string variable by using the form

```
str <varname>[<max>] = <str_const>;
```

where <*str_const*> is a string constant. Similarly, an original value can be assigned in the multiple definition above by placing the assignment before the comma. Some examples are:

```
str password[80];
str password[40] = "mypass", name[30];
```

The string length field may be left empty if an original value is specified, in which case the length of the

string variable is assumed to be that of the assigned text. For example:

```
str name[] = "John";
name = "Matthew";
```

would declare a variable called name with a maximum length of four (five counting the 0 (NULL) terminator) and an initial value of "John". On the second line, it is assigned a new value, but because the maximum length is only four, the variable now contains the string "Matt", not "Matthew" as it might appear to the unsuspecting.

If a variable is outside of a function, it is global. If it is defined inside a function, it is local to that function and will only be recognized there. If a variable defined inside a function uses the same name as a global variable, any reference to that name while in the function will access the local variable. After the function has completed, the local variable is removed and a reference to that name will access the global variable.

Expression and Operators

An expression is a mixture of symbols which resolves to a value when evaluated. In other words, an expression is basically a formula. An expression can consist of constants, variables, function calls, and operators. An expression can be very simple, or very complicated. For example, some expressions are:

```
10 + 3 - 5
9 * 7 / 63 - 30
result = 10 * max(a, b)
month >= 10
200
command == "bye"
prints("Hello")
```

In an expression, the data being acted upon are constants, variables, and functions calls, while the operators (+, *, etc.) are the symbols that do things with the data. There are many different operators, of which there are two basic types. Binary operators (such as +, *, /) perform a calculation on the expression on either side of them. Unary operators appear before a single expression and work on that. The following table lists the operators available in SALT:

Symbol	(Un/Bin)ary	What it is/does
-	unary	Arithmetic negation
!	unary	Logical NOT
not	unary	Logical NOT (alternate)
++	unary	Increment
--	unary	Decrement
*	binary	Multiplication
/	binary	Division
%	binary	Remainder (Mod)
+	binary	Addition
-	binary	Subtraction
<	binary	Less than
>	binary	Grater than
<=	binary	Less than or equal to
>=	binary	Greater than or equal to
==	binary	Equality
!=	binary	Inequality
&	binary	Bitwise AND
|	binary	Bitwise OR
^	binary	Bitwise Exclusive OR
&&	binary	Logical AND
and	binary	Logical AND (alternate)
||	binary	Logical OR
or	binary	Logical OR (alternate)
=	binary	Assignment
+=	binary	Addition and Assignment
-=	binary	Subtraction and Assignment
*=	binary	Multiplication and Assignment
/=	binary	Division and Assignment

Note that the hyphen symbol (-) can be either an arithmetic negation or a subtraction depending on its use. Note that '!' is equivalent to 'not', '&&' is equivalent to 'and', and '||' is equivalent to 'or'. The first form is preferred as you do not have to leave whitespace around it for the compiler to recognize it, but beginners may have an easier time remembering the second form. Also, do not confuse '=' (the

assignment operator) with '==' (the equality operator). The former is used to assign a value to a variable, while the latter is used to compare two values. Assuming you have the two expressions, <*expr1*> and <*expr2*>, <*expr1*> = <*expr2*> would assign one to the other, while <*expr1*> == <*expr2*> would test the two to see if they are equal. For example

```
num = 10;
```

would assign the value 10 to the variable called 'num', while

```
num == 10
```

would resolve to a value of non-zero (TRUE) if num was equal to 10, and 0 (FALSE) if num was not equal to 10. There is also a difference between the Logical operators and the Bitwise operators. The Logical operators (such as and, &&, or, ||, etc), work with TRUE or FALSE values and result in a TRUE or FALSE value, while the Bitwise operators (&, |, ^) work with the actual bits of the data they are handling. The Bitwise operators almost never have to be used in a Telix script, unless it is needed to get at the actual bits in a data byte.

Every operator resolves to a value, which is the result of the operation performed (e.g, 10 * 7 would resolve to 70). The conditional or equality operators such as ==, >, <=, etc., resolve to a 0 (FALSE)) or non-zero (TRUE) value based on the results of the expression. Even the assignment operator = resolves to a value. The result of the expression

```
num = 10;
```

would be 10.

All the operators have something called precedence, which is their importance, and determines the order in which they are evaluated. For example, 7 + 3 * 9 is equal to 34, because 3 * 9 is evaluated first, and then added to 7 (* has a higher precedence than +). All the operators are listed below in order of decreasing precedence. All the operators on the same line have the same precedence, and are resolved in the order that they are encountered.

```
-    !
++   --
*    /    %
+    -
<    >    <=   >=
==   !=
&
|
and  &&
or   ||
=
```

If a certain evaluation order is required that does not follow these rules of precedence, parentheses may be used. Thus, 99 + 1 * 10 equals 109, while (99 + 1) * 10 equals 1000.

If you are writing an expression of any sort, and are not sure of the exact precedence of the operators you are using, **use parentheses!**

The operators +=, -=, *=, /= are new to SALT in Telix for Windows. They are a shorthand method of performing basic math functions on a single variable. To illustrate their use, the following examples show the longhand and shorthand equivalents:

```
int i;
```

```
i = 5;

i = i + 3;  // longhand.   i == 8 now.
i += 3;     // shorthand.  i == 11 now, NOT 3.
i = i - 5;  // longhand.   i == 6.
i -= 2;     // shorthand.  i == 4.
i = i * 3;  // longhand.   i == 12.
i *= 2;     // shorthand.  i == 24.
i = i / 6;  // longhand.   i == 4.
i /= 4;     // shorthand.  i == 1;
```

Functions

A function is a way of grouping together some lines of code. A Telix script consists of one or more functions. There are quite a few advantages to using functions:

- One function can be called from another, to do a certain task. The calling function does not have to know anything about the called function other than what it does. This allows a script to be split up into modular units, and makes code writing and debugging easier.
- As mentioned above, what a function does it private. This means that data variables defined in a function are local to that function, and therefore you do not have to worry about another part of the script unintentionally modifying them.
- A library of functions can thus be built. Later, you do not have to rewrite old code.

Functions are defined in the following format:

<*funcname*>(<*arg1*>, <*arg2*>, ..., <*argN*>)
{
  <*variable_def*>
...
  <*variable_def*>

  <*statement*>
...
  <*statement*>
}

<*funcname*> is the name of the function. It follows the same rules of other identifiers in SALT. There can only be one function that uses a given name, however.

<*arg1*> through <*argN*> are the declarations of the arguments (parameters) that have been passed to the function by its caller (sometimes, to accomplish its task, a function needs to have some values passed to it). Each argument is defined in the form <*type*> <*name*> where <*type*> is int or str, and <*name*> is the name it should be called by. At present, a function is not allowed to have more than 12 values passed to it.

<*variable_def*> is a variable definition, as described in the above section on that topic. Any number of variables may be declared at this part of the function. All such variables will be local variables and available only to this function.

<*statement*> is an actual line of code. There may be as many lines of statements in the function as needed. The format of a statement is described below. First though, here is an example of a complete function:

```
max ( int a, int b )

 {

  int result;

  if (a > b)
    result = a;
  else
```

```
    result = b;

  return result;
}
```

This function returns the larger (maximum) of the two values passed to it. It could have been written much more simply (without the use of the variable), but was written this way so that all the function elements would be there.

Statements

A statement is the basic element of code. A statement **ALWAYS** ends with a semicolon character (;). In any location where a statement is acceptable, you may use a group of statements, by enclosing them all in curly braces ({ and }). There are many types of statements, including: expression, if, while, do...while, for, return, break, continue, goto and switch statements. Each type has several different parts.

See also

Expression Statements, If Statements, While Statements, Do...While Statements, For Statements, Return Statements, Break Statements, Continue Statements, Goto Statements, Switch Statements

Dead Parrot

Special Thanks go to Crawford Dales for the outstanding job of proofreading.

Expression Statement

The expression statement is the simplest and most common type of statement. Its format is

<*expression*>;

where <*expression*> is any expression. Examples are:

```
result = 20;
password = "Beef";
pause(20);
num = 20 * max(a, b);
```

Do not forget the semicolon character at the end of the statement. If you do, the compiler will think that the next statement is part of the current one, and will report some unexpected error.

If Statement

An if statement is used when a statement or group of statements should be evaluated only if a condition is true. The format for an if statement is as follows:

```
if (<expression>)
  <statement>
```

<*statement*> is any statement as described above and below (that is, an expression, if, while, do...while, for, return, break, switch or continue statement), and will only be executed if <*expression*> evaluates to non-zero. By using curly braces around them, a whole group of statements may be conditionally evaluated. Some examples are:

```
if (result == -1)
  prints("ERROR!");

if (num_tries > maximum)
  return 0;

if (month > 10 && day < 20)
 {
  clear();
  prints("In range.");
  return 1;
 }

if ((num < 10) && (!error) && (read != 0))
  prints("Continuing...");
```

An alternate form of the if statement is:

```
if (<expression>)
  <statement1>
else
  <statement2>
```

In this case, if <*expression*> evaluates to non-zero (TRUE), <*statement1*> is executed, otherwise <*statement2*> is executed. Again, multiple statements may be used instead by grouping them in curly braces. Some examples are:

```
if (stat == -1)
  prints("Error status returned.");
else
  prints("Function finished without problems.");

if (level < 10)
 {
  alarm(1);
  prints("Warning!");
 }
else
  prints("Everything's ok.");
```

Since the statement to be executed conditionally can be of any type, that means that any number of if statement can be nested if needed. For example:

```
if (num < 10)
  if (!error)
    if (read != 0)
      return 1;
```

This also means that something like the following is legal:

```
if (value == 10)
  do_this();
else if (value == 100)
  do_that();
else if (value == 1000)
  do_something_else();
else
  do_whatever();
```

What is really happening here is that each if statement is being nested after the else portion of the previous one. The above example could also be written as:

```
if (value == 10)
  do_this();
else
  if (value == 100)
    do_that();
  else
    if (value == 1000)
      do_something_else();
    else
      do_whatever();
```

Any amount of nesting is theoretically legal, but the compiler does have a limit due to memory constraints.

While you may write the code in any way which suits you, it is recommended that you use indenting, for clarity. Indenting your code at the proper places makes it a lot easier to read. A very common error to watch out for is accidentally placing a semicolon after the parenthesis ending the expression. For example, if the following is run:

```
if (num == 10);
  prints("Num is equal to 10);
```

the string would always be printed, no matter what num was equal to. This is because the semicolon after the parenthesis ending the expression signifies the end of the statement. In the above case, it would just be a null (empty) statement.

WHILE Statement

The while statement is used to loop continuously while a certain condition is true. It has the form

```
while (<expression>)
  <statement>
```

<*statement*> would continue to be repeated over and over while <*expression*> evaluated to non-zero (TRUE). Note that if the expression evaluates to 0 (FALSE) from the beginning, the statement will never be executed. Again, multiple statements may be used by surrounding them in curly braces. A few examples are:

```
while (stat != -1)
  stat = myfunc();

while (num < 100)
 {
  printn(num);
  prints("");
  num = num + 1;
 }

while (1)
 {
  if (func1())
  return 0;

  func2();
 }
```

Again, be careful to not place a semicolon after the parenthesis ending the expression.

DO ... WHILE Statement

The do...while statement is similar to the **while** statement and has the form:

```
do
  <statement>
while (<expression>);
```

<*statement*> will be executed at least once and will continue to be executed repeatedly until the expression becomes 0 (FALSE). A few examples are:

```
do
  stat = func1();
while (stat != -1);

do
 {
  prints("hello");
  num = num + 1;
 }
while (num < 100);
```

FOR Statement

The for statement is used to loop continuously while a certain condition is true. The advantages over the while statement is that a control variable can be initialized and incremented quite easily. The for statement has the form:

```
for (<expression1>; <expression2>; <expression3>)
  <statement>
```

The first expression is the one that should initialize the count variable. For example, if you wanted to count from 1 to 100, and were keeping the count in a variable called num, the first expression would be num = 1. The second expression is the conditional test. As long as it evaluates to non-zero (TRUE), the statement will be executed. Following the above example, this expression would be num < 100. The third expression is the one that is used to increment the count variable. For the above example, it would therefore be num = num + 1. This for statement differs in format from that in most other languages, but doing it this way is actually gives the programmer a lot of power and flexibility. Note that any of the expressions can be left empty, in which case they evaluate to non-zero (TRUE). Some examples are:

```
for (count = 0; count < 100; count = count + 1)
 {
  printn(count);
  prints("");
 }

for (c = 1000; c > 0; c = c - 1)
  do_this(c);
```

The following would execute an infinite loop:

```
for (;;)
  prints("Hello!");
```

In some programming languages, the for statement is used to execute a loop for a specific number of iterations. In SALT however, you have more control over the condition that causes the loop to terminate. The conditional test is almost always related to the control variable, however any expression that will evaluate to a true or false value may be used. For example, the following is quite legal:

```
for (c = num = 0; ((c < 100) && (stat != -1)); c = c + 1)
 {
  stat = func(num);
  num = func2();
 }
```

The statements would only be executed if c was smaller than 100 and stat, which is not related to the control variable, didn't equal -1.

RETURN Statement

At some time, every function must be exited. If the end of the function is reached, control will automatically return to the calling function. Very often however, it is necessary to leave a function somewhere while only halfway through it, perhaps based on a conditional test. Also, it is often necessary that a function returns a value to the caller. The format of the return statement is:

```
return <expression>;
```

If the return statement is encountered anywhere in the function, control immediately returns to the function that called this function. The expression is the value that should be returned. If no expression is supplied, a dummy value is returned. The expression should match they type of value that the caller of this function is expecting. That is, if an int type is expected, the expression should resolve to an integer value. If a str type is expected, the expression should resolve to a string value. Due to memory constraints, a local string variable may **NOT** be returned from a function. Some examples are:

```
return;
return 1;
return level;
return (sum + 25);
return "hello";
return (func() + 20);
```

Notice that when a complex expression is returned it is usually surrounded by parentheses. This is done only for clarity and is not necessary. Also, it should be clear that what is returned is not the expression but what it evaluates to.

BREAK Statement

Often while using a looping statement (while, do...while, for), it is necessary to break out of (exit) the loop. The break statement serves this purpose. When the break statement is encountered, execution of the innermost while, do...while, for, or switch statement is terminated, and execution continues immediately after the terminated statement. It is an error for a break statement to appear outside of a loop. The format of the break statement is:

```
break;
```

For example, assuming you had the following code:

```
int num = 0;
while (1)
 {
  num = num + 1;
  if (num > 100)
    break;
 }
prints("Done");
```

Ordinarily, since there will always be a non-zero (TRUE) value in the conditional part of this while statement, it would execute forever. However, when the 'num' variable is greater than 100, the break statement is executed to exit from the loop, at which point the next statement would be executed (the function call to prints).

CONTINUE Statement

The continue statement is used within a loop (while, do...while, or for statement). The continue statement has the form:

```
continue;
```

It is illegal for a continue statement to appear outside of a loop body. When a continue statement is encountered, program control is immediately transferred to the end of the body of the innermost enclosing while, do...while, or for statement. The effect in a while or do...while statement is that the condition part of the loop is evaluated, and the next iteration occurs. For example:

```
num = 0;
while (num < 100000)
 {
  num = num + 1;
  if (num > 100)
    continue;
  prints("Hello");
 }
```

The effect of the continue statement in the above loop would be that 'Hello' would only be printed while num was less than or equal to 100, as the continue statement is executed when num is greater than 100, which causes the rest of the loop body to be skipped. An example of the use of continue in a for statement would be:

```
for (num = 0; num < 100000; num = num + 1)
 {
  if (num > 100)
    continue;
  prints("Hello");
 }
```

The effect in this case would be the same. While num is less than or equal to 100, the entire loop body executes. If num is greater than 100 however, the continue statement is executed. This causes the rest of the loop body to be skipped, so the 'Hello' is then not printed.

GOTO Statement

The goto statement is used to branch (jump) from one place to another, within a function. The use of the goto statements is generally considered bad style. They can make code very hard to understand, and are in fact almost never necessary. For example, Telix for Windows is written mainly in the Pascal language, which has a goto statement, yet except for a few pieces of speed-critical, prewritten code, the goto statement was never used or needed. On the other hand, used very sparingly and properly, it can sometimes make some code clearer and perhaps faster. The goto statement consists of two parts, the 'label' or marker, which is where execution will jump to, and the actual goto itself. A label is defined in the form

```
<identifier>:
```

where <*identifier*> follows the same rules as for variable names. Note that a colon follows the name, not a semicolon. The colon character must immediately follow the label name, with no intervening spaces. A label does not have to be on a line by itself, and is not considered a statement by itself. The goto takes the form

```
goto <label>;
```

where <*label*> is a label elsewhere in the function defined as described above. Execution of the script will immediately continue following the label.

An example is:

```
start:
  prints("Hello");
  goto start;
```

This would print the word "hello" over and over, forever. There is no restriction on the placement of a label, so the above can be written as:

```
start: prints("Hello");
goto start;
```

As mentioned above, there are usually better ways than using a goto statement. For example:

```
int i = 0;
do
  i = i + 1;
while (i < 100);
```

is clearer than the equivalent:

```
int i = 0;
loop:
  i = i + 1;
  if (i < 100)
  goto loop;
```

One good use of a goto statement is to get out of a deeply nested while statements, without having to do a lot of extra checking.

SWITCH Statement

The **switch** statement is new to SALT in Telix for Windows, and follows the form of the switch statement in the C language exactly. A switch statement is used when you must test for a number of possible conditions. The switch statement has the form:

```
switch (<value>)
 {
  case n1: <statement>
           break;
  case n2: <statement>
           break;
  ...
  default: <statement>
 }
```

where <*value*> is an integer variable and n1, n2, etc. are integer constants. The switch statement compares the integer constants you list in each of the case labels against the actual value in <*value*>. When a match is found, control is passed to the <*statement*> following the case label that was equal to <*value*>. Execution then continues until the break statement is encountered, indicating the end of processing, and exit from the switch statement. This is most commonly used as a replacement for multiple if..else statements. An example is:

```
int i;

i = 5;
switch (i)
 {
  case 1: prints("i equals 1");
          break;
  case 2: prints("i equals 2");
          break;
  case 3: prints("i equals 3");
          break;
  case 4: prints("i equals 4");
          break;
  case 5: prints("i equals 5");
          break;
  default: prints("i cannot be determined");
 }
```

This example could be written using multiple if statements as:

```
int i;

i = 5;

if (i == 1)
  prints("i equals 1");
else
if (i == 2)
    prints("i equals 2");
  else
    if (i == 3)
      prints("i equals 3");
    else
```

```
if (i == 4)
  prints("i equals 4");
else
  if (i == 5)
    prints("i equals 5");
  else
    prints("i cannot be determined");
```

But, as you can see, it becomes much more difficult to read, as well as being slightly slower in execution time.

Preprocessor

Telix for Windows now includes what is commonly referred to as a *Preprocessor*. The preprocessor allows control over the compiler in matters such as what will be compiled under what conditions, inclusion of other script files, and other related items. The preprocessor will prove to be invaluable, especially if you develop large scripts, or scripts that target both the Windows and DOS versions of Telix.

See also

Preprocessor Commands, Predefined Conditional Symbols

Preprocessor Commands

The Telix for Windows script preprocessor uses the following identifiers:

#DEFINE
#UNDEF
#IFDEF
#IFNDEF
#ELSE
#ENDIF
#INCLUDE
#INCLUDEDIR
#COMPILETO
#STACK
#CONST
#DEBUGON
#DEBUGOFF

#DEFINE Directive

Example

#DEFINE *id*

Description

This directive defines a conditional symbol with the name given in ***id***. The symbol is recognized for the remainder of the compilation, even in subsequently included files, until an #UNDEF directive with the same ***id*** appears. The **#DEFINE** directive has no effect if ***id*** is already defined.

See also

#UNDEF, #IFDEF, #IFNDEF

#DEFINE Example

```
#DEFINE TESTING

main()
 {
  prints("This is always displayed.");
  #IFDEF TESTING
    prints("This is displayed if TESTING is defined");
  #ELSE
    prints("This is displayed if TESTING is not defined");
  #ENDIF
 }
```

#UNDEF Directive

Example

#UNDEF *id*

Description

This directive undefines a previously defined conditional symbol with the name given in ***id***. The symbol is forgotten for the remainder of the compilation or until it reappears in a #DEFINE directive. The **#UNDEF** directive has no effect if ***id*** is already undefined.

See also

#DEFINE, #IFDEF, #IFNDEF

#UNDEF Example

```
#DEFINE TESTING

main()
 {
  prints("This is always displayed.");
  #IFDEF TESTING
    prints("This is displayed if TESTING is defined");
  #ELSE
    prints("This is displayed if TESTING is not defined");
  #ENDIF
  #UNDEF TESTING
  #IFDEF TESTING
    prints("This is never displayed.");
  #ENDIF
 }
```

#IFDEF Directive

Example

#IFDEF *id*

Description

This directive compiles the source code that follows it if the name given in ***id*** is defined. The compilation continues until an #ELSE or #ENDIF directive is reached. If ***id*** is not defined, the source code following the **#IFDEF** directive is ignored until an #ELSE or #ENDIF directive is reached.

See also

#DEFINE, #UNDEF, #IFNDEF, #ELSE, #ENDIF

#IFDEF Example

```
#DEFINE TESTING

main()
 {
  prints("This is always displayed.");
  #IFDEF TESTING
    prints("This is displayed if TESTING is defined");
  #ELSE
    prints("This is displayed if TESTING is not defined");
  #ENDIF
  #UNDEF TESTING
  #IFDEF TESTING
    prints("This is never displayed.");
  #ENDIF
 }
```

#IFNDEF Directive

Example

#IFNDEF *id*

Description

This directive compiles the source code that follows it only if the name given in ***id*** is not defined. The compilation continues until an #ELSE or #ENDIF directive is reached. If ***id*** is defined, source code following the **#IFNDEF** directive is ignored until an #ELSE or #ENDIF is found.

See also

#DEFINE, #UNDEF, #IFDEF, #ELSE, #ENDIF

#IFNDEF Example

```
#DEFINE TESTING

main()
 {
  prints("This is always displayed.");
  #IFNDEF TESTING
    prints("This is NOT displayed if TESTING is defined");
  #ELSE
    prints("This is displayed if TESTING is defined");
  #ENDIF
  #UNDEF TESTING
  #IFNDEF TESTING
    prints("This is always displayed.");
  #ENDIF
 }
```

#ELSE Directive

Example

#ELSE

Description

This directive switches between compiling and ignoring the source code delimited by the last #IFDEF or #IFNDEF and the next #ENDIF.

See also

#DEFINE, #UNDEF, #IFDEF, #IFNDEF, #ENDIF

#ELSE Example

```
#DEFINE TESTING

main()
 {
  prints("This is always displayed.");
  #IFDEF TESTING
    prints("This is displayed if TESTING is defined");
  #ELSE
    prints("This is displayed if TESTING is not defined");
  #ENDIF
 }
```

#ENDIF Directive

Example

#ENDIF

Description

This directive ends the conditional compilation initiated by the last #IFDEF or #IFNDEF directive.

See also

#DEFINE, #UNDEF, #IFDEF, #IFNDEF, #ELSE

#ENDIF Example

```
#DEFINE TESTING

main()
 {
  prints("This is always displayed.");
  #IFDEF TESTING
    prints("This is displayed if TESTING is defined");
  #ELSE
    prints("This is displayed if TESTING is not defined");
  #ENDIF
  prints("This is always displayed.");
 }
```

#INCLUDE Directive

#INCLUDE "<*filename*>"

Description

This directive instructs the compiler to include the file ***<filename>*** in the compilation. In effect, the file is inserted in the compiled text at the point where the **#INCLUDE** directive appears. If ***<filename>*** does not specify a directory for the file, it will be searched for in the following order:

- Directories specified in the #INCLUDEDIR directive.
- Path of the script being compiled.
- Telix for Windows default script directory.
- Current directory.

See also

#INCLUDEDIR, #COMPILETO

#INCLUDEDIR Directive

#INCLUDEDIR "*<path>*"

Description

This directive instructs the compiler to include the directories specified in ***<path>*** when searching for files named in an #INCLUDE directive, call or calld function. The compiler will search for specified files if a script is used that does not have a path specified. The search is performed in the following order:

- Directories specified in the #INCLUDEDIR directive.
  - Path of the script being compiled.
  - Telix for Windows default script directory.
  - Current directory.

Multiple directories may be specified in *<path>*, and are separated by the semicolon (;) character.

See also

#INCLUDE, #COMPILETO

#COMPILETO Directive

#COMPILETO "*<filename>*"

Description

This directive tells the compiler to name the resulting compiled script as the filename specified in ***<filename>***, rather than based on the source filename. By default, the compiler uses the source filename, and changes the extension to .SLC. Using this directive, the compiled script may be given a completely different filename, including extension. Also, compiled script files may also be placed in another directory, as ***<filename>*** may contain drive and/or directory specifications.

See also

#INCLUDE, #INCLUDEDIR

#STACK Directive

#STACK *bytes*

Description

This directive instructs the compiler to reserve the number of bytes specified in ***bytes*** for the script's stack space. The default stack size for Telix for Windows' scripts is 1024 bytes. The minimum stack size is 64 bytes and the maximum is 32768.

The stack is an area of memory used to store various pieces of information during the execution of a script. Such information includes variables local to functions, parameters passed to functions, and other items that are transparent to the script programmer. The default stack size is sufficient for most scripts, but if you are writing exceptionally large scripts, you may find you need to increase this size.

#CONST Directive

#CONST *id value*

Description

This directive defines a symbol specified in ***id*** and assigns the value specified in ***value*** to it. This symbol can then be referred to as if it were a normal variable, with the exception that it's value cannot be changed. The ***value*** parameter must be an integer, as string constants are not supported at this time.

#DEBUGON Directive

#DEBUGON

Description

This directive instructs the compiler to include information in the compiled script that can aid you in finding errors in it. The resulting script will be larger than one compiled without debugging information, but during development of a script the information can be invaluable. A script compiled with debugging information will report any errors that occur in the same manner as one without debugging information, but in addition it will report the filename of the script and the line number the error occurred on. In the interests of size and efficiency, debugging information cannot exceed 64k, which translates to roughly 13,000 lines of code. If your script exceeds 13,000 lines, you can selectively turn the debugging information on and off by using the #DEBUGOFF preprocessor directive.

See also

#DEBUGOFF

#DEBUGOFF Directive

#DEBUGOFF

Description

This directive instructs the compiler not to include debugging information in the compiled script. By default, scripts do not include debugging information, but if you use the #DEBUGON preprocessor directive, you may need to use this directive in certain situations. In the interests of size and efficiency, debugging information cannot exceed 64k, which translates to roughly 13,000 lines of code. If your script exceeds 13,000 lines, you can selectively turn the debugging information off with **#DEBUGOFF**. This will allow you to include debugging information in the sections of your script where errors may occur, and exclude it in sections that do not need it.

This directive is not required if you have specified the #DEBUGON directive. The compiler will include debugging information from the point it encounters the #DEBUGON directive until it reaches the maximum amount it can include in the script file. Most scripts will never need this directive, as few will approach the 13,000 line limit.

See also

#DEBUGON

Predefined Conditional Symbols

SALT II defines the following standard conditional symbols:

SALTII Always defined in Telix for Windows v1.00. If this symbol is defined, the version of the SALT script compiler is compatible with SALT II, first introduced with this version of Telix.

WINDOWS Defined for Windows versions of Telix, indicating that the version of Telix being used to compile the script is a native MS-Windows application.

Built-In Functions

Telix for Windows' SALT II language has quite a large number of built-in functions. These functions are called just as you would call your own SALT functions. Each performs a certain task (print something to the screen, manipulate strings, access disk files, etc.) and is called with parameters in a certain format and returns an integer or string value (the return value does not have to be used and can often be ignored).

Select the Quick List to view a listing of the functions grouped by the type of action they perform. Following the Quick List is a complete reference of each function in alphabetical order (accessed by the Next (>>) and Previous (<<) buttons above), including a summary of the calling format, a description of what it does, and the return value of the function. An example of actual usage of the function is also often given to illustrate usage. Note that the examples are fragments of program code for the most part, and may not explicitly declare all needed variables. So that you may find related functions, each function description has a 'See Also' section, which lists related functions. Simply click on any item in the 'See Also' section to move to that part of the help. For users of Telix for DOS, a New & Changed section is included that lists the SALT functions that are new or have had their behavior modified in some way.

Function Quick List

Character Handling:

IsAscii	Checks to see if a character has a value of 0-255
IsAlNum	Checks to see if a character is a letter A-Z or a digit
IsAlpha	Checks to see if a character is a letter of the alphabet
IsCntrl	Checks to see if a character is a control character
IsDigit	Checks to see if a character is a numeric digit 0-9
IsLower	Checks to see if a character is a lower case letter
IsUpper	Checks to see if a character is an upper case letter
ToLower	Converts a character to lower case if it is not already
ToUpper	Converts a character to upper case if it is not already

Comm Port Operations:

Carrier	Determines whether a carrier is present on the port
cInp_Cnt	Counts the received chars that have not been handled
cGetC	Returns the next character from the receive buffer
cGetCT	Waits a set time for the next character to be received
cPutC	Sends a single character to the connect device buffer
cPutN	Sends an integer value to the port as an ASCII string
cPutS	Sends a string of chars to the connect device buffer
cPutS_TR	Sends a string through the emulation to the port
FlushBuf	Throws away any chars waiting in the receive buffer
Get_Baud	Returns the connect devices DCE or DTE rate
Get_DataB	Returns the connect devices current data bits setting
Get_Parity	Returns the connect devices current parity setting
Get_Port	Returns the connect devices current port number 1-8
Get_StopB	Returns the connect devices current stop bit settings
Hangup	Terminates the current connection if any, like ALT-H
KillConnectDevice	Delete a connect device.
MakeConnectDevice	Create a new connect device.
Send_Brk	Sends a break signal to the modem, like CTRL-END
Set_ConnectDevice	Changes the current connect device to a new device
Set_CParams	Sets new speed, data bits, parity, and stop bits
Set_Port	Function no longer used, use Set_ConnectDevice

Dynamic Data Exchange (DDE) Operations:

DDEExecute	Execute a DDE command
DDEInitiate	Open a DDE conversation
DDEPoke	Send data to a DDE server
DDERequest	Get data from a DDE server
DDETerminate	Close a DDE conversation
DDETerminateAll	Close all DDE conversations

File Input/Output Operations:

fClearErr	Clears the error flag associated with an open file
fClose	Closes a file previously opened with fOpen
fDelete	Deletes a specified file; the file may not be open
fError	Checks for file errors (i.e. writing to a read only file)
fEOF	Checks a file pointer for the end of an open file

fFlush	Clears a file buffer (writes all cached writes)
fGetC	Retrieves the next character from an open file
fGetS	Retrieves string of specified length from an open file
FileAttr	Checks a specified file for being hidden, a subdir, etc.
FileFind	Determines if a file matching a mask is on disk
FileSize	Returns the size of a given file in bytes
fnStrip	Extracts parts of a filename from a complete path
fOpen	Opens a specified file for reading or writing
fPutC	Writes a single character to a file opened for writing
fPutS	Writes a given string to a file opened for writing
fRead	Reads a block of characters from an open file
fRename	Renames a file to a specified new file name
fSeek	Moves the file pointer of open files to a new location
fTell	Retrieves the file pointer position of an open file
fWrite	Writes a block of characters to a write-opened file

File Transfers and Logs:

Capture	Opens, closes, pauses, or unpauses specified log file
Capture_Stat	Retrieves the state of the capture log (open, paused)
Printer	Toggles the Printer Log on and off
Receive	Download specified files with a specified protocol
Send	Upload specified files with a specified protocol
Set_DefProt	Change the connect devices default protocol
UsageLog	Opens and closes the default Usage Log
Usage_Stat	Determines whether the Usage Log is open or closed
UStamp	Enter text, and optionally the date and time, into the usage log file

Input String Matching:

Track	Tells Telix to watch for a string to be matched
Track_AddChr	Adds a character to the tracked-string buffer
Track_Free	Tells Telix to stop watching for a matched string
Track_Hit	Asks Telix whether a tracked string has been found
WaitFor	Wait for a string for a specified period of time

Keyboard Operations:

InKey	Retrieves a key, if available from the keyboard buffer
InKeyW	Retrieves a key, waiting if needed, from the keyboard
KeyGet	Returns the contents of a given keyboard macro
KeyLoad	Loads a specified keyboard macro table
KeySave	Saves the current keyboard macro table
KeySet	Set a specific key to contain a new macro

Miscellaneous Functions:

ChatMode	Invoke Telix's built-in chat mode.
Dos	Opens a DOS window and executes a DOS command
Dial	Dials a PhoneBook number or group of numbers
DosFunction	No longer used included for Telix for DOS users
ExitTelix	Exits Telix immediately; may or may not hang up
GetEnv	Returns a variable value in the master environment
GetFon	Returns the filename of the Telix PhoneBook

HelpScreen	Displays the Telix for Windows Help file
LoadFon	Loads a different PhoneBook into Telix for Windows
NewDir	Changes the current directory to the one specified
Random	Generates a random number in a specified range
Redial	Redials the currently selected PhoneBook entries
Run	Runs a DOS or Windows application
Set_Terminal	Sets the Terminal Device to a new device
Show_Directory	Display files in a given directory in the terminal.
TelixVersion	Returns a value indicating the version of Telix
Terminal	Processes any characters waiting in the receive buffer
TransTab	Load or clear a specified translation table device
Update_Term	Updates Telix with changes to colors and formats

Script Management:

ArgCount	Reports the number of parameters passed
CallD	Load and execute a script
CompileScript	Compiles a script file
GetRunPath	Returns the directory of the current script
Is_Loaded	Determines if a given script is already loaded
Load_Scr	Loads a script into memory but does not run it
ScriptVersion	Reports the version of SALT running this script
TelixForWindows	Determines if Telix is the DOS or Windows version
Unload_Scr	Unloads a script from memory

Sound Functions:

Alarm	Generates standard alarm sound via .WAV file
PlayWave	Plays the specified Windows .WAV sound file
Tone	Generates the specified tone through the PC Speaker

String Handling:

CopyChrs	Copies characters from one string to another
CopyStr	Copies one string into another string at a given point
DelChrs	Deletes a number of characters from a string
GetS	Gets a string from the users keyboard via prompt
GetSXY	Prompts the user to input a string at a certain location
InputBox	Standard Windows edit prompt w/ OK and CANCEL
InsChrs	Insert characters from one string into another string
ItoS	Converts an integer value to a string of ASCII digits
SetChr	Puts a character into a string at a given position
SetChrs	Puts a string into another string at a given position
StoI	Converts a string of digits into an integer value
StrCat	Concatenates one string to the end of another string
StrCmpI	Compares a pair of strings, ignoring upper/lower case
StrLen	Determines the length of a null-terminated string
StrLower	Converts a string of characters to all lower case
StrMaxLen	Returns the maximum number of chars a string holds
StrPos	Search for a given string in another string
StrPosI	Search for a string in another string, ignoring case
StrUpper	Converts a string of characters to all upper case
SubChr	Returns the character found at a given string position
SubChrs	Returns a substring of given length from a string

SubStr	Returns a substring within a string stopping at NULL

Time, Date and Timer Operations:

CurTime	Returns the current time of day
Date	Returns the current date
Delay	Delays Telix for a number of tenths of seconds
Delay_Scr	Delays scripts but not Telix for n tenths of a second
GetOnlineTime	Returns number of seconds elapsed since the connection was established
tDay	Returns the day portion of the date as a number 1-31
tHour	Returns the hour part of the time as a number 0-23
tMin	Returns the minute part of the time as a number 0-59
tMonth	Returns the month part of the date as a number 1-12
tSec	Returns the seconds part of the time as a value 0-59
tYear	Returns the year of the date as a number 1970-2019
Time	Returns the current time of day
Time_Up	Checks to see if a set timer has elapsed
Timer_Free	Releases a set timer handle; turns off a timer
Timer_Restart	Restarts a timer at a given count
Timer_Start	Starts a timer in a value of tenths of a second
Timer_Total	Returns tenths of a sec. since a time was (re)started

Video Operations:

Box	Creates a box on the screen, in color
CNewLine	Sends a carriage return to the terminal device
Cursor_OnOff	Turns the cursor on or off
Clear_Scr	Clears the current terminal window
GetTermHeight	Returns the current terminal height in chars
GetTermWidth	Returns the current terminal width in chars
GetX	Returns the current character column position
GetY	Returns the current character row position
GotoXY	Moves the cursor to the given (x,y) char position
MsgBox	Present a standard Windows dialog, specified buttons
NewLine	Sends a LineFeed to the terminal device
PrintC	Print a character on the screen, but do not send it
PrintC_Trm	Print a character on the screen, including ^M-types
PrintN	Print the specified integer on the screen as a string
PrintN_Trm	Print the specified number on the screen via the term
PrintS	Prints a string on the screen, but does not send it
PrintS_Trm	Prints a string on screen thru the terminal emulation
PrintSC	Prints a string on the screen, does not move cursor
PrintSC_Trm	Prints a string thru emulation, does not move cursor
PStrA	Prints a string to the screen with given color attributes
PStrAXY	Prints a string at a given location, in a given color
Scroll	Scrolls or clears a region on the screen
Status_Wind	Pops up a timed, information window with your text
vGetChr	Gets the character and its color from a given location
vGetChrs	Gets a string of characters from a screen position
vGetChrsA	Gets a string and its attributes from a screen location
vPutChr	Puts a character and color into a screen position
vPutChrs	Puts a string of characters onto the screen
vPutChrsA	Puts a string and attributes onto the screen
vRstrArea	Restores a previously saved buffer to the screen
vSaveArea	Saves a screen region to a buffer for later restoration

New & Changed SALT Functions

To help you quickly locate functions that have been added to SALT II and review changes that have been made to existing functions, use the lists below.

New Functions:

ArgCount	DDERequest	InputBox	PrintC_Trm
CNewLine	DDETerminate	KillConnectDevice	PrintN_Trm
CPutN	DDETerminateAll	MakeConnectDevice	PrintS_Trm
CompileScript	GetFon	MsgBox	Random
ConnectDeviceName	GetOnlineTime	NewLine	Set_ConnectDevice
DDEExecute	GetRunPath	NumConnectDevices	ScriptVersion
DDEInitiate	GetTermHeight	PlayWave	TelixForWindows
DDEPoke	GetTermWidth		TelixVersion

Changed Functions:

Alarm	FileFind	GotoXY	Set_Port
Call	fRead	KeyGet	Status_Wind
Dial	fWrite	KeySet	Terminal
Dos	Get_Baud	Run	WaitFor

Alarm Function

Example

```
Alarm(int times);
```

The alarm function plays the wave sound defined in the Sounds configuration as Alarm.

Argument	Description
int Times	The number of times to play the wave sound.

Return Value

The number of times the alarm was sounded.

See also

PlayWave, Tone, _alarm_on, _sound_on

Alarm Example

```
// Sounds an alarm until a key is pressed.
while (!inkey())
  alarm(1);
```

ArgCount Function

Example

```
ArgCount();
```

The argcount function determines the number of parameters that were passed to a script that was executed via the call or calld function.

Return Value

The number of parameters passed.

ArgCount Example

```
if (ArgCount() < 1)
  prints("Called script requires at least one parameter.");
```

Box Function

Example

```
Box(int x, int y, int x2, int y2, int style, int hollow, int color);
```

The box function is used to create a box on the screen. The box must fit within the confines of the screen.

Argument	Description
int x, int y	Upper left corner of the box.
int x2, int y2	Lower right corner of the box.
int style	Specifies what kind of border to use: 0 Spaces 1 Single lines 2 Double lines 3 Single vertical lines, double horizontal lines 4 Double vertical lines, single horizontal lines
int hollow	If non-zero, the inside of the box will not be cleared.
int color	The desired color of the box.

Return Value

A zero is always returned.

See also

Scroll

Box Example

```
box(10, 10, 70, 20, 1, 0, 112);     // draw box with black characters on
                                    // white background.  The upper left
                                    // corner is 10, 10 and the lower
                                    // right corner is 70, 20.
```

Call Function

```
Call(str scriptname, arg1, arg2, ..., argn);
```

The call function now acts in exactly the same manner as CallId, and it is included only for compatibility with Telix for DOS.

See also

CallD, Load_Scr, Unload_Scr, Is_Loaded

CallD Function

Example

```
CallD(str scriptname, arg1, arg2, ..., argn);
```

The calld function is used when one script file must call (jump into and then return from) another.

Argument	Description
str scriptname	The name of the script file to call. If no extension is given, .SLC is assumed.
arg1, ... argn	The parameters to pass to the called scripts main function.

Return Value

The value returned by the called scripts **main** function. It can be either an integer or a string, although called scripts cannot return string variables that are local to itself. If the script cannot be loaded, or it is aborted by the user, a value of -1 is returned.

See also

CompileScript, Load_Scr, Unload_Scr, Is_Loaded

CallD Example

```
stat = calld("TEST");
if (stat == -1)
  prints("Called script could not be loaded or was aborted!");
```

Capture Function

Example

```
Capture(str filename);
```

The capture function is used to open, close, pause, and unpause the Telix capture file. Depending on what the string variable *filename* contains, different actions will take place.

Argument	Description
str filename	If a valid filename (which can include a path), Telix opens and starts capturing data to the file. If *filename* is ***CLOSE*** and the capture file is open, it is closed. If *filename* is ***PAUSE*** and the capture file is open, capturing is suspended. If *filename* is ***UNPAUSE*** and the capture file is paused, capturing is resumed. If *filename* is an empty string (), Telix takes the same action as if the user had selected **Capture Log** from the File menu.

Return Value

A value of -1 is returned if there is a problem performing the indicated function, otherwise a non-zero (TRUE) value is returned.

See also

Capture_Stat, Printer, _capture_fname

Capture Example

```
if (capture("TELIX.CAP") == -1)
  prints("Error opening capture file!");
       ...
capture("*PAUSE*");
capture("*UNPAUSE*");
capture("*CLOSE*");
```

Capture_Stat Function

Example

```
Capture_Stat();
```

The capture_stat function determines the state of a capture file.

Return Value

Returns an integer value representing the current status of the capture file, as follows:

0	Capture File is closed.
1	Capture File is open.
2	Capture File is open and paused.

See also

Capture, Usage_stat

Capture_Stat Example

```
int stat;
stat = capture_stat();
switch (stat)
 {
  case 0:  prints("Capture file is closed.");
           break;
  case 1:  prints("Capture file is open.");
           break;
  case 2:  prints("Capture file is open but paused.");
           break;
  default: prints("Unable to determine capture file status.");
 }
```

Carrier Function

Example

```
Carrier();
```

The carrier function determines whether there is a carrier present or not by checking the Carrier Detect signal of the modem. Note that some modems by default override the real state of the signal and always send a high. For this function to work, the modem must be told to supply the real signal. This function may be used to check if Telix is connected to a remote service over the modem, as the Carrier Detect signal should be on if there is a connection. Note also that if you are connecting two computers via a null-modem cable, the value returned will depend on the wiring of the cable being used.

Return Value

Returns a non-zero (TRUE) value if the Carrier Detect signal coming from the modem is on (high), otherwise it returns a zero (FALSE) value.

Carrier Example

```
if (carrier())
  prints("We are online.");
else
  prints("We are offline.");
```

cGetC Function

Example

```
cGetC();
```

The cgetc function returns the first character waiting in the received data communications buffer. The cinp_cnt function may be used to see if there are any characters waiting in the buffer.

Return Value
Returns the first character waiting in the communications buffer. If there are no characters in the buffer, a value of -1 is returned.

See also

cGetCT, clnp_Cnt

cGetC Example

```
// If there are characters in the buffer, get the first and put it in chr.
int chr;
if (cinp_cnt())
  chr = cgetc();
```

cGetCT Function

Example

```
cGetCT(int timeout);
```

The cgetct functions returns a character from the communications port, waiting up to a specified time to receive one. If a character is already waiting in the communications buffer, it is immediately returned.

Argument	Description
int timeout	The amount of time to wait in tenths of seconds.

Return Value

Returns the first character received in the communications buffer in the specified time. If no character is received within the timeout period, a value of -1 is returned.

See also

cGetC, cInp_Cnt

cGetCT Example

```
// Wait for up to 10 seconds to receive a character and put it in chr.
int chr;
if ((chr = cgetct(100)) == -1)
  prints("Timeout!");
else
  printc(chr);
```

ChatMode Function

```
ChatMode(int echo_remote);
```

The chatmode function enters the built-in chat mode.

Argument	Description
int echo_remote	If non-zero (TRUE), characters typed by the remote user are echoed back to the remote. This feature is intended for host mode scripts.

Return Value

A zero is always returned.

cInp_Cnt Function

Example

```
cInp_Cnt();
```

The cinp_cnt function determines the number of characters waiting in the communications buffer.

Return Value

Returns the number of characters waiting in the received data communications buffer.

See also

cGetC, cGetCT

cInp_Cnt Example

```
if (cinp_cnt() > 10)    // if more than 10 chars waiting
  handle_stuff();       //   do action
while (!cinp_cnt())     // loop until a character is available
  ;
if (cinp_cnt())         // if something available, get it
  c = cgetc();
```

Clear_Scr Function

```
Clear_Scr();
```

The clear_scr function clears the screen and places the cursor in the upper left corner at position 0,0.

Return Value

A zero is always returned.

See also

Scroll

CNewLine Function

```
CNewLine();
```

The cnewline function is used to send a carriage return to the terminal. No line feed is sent.

Return Value

A non-zero (TRUE) value is returned unless the character can not be sent for some reason, in which case a value of -1 is returned.

See also

NewLine

ConnectDeviceName Function

Example

```
ConnectDeviceName(int num, str buffer);
```

The connectdevicename function is used to retrieve the name of a specified connect device.

Argument	Description
int num	The number of the connect device to retrieve. Specifiying zero will return the name of the currently selected connect device.
str buffer	The variable to hold the name of the connect device.

Return Value

The buffer string is returned.

See also

KillConnectDevice, MakeConnectDevice, NumConnectDevices, Set_ConnectDevice

ConnectDeviceName Example

```
int num;
str buff[30];

for (num = 1; num <= numconnectdevices; ++num)
  prints(connectdevicename(num, buff));
```

CopyChrs Function

```
CopyChrs(str source, str target, int pos, int count);
```

The copychrs function copies a number of characters from one string into another and returns *target*. Note that string indexes begin at 0, not 1 as in some languages.

Argument	Description
str source	The string to copy characters from.
str target	The variable to copy characters to.
int pos	The index of *target* string to begin copying characters to.
int count	The maximum number of characters to copy. If *target* is not large enough to hold all characters, only as many as will fit are copied.

Return Value

The *target* string is returned.

This function is very similar to copystr, except that it is not string oriented, and therefore does not stop copying characters when a 0 value (NULL) character is encountered.

See also

CopyStr, SubChrs, SubStr

CopyStr Function

```
CopyStr(str source, str target, int pos, int count);
```

The copystr function copies from the source string into target string and returns target. Characters are copied until a 0 (NULL) value is encountered, normally at the end of every string, or *count* characters are copied. A 0 (NULL) is always copied to the end of the target string, but is not included as part of *count*.

Argument	Description
str source	The string to copy characters from.
str target	The variable to copy characters to.
int pos	The index of *target* string to begin copying characters to.
int count	The maximum number of characters to copy. If *target* is not large enough to hold all characters, only as many as will fit are copied.

Return Value

The *target* string is returned.

See also

CopyChrs, SubStr, SubChrs

cPutC Function

Example

```
cPutC(int character);
```

The cputc function sends a character to the communications port.

Argument	Description
int character	The ASCII value of the character to be sent.

Return Value

A non-zero value is returned unless the character can not be sent for some reason, in which case a value of -1 is returned.

See also

cPutN, cPutS

cPutC Example

```
cputc('A');
cputc(27);          // send Escape to the comm port
cputc('^M');        // send Ctrl-M (Carriage Return)
cputc(inkeyw());
```

cPutN Function

Example

```
cPutN(int number);
```

The cputn function sends an integer number to the communications port.

Argument	Description
int number	The integer value to be sent.

Return Value

A non-zero (TRUE) value is returned unless the number can not be sent for some reason, in which case a value of -1 is returned.

See also

cPutC, cPutS

cPutN Example

```
int i;
i = 23;
cputn(27);
cputn(i);
```

cPutS Function

Example

```
cPutS(str outstr);
```

The cputs function sends the specified string out over the communications port. A carriage return and line feed are **not** appended to the string.

Argument	Description
str outstr	The string to be sent.

Return Value

A non-zero (TRUE) value is returned unless the character can not be sent for some reason, in which case a value of -1 is returned.

See also

cPutC, cPutN, cPutS_TR

cPutS Example

```
cputs("Good-bye^M");          // Send the string "Good-bye" followed
                              // by a carriage return (ENTER).
str password[] = "mypass";
cputs(password);              // Send the contents of the password variable.
```

cPutS_Tr Function

Example

```
cPutS_Tr(str outstr);
```

The cputs_tr function sends the specified string to the communications port, but pays attention to two output string translation characters, **^** and **~**, described in the Telix for Windows manual and in the SALT Syntax section of this help file. This function is really only useful for sending the modem control strings that the user has defined in the configuration.

Argument	Description
str outstr	The string to sent.

Return Value

A non-zero (TRUE) value is returned unless the character can not be sent for some reason, in which case a value of -1 is returned.

See also

cPutS

cPutS_Tr Example

```
cputs_tr(_modem_init);
cputs_tr("good-bye~yes^M");
```

Cursor_OnOff Function

```
Cursor_OnOff(int state);
```

The cursor_onoff functions turns the blinking cursor on or off.

Argument	Description
int state	If non-zero (TRUE), the cursor is enabled. If zero (FALSE), the cursor is disabled.

Return Value

A zero is always returned.

CurTime Function

Example

```
CurTime();
```

The curtime function returns the current date and time as the number of seconds since January 1, 1970. The date and time value in this format is used by many SALT functions.

See also

Date, Time, tYear, tMonth, tDay, tHour, tMin, tSec

CurTime Example

```
// Print the current date
int t;
str s[64];

t = curtime();
date(t, s);
prints(s);
```

Date Function

Example

```
Date(int timeval, str buffer);
```

The date function converts a Telix date value into a date string of the form specified by Windows (controlled through Windows' Control Panel).

Argument	Description
int timeval	The date, represented as the number of seconds since January 1, 1970. This format is returned by curtime and filetime, among others.
str buffer	A variable to receive the properly formatted string.

Return Value

A zero is always returned.

See also

Time, Curtime, FileTime

Date Example

```
str s[16];
printsc("The current date is ");
date(curtime(), s);
prints(s);
```

Delay Function

```
Delay(int duration);
```

The delay function pauses the current script for a length specified amount of time. During this pause, everything is shut off except the asynchronous reception of characters from the communications port and mouse movement. Received characters are stored in the input buffer, and are **NOT** processed until after the delay.

Argument	Description
int duration	The amount of time to delay in tenths of seconds.

Return Value

The duration parameter is returned.

See also

Delay_Scr

Delay_Scr Function

```
Delay_Scr(int duration);
```

The delay_scr function pauses only the execution of the current script file for a specified amount of time. During that time, characters coming in from the serial port are printed on the terminal screen, and user keystrokes are also processed.

Argument	Description
int duration	The amount of time to delay in tenths of seconds.

Return Value

The duration parameter is returned.

See also

Delay

DelChrs Function

Example

```
DelChrs(str s, int pos, int num);
```

The delchrs function is used to remove or delete a number of characters in a string at a certain position.

Argument	Description
str s	The string to delete the characters from.
int pos	The index of the string from which to begin deleting characters.
int num	The number of characters to be deleted.

Return Value

The *target* string is returned.

See also

InsChrs

DelChrs Example

```
// remove all but the first and last characters in a string
str s[] = "0123456789";
delchrs(s, 1, strlen(s) - 2);
```

Dial Function

Example

```
Dial(str dialstr, int maxtries, int no_link);
```

The dial function allows you to dial entries in a variety of manners, and it allows control over the number of attempts and whether or not to execute linked scripts.

Argument	Description
str dialstr	A string containing the entries to be dialed. Entries can be specified as the PhoneBook entry number, the PhoneBook entry name, or partial name, enclosed in pipe (|) symbols, or a manually entered number prefaced by an m. If an actual pipe symbol is required, use a double pipe (||). If *dialstr* is empty () then the PhoneBook is displayed.
int maxtries	The maximum number of dialing attempts to make. This is the total number of attempts, regardless of the number of entries being dialed. For instance, if three entries are to be dialed and *maxtries* is 6, each entry will be attempted twice. If *maxtries* is 0, dialing will continue until a connection is established.
int no_link	If non-zero (TRUE) and the entry connected has a linked script file, that script will **NOT** be executed. If *no_link* is zero (FALSE), linked scripts will be executed.

Return Value

If a connection is established, the dial function returns the entry number that was connected to (or 1 if a manual number was dialed). If no connection was established, 0 is returned. If *dialstr* is incorrectly formatted, -1 is returned.

When a connection is successfully established, several items of information regarding the entry are placed in System Variables. These variables are fully described in the _entry_info section.

See also

Redial, _entry_enum, _entry_logonname, _entry_name, _entry_num, _entry_pass

Dial Example

```
int stat;
str number_list[255];
// The first dial will dial entry #10, the first entry with "delta" in it,
// entry #15, and My Pipe | BBS until a connection has been established,
// but do not execute any linked scripts.
dial("10 |delta| 15 |My Pipe || BBS|", 0, 1);

// Dial the number "967-1111" a maximum of 5 times.  A no_link parameter is
// not required since a manual number is not going to have a linked script.
dial("m967-1111", 5);

// Construct the dial list in the variable number_list, dialing no more
// than 10 times total, and executing any linked scripts attached to the
// entry that establishes a connection.
number_list = "10 2 5 |deltaComm Online| 8";
stat = dial(number_list, 10, 0);
```

Dos Function

Example

```
Dos(str command, int mode);
```

The dos function calls the DOS command interpreter, usually COMMAND.COM, to open a DOS window, or execute a DOS based program. The command processor is found by attempting to run the DOSPRMPT.PIF program information file.

This function differs from the run function in that it is used **ONLY** to launch DOS programs. The run function should be used, when possible, as it can handle either Windows or DOS programs. The only situations that you may find the dos function useful are performing actual COMMAND.COM built-in functions (such as DEL, COPY, REN). Note that most of DOS' built-in functions have equivalent SALT functions, thus reducing the need for this function further.

Argument	Description
str command	Parameters to be passed to the command interpreter. If empty (), Telix will open a DOS window and await further action. If you specify a command or program that expects user input, make sure you are on hand to provide it.
int mode	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS.

Return Value

The dos function returns a -1 if the command processor can not be found or there is not enough memory to load it, otherwise a 0 is returned.

See also

Run, DosFunction

Dos Example

```
// copy all files from the A: drive to the C: drive.
dos("copy a:*.* c:", 0);
```

DosFunction Function

```
DosFunction();
```

The dosfunction function calls up the File menu, as if the user had pressed Alt-F while in terminal mode. This function is included for compatibility with Telix for DOS and is not recommended for use.

See also

Dos, Run

ExitTelix Function

Example

```
ExitTelix(int returncode, int hangup);
```

The exittelix function closes any currently open log file and exits Telix as if the user had pressed Alt-F4 while in terminal mode.

Argument	Description
int returncode	The value that should be returned to Windows. This value seems to be ignored by most Windows shell programs, but is included for compatibility with Telix for DOS.
int hangup	If non-zero (TRUE), Telix will hang up before exiting, otherwise the connection will not be disturbed.

Return Value

This function causes the termination of the script, thus there will never be a return value.

ExitTelix Example

```
// Exit Telix and break any connection which may be established.
exittelix(0, 1);

// Exit Telix without disturbing any connection which may be established.
exittelix(0, 0);
```

fClearErr Function

Example

```
fClearErr(int fh);
```

The fclearerr function clears the error flag and the End Of File (EOF) flag associated with an opened file.

Argument	Description
Int fh	The file handle representing the file to clear the error flags for.

Return Value

A zero is always returned.

See also

fError, fEof

fClearErr Example

```
int f;
f = fopen("test.dat", "r");

// Perform reading operations here.
if (ferror(f))
  fclearerr(f);
```

fClose Function

Example

```
fClose(int fh);
```

The fclose functions closes a file previously opened for reading or writing with the fopen function. If the file was opened for writing, any data which is still buffered and waiting to be written out to disk is written before the file is closed.

Argument	Description
int fh	The file handle representing the file to be closed.

Return Value

A -1 is returned if there is a problem closing the file, otherwise a zero is returned.

See also

fOpen

fClose Example

```
int f;
f = fopen("test.dat", "w");
// Perform read/write operations.
fclose(f);
```

fDelete Function

Example

```
fDelete(str filename);
```

The fdelete function is used to delete a disk file from within a script.

Argument	Description
str filename	The name of the file to delete, optionally including a full drive and path. Wildcard characters (* or ?) may **not** be part of *filename*.

Return Value

A value of -1 is returned if there is a problem deleting the file, otherwise a zero is returned.

See also

fRename

fDelete Example

```
if fdelete("C:\UTIL\TLX\TELIX.CAP") == -1   // delete an old capture file
  prints("Error deleting file.");
```

fEOF Function

Example

```
fEOF(int fh);
```

The feof function determines if a file has reached the end-of-file position.

Argument	Description
int fh	The file handle representing the file to operated on.

Return Value

A non-zero (TRUE) value is returned if the file position is at the end of the file, otherwise a zero (FALSE) value is returned.

See also

fClearErr, fError

fEOF Example

```
int f, chr;
f = fopen("test.dat", "r");
while ((chr = fgetc(f)) != -1)    // print contents of file
  printc(chr);
if (feof(f))
  prints("Reached end of file.");
else
  prints("Error reading file");
```

fError Function

Example

```
fError(int fh);
```

The ferror function checks a file to determine if an error has occurred when using it. A file's error flag stays set until it is cleared with fclearerr or the file is closed using fclose.

Argument	Description
int fh	The file handle representing the file to checked.

Return Value

A non-zero (TRUE) value is returned if the error flag is set, otherwise a zero (FALSE) is returned.

See also

fClearErr, fEof

fError Example

```
int f;
f = fopen("test.dat", "r");       // open file only for reading
fputs("This should set the error flag!", f);
if (ferror(f))
  prints("Error writing to file!");
fclose(f);
```

fFlush Function

```
fFlush(int fh);
```

The fflush function flushes the buffer associated with a file. If the file is opened for writing, any characters in the buffer are written. If the file is opened for reading, the buffer is cleared.

Argument	Description
int fh	The file handle representing the file to flushed.

Return Value

A value of -1 is returned if there is a problem flushing the buffer, otherwise a zero is returned.

See also

fOpen, fClose

fGetC Function

Example

```
fGetC(int fh);
```

The fgetc function retrieves the next character from a specified file. The file must have been opened for reading or for reading and writing using the fopen function.

Argument	Description
int fh	The file from which the character is to be read.

Return Value

If successful, the character read is returned, or -1 if the end of the file has been reached or an error is encountered.

See also

fOpen, fPutC, fError, fEOF

fGetC Example

```
int f;
f = fopen("test.dat", "r");
while (!feof(f))         // print all the characters in the file
 {
  printc(fgetc(f));
  if fError(f)
   {
    prints("An error has occurred.");
    break;
   }
 }
fclose(f);
```

fGetS Function

Example

```
fGetS(str buffer, int n, int fh);
```

The fgets function reads characters from a file into a string variable. Reading stops when a line feed character (ASCII #10) is read, the end of file (EOF) is encountered, a read error occurs, or a specified number of characters have been read. The line feed character (and the carriage return that usually precedes it on MS-DOS systems) is not kept as part of the string.

Important: The SALT implementation of the fgets() function differs from the C language function of the same name. While both implementations read until the line feed character, C keeps that character as part of the input string, while SALT doesn't. This change was made because in almost every case, the line feed is not needed, and would otherwise have to be manually stripped by the script after every read.

Argument	Description
str buffer	The variable to receive the string read from the file.
int n	The maximum number of characters to be read.
int fh	The file handle from which to read the string.

Return Value

A value of -1 is returned if there is a read error, or if the end of file (EOF) is encountered before any characters can be read. If successful, a zero is returned.

See also

fOpen, fputs

fGetS Example

```
int f;
str s[200];

f = fopen("test.dat", "r");
while (!feof(f))          // print out contents of text file
 {
  fgets(s, 200, f);
  if (!fError(f))
    prints(s);
  else
   {
    prints("An error has occurred.");
    break;
   }
 }
fclose(f);
```

FileAttr Function

Example

```
FileAttr(str filespec);
```

The fileattr function determines the DOS attributes of a specified file.

Argument	Description
str filespec	The name of the file that may optionally include a drive and directory, as well as the DOS wildcard characters * and ?. If empty (), the attributes of the last file found with the filefind, filesize , or filetime function is returned.

The following is a brief description of the attributes that may be returned. For further explanation, see your DOS manual.

Return Value	Description
-1	The specified file could not be found.
1	Read only file.
2	Hidden file.
4	System file.
8	Volume label. This is the volume name of the disk.
16	Subdirectory.
32	Archive bit.

See also

FileFind, FileSize, FileTime

FileAttr Example

```
int attr;
str filename[64];

gets(filename, 64);
attr = fileattr(filename);
if (attr & 6)       // system and hidden added together
  prints("This file is marked as hidden and system");
else
 {
  if (attr == -1) then
    prints("File not found.");
  if (attr & 1) then
    prints("Read-Only");
  if (attr & 2) then
    prints("Hidden");
  if (attr & 4) then
    prints("System");
  if (attr & 8) then
    prints("Volume Label");
  if (attr & 16) then
    prints("Subdirectory");
  if (attr & 32) then
    prints("Archive");
 }
```

FileFind Function

Example

```
FileFind(str filespec, int attrib[, str buffer]);
```

The filefind function is used to search for the existence of one or more files or subdirectories. The size, date, time, and attributes of the matched file can be determined with the filesize, filetime, and fileattr functions, respectively.

Argument	Description
str filespec	The file specification which may include a drive and path as well as a filename, and may use the DOS wildcard characters * and ?. If empty, filefind searches for the next file matching the *filespec* used in the previous call to filefind.
int attrib	File attributes that must be set for files to match. See fileattr for more information.
str buffer	The variable to place matching filenames in (drive and path are **NOT** included). This parameter is optional and need not be included if only testing for file existence.

Return Value

A non-zero (TRUE) value is returned if a matching file is found, otherwise a value of zero (FALSE) is returned

See also

FileSize, FileTime, FileAttr

FileFind Example

```
// Constants to provide easier more readable function calls.
#CONST faNormal      0
#CONST faReadOnly    1
#CONST faHidden      2
#CONST faSystem      4
#CONST faVolumeID    8
#CONST faDirectory  16
#CONST faArchive    32


////////////////////////////////////////////////////////////
// The first example is a simplified, but quite functional, //
// to determine if a file exists.                           //
// EX:  if FileExist("C:\AUTOEXEC.BAT") ....
////////////////////////////////////////////////////////////
FileExists(str fname)
 {
  int result;

  result = filefind(fname, faNormal);
  if (result)
    return 1;
  else
    return 0;
 }

////////////////////////////////////////////////////////////
// Show all normal files in the specified directory         //
// EX:  ShowDirectory("C:\DOS\");                           //
////////////////////////////////////////////////////////////
ShowDirectory(str path)
 {
  str buf[16], fspec[16];

  // Set local variable equal to the passed directory.
  fspec = path;
  // Tack the *.* wildcard specification onto the end of the directory.
  strcat(fspec,"*.*");

  // Continue to loop as long as we find files.  Note also that we have
  // given a third paramter, buf, to put the files found into.
  while (filefind(fspec, faNormal, buf) != 0)
   {
    prints(buf);    // show file found
    fspec = "";     // so we can continue searching for files
   }
 }

////////////////////////////////////////////////////////////////////
// show all files with both the hidden and system attributes in the //
```

```
// root directory of drive
C:                                          // ////////////////////////////////
////////////////////////////////
fspec = "C:\*.*";
// note that 6 could be substituted for "(faHidden && faSystem)" below.
while (filefind(fspec, (faHidden && faSystem), buf) != 0)
 {
  prints(buf);    // show file found
  fspec = "";     // so we can continue searching for files
 }
```

FileSize Function

Example

```
FileSize(str filespec);
```

The filesize function determines the size in bytes of a file.

Argument	Description
str filespec	The name of the file that may include a drive and directory, as well as the DOS wildcard characters * and ?. If empty (), the size of the last file found with the filefind function is returned.

Return Value

An integer value representing the size of the indicated file is returned, or a value of -1 is returned if the specified file could not be found.

See also

FileFind, FileTime, FileAttr

FileSize Example

```
str filespec[24] = "*.*", buf[12];
int size;

size = filesize("TELIX.EXE");   // get size of file TELIX.EXE

// Add up size of all files in the current directory
size = 0;
while (filefind(filespec, 0) != 0)   // until no more files
 {
  size = size + filesize(""); // get size of last filefound file
  filespec = "";              // make sure filespec is "" on sub-
                              // sequent calls to filefind to
                              // continue searching for files
                              // with the original specification.
 }
```

FileTime Function

Example

```
FileTime(str filespec);
```

The filetime function determines the date and time stamp of a file. A date and time value in this format can be used by the date, time, tyear, tmonth, tday, thour, tmin, tsec, as well as other functions

Argument	Description
str filespec	The name of the file that may include a drive and directory, as well as the DOS wildcard characters * and ?. If empty (), the size of the last file found with the filefind function is returned.

Return Value

The value returned represents the files modification date as the number of seconds since January 1, 1970. If the file cannot be found, a value of -1 is returned.

See also

FileFind, FileSize, FileAttr

FileTime Example

```
main()
 {
  int ftime;
  str s[16];

  ftime = filetime("TELIX.EXE");
  if (ftime == -1)
    prints("'TELIX.EXE" could not be found!");
  else
   {
    printsc("TELIX.EXE was created at ");
    time(ftime, s);
    printsc(s);
    printsc(" on ");
    date(ftime, s);
    printsc(s);
   }

  // this example assumes both files exist
  if (filetime("FILE1") < filetime("FILE2"))
    prints("FILE1 is older than FILE2");
  else
    prints("FILE1 is newer than FILE2");
 }
```

FlushBuf Function

```
FlushBuf();
```

The flushbuf function flushes (throws away) any characters that may be waiting in Telix's input (receive) buffer. One use for this command is to discard characters before starting a file transfer.

fnStrip Function

Example

```
fnStrip(str filename, int specifier, str target);
```

The fnstrip function allows specific parts of a filename to be extracted. In the MS-DOS and Windows operating systems, a filename can consist of up to four parts: the drive, the path, the name, and the extension.

Argument	Description
str filename	The filename to be processed.
int specifier	Determines what portions of the filename are to be extracted, according to the table below.
str target	The variable to hold the specified sections of the filename.

Specifier	Description
0	Full file name.
1	All except the drive.
2	Drive, name, and extension.
3	Name and extension.
4	Drive, path, and name (no extension).
5	Path and name (no extension).
6	Drive and name (no extension).
7	Name only (no extension).
12	Drive and path only.
13	Path only.
14	Drive only.

Return Value

A zero is always returned.

See also

FileFind

fnStrip Example

```
str filename[64], shortname[16];

gets(filename, 64);                 // ask for a filename
fnstrip(filename, 3, shortname);    // keep only name & extension
prints(shortname);
```

fOpen Function

Example

```
fOpen(str filename, str mode);
```

The fopen function is used to open or create a disk file for reading and/or writing. Only eight files may be open at one time, therefore it is very important to close files when they are no longer needed. If a file is opened for both reading and writing (when "r+", "w+", or "a+" are used as the mode), an fseek operation is necessary before switching from reading and writing.

Argument	Description
str filename	The file to be opened or created.
str mode	Specifies what type of operations are to be allowed. See the following table for legal values.

Mode	Description
r	Open file for reading.
w	Open file for writing, destroying any current contents.
a	Opens the file for appending (writing at end of the file). If the file does not exist, it is created.
r+	Opens file for reading and writing. Initial position is at the beginning of the file, which must exist.
w+	Opens file for reading and writing, destroying any current contents.
a+	Opens file for reading and appending. If the file does not exist, it is created.

Return Value

The value returned is a **handle**, which is simply an integer number, by which the file is to be referred to in all subsequent file operations. A value of zero (FALSE) is returned if the file can not be opened.

See also

fClose

fOpen Example

```
int f;
str s[200];
f = fopen("test.dat", "r");
if (!f)
  prints("Could not open data file.");
else
 {
  while (!feof(f))          // print out contents of text file
   {
    fgets(s, 200, f);
    if (!fError(f))
      prints(s);
    else
     {
      prints("An error has occurred.");
      break;
     }
   }
  fclose(f);
 }
```

fPutC Function

Example

```
fPutC(int c, int fh);
```

The fputc function writes a character to a file.

Argument	Description
int c	The character to write to the file.
int fh	The file handle specifying the previously opened file to write to.

Return Value

The character written is returned, unless there is an error, in which case a value of -1 is returned.

See also

fPutS, fGetC

fPutC Example

```
int f, i;
str teststr[] = "This is a test string";

f = fopen("test.dat", "w");
for (i = 0; i < (strlen(teststr)); ++i)    // write out string to file
  fputc(subchr(teststr, i), f);             // character by character
fclose(f);
```

fPutS Function

Example

```
fPutS(str s, int fh);
```

The fputs function writes a string to a file. Characters are written from the string until a zero (0) value is encountered, but the zero is not written. All SALT strings end with a zero.

Argument	Description
str s	The string to be written. It must not be more than 512 bytes in length.
int fh	The file handle specifying the previously opened file to write to.

Return Value

A 0 value is returned if the write is successful, a non-zero value if it is not.

See also

fPutC, fGetS

fPutS Example

```
int f, i;

f = fopen("test.dat", "w");
for (i = 0; i < 100; ++i)       // write out "Hello" and a new-
  fputs("Hello^M^J", f);         // line one hundred times
fclose(f);
```

fRead Function

Example

```
fRead(var buf, int count, int fh);
```

The fread function reads a specified number of bytes from a file into a variable.

Argument	Description
var buf	Either a string or integer variable. The variable must be large enough to hold values read.
int count	The number of bytes to read from the file. If *buf* is an integer type, *count* must be 4 or less. Greater values will be truncated.
int fh	The file handle specifying the previously opened file to write to.

Return Value

The number of bytes actually read is returned, which may be less than asked for if an error occurs or an end of file (EOF) is encountered. The ferror and feof functions should be used to distinguish an error from an end of file (EOF) condition.

See also

fWrite

fRead Example

```
int f, i;
str buffer[40];

f = fopen("test.dat", "r");
fseek(f, 1000, 0);    // goto offset 1000 in file
fread(buffer, 40, f); // and read 40 bytes of data into buffer
fread(i, 4, f);       // read an integer into i
fread(i, 2, f);       // read least significant bytes of an integer into i
fclose(f);
```

fRename Function

Example

```
fRename(str oldname, str newname);
```

The frename function is used to rename a disk file. Renamed files can not change drives or paths, only file names and extensions.

Argument	Description
str oldname	The name of the file to be renamed, which may include a drive and path.
str newname	The new name of the file, which should **not** include a drive and path.

Return Value

If successful, frename returns a 0 value, otherwise a non-zero value is returned.

See also

fDelete

fRename Example

```
if (frename("C:\TFW\TELIX.CAP", "OLDTLX.CAP") == 0)
  prints("C:\TFW\TELIX.CAP renamed to C:\TFW\OLDTLX.CAP");
else
  prints("Could not rename C:\TFW\TELIX.CAP");
```

fSeek Function

Example

```
fSeek(int fh, int offset, int origin);
```

The fseek function sets the position for reading and/or writing in an open file. The pointer can be positioned anywhere in the file, and even past the end of the file (which will extend it). It is illegal to try to position the pointer before the beginning of the file however.

Argument	Description
int fh	The file handle specifying the previously opened file to position.
int offset	The signed offset from the location specified in *origin.*
int origin	0 Beginning of file. 1 Current file position. 2 End of file.

Return Value

If successful, fseek returns a 0 value, otherwise a non-zero value is returned.

See also

fTell

fSeek Example

```
int f;

f = fopen("test.dat", "r");
fseek(f, 0, 0);       // go to offset 0 in file.
fseek(f, 1000, 0);    // go to offset 1000 in file.
fseek(f, -5, 1);      // go back 5 places in file from current position.
fseek(f, 0, 2);       // go to the end of the file.
fclose(f);
```

fTell Function

```
fTell(int fh);
```

The ftell function returns the current file position of a file. This is usually the position where the next read or write operation will take place, however for a file opened in Append mode, the value returned will not necessarily return the position of the next write, since Append mode will force writes to the end of file regardless of the current file position.

Argument	Description
int fh	The file handle specifying the previously opened file to determine the position of.

Return Value

A -1 value is returned if an error occurs, otherwise a zero value is returned.

See also

fSeek

fWrite Function

Example

```
fWrite(var buf, int count, int fh);
```

The fwrite function writes bytes from a variable or constant to a file.

Argument	Description
var buf	An integer or string value to be written to the file.
int count	The number of bytes to write to the file. If *buf* is an integer type, *count* must be 4 or less. Greater values will be truncated.
int fh	The file handle specifying the previously opened file to write to.

Return Value

The number of bytes actually written are returned, which may be less than requested if an error occurred.

See also

fRead

fWrite Example

```
int f, i;
str buffer[] = "123456789012345678901234567";

f = fopen("test.dat", "w");
i = 257;
fwrite(buffer, strlen(buffer), f);   // write test pattern to file
fwrite(i, 4, f);                     // write i to the file
fwrite(i, 1, f);                     // write only the least
                                     // significant byte of i (256)
fclose(f);
```

Get_Baud Function

Example

```
Get_Baud([int type]);
```

The get_baud function determines the baud rate in use by the current connect device (300 through 115,200).

Argument	Description
int type	If 1, the DCE is returned. If 0 or no parameter is passed, the DTE is returned.

Return Value

An integer value that represents the currently connected baud rate. Values range from 300 to 115,200, or -1 if the current port is invalid..

See also

Get_Parity, Get_DataB, Get_StopB, Get_Port

Get_Baud Example

```
prints("The current baud rate is ");
printn(get_baud());
prints("");
```

Get_DataB Function

```
Get_DataB();
```

The get_datab function determines the data bits setting in use on the current connect device.

Return Value

The current data bits setting, either 7 or 8, or -1 if the current port is invalid..

See also

Get_Baud, Get_Parity, Get_StopB, Get_Port

GetEnv Function

Example

```
GetEnv(str varname, str target);
```

The getenv function may be used to access the DOS Environment and get the value assigned to an Environment Variable.

Argument	Description
str varname	The name of the environment variable to retrieve. Case is not significant.
str target	The string variable to copy the environment variable into.

Return Value

A non-zero (TRUE) value is returned if the function is successful, otherwise a zero (FALSE) values is returned (if the environment variable didnt exist).

GetEnv Example

```
// Get and print whatever is assigned to the TELIX env. variable
str value[64];

if (getenv("TELIX", value))     // if env. variable exists
  prints(value);                 // print value
```

Get_Parity Function

```
Get_Parity();
```

The get_parity function returns an integer value which represents the current parity setting in use on the current connect device.

Return Value	
-1	Invalid port
0	No parity
1	Even parity
2	Odd parity
3	Mark parity
4	Space parity

See also

Get_Baud, Get_DataB, Get_StopB, Get_Port

Get_Port Function

Example

```
Get_Port();
```

The get_port function determines the number of the current communications port being used.

Return Value

The number of the communications port in use, from 1 to 4, or -1 if the current port is invalid.

See also

Get_Baud, Get_DataB, Get_Parity, Get_StopB

Get_Port Example

```
prints("Currently using COM");
printn(get_port());
prints("");
```

Get_StopB Function

```
Get_StopB();
```

The get_stopb function determines the stop bits setting in use on the current connect device.

Return Value

The current stop bits settings, either 1 or 2, or -1 if the current port is invalid..

See also

Get_Baud, Get_DataB, Get_Parity, Get_Port

GetS Function

Example

```
GetS(str buffer, int max);
```

The gets function allows the user to enter a string with editing capabilities. String entry is complete when the user presses Enter. The user may press Esc to abort string entry, in which case the resulting string will be empty ("").

Argument	Description
str buffer	The variable to store the entered string.
int max	The maximum number of characters that may be entered.

Return Value

The number of characters entered by the user are returned. If the user pressed Esc to abort string entry, a value of -1 is returned. If the cursor has been moved out of the terminal window (with the GotoXY function, for instance), a value of -2 is returned immediately.

See also

GetSXY

GetS Example

```
int n;
str password[8];

printsc("Enter a password? ");
n = gets(password, 8);
```

GetSXY Function

Example

```
GetSXY(str buffer, int max, int x, int y, int color);
```

The getsxy function is similar to the gets function, but the screen location of string entry may be specified, as well as a color attribute. String entry is complete when the user presses Enter. The user may press Esc to abort string entry, in which case the resulting string will be empty ("").

Argument	Description
str buffer	The variable to store the entered string.
int max	The maximum number of characters that may be entered.
int x	The column where entry will occur.
int y	The line where entry will occur.
int color	The color attribute of the editing area.

Return Value

The number of characters entered by the user are returned. If the user pressed Esc to abort string entry, a value of -1 is returned. If the values of *x*,*y* is not a valid screen location, a value of -2 is returned immediately.

See also

GetS

GetSXY Example

```
int n;
str filename[64] = "C:\TELIX\TELIX.EXE";

// allow user to enter filename in black on white
// at current cursor position
n = getsxy(filename, 64, getx(), gety(), 112);
```

GetTermHeight Function

Example

```
GetTermHeight();
```

The gettermheight function determines the number of lines available on the terminal screen. This function returns the absolute number of lines without regard to whether they are visible or not (if the terminal window is sized so that scrollbars are required to view all of it). Note that SALT functions that take screen coordinates as parameters use zero based coordinates. See the example for further information.

Return Value
An integer value representing the number of lines available; 24, 25 or 50.

See also

GetTermWidth, GetX, GetY

GetTermHeight Example

```
// Draw a box that covers the entire screen.
// Note that both gettermwidth and gettermheight have 1 subtracted
// from them because screen coordinates are zero based.
box(0, 0, gettermwidth()-1, gettermheight()-1, 1, 0, 30);
```

GetTermWidth Function

Example

```
GetTermWidth();
```

The gettermwidth function determines the number of columns available on the terminal screen. This function returns the absolute number of columns without regard to whether they are visible or not (if the terminal window is sized so that scrollbars are required to view all of it). Note that SALT functions that take screen coordinates as parameters use zero based coordinates. See the example for further information.

Return Value
An integer value representing the number of lines available, either 80 or 132.

See also

GetTermHeight, GetX, GetY

GetTermWidth Example

```
// Draw a box that covers the entire screen.
// Note that both gettermwidth and gettermheight have 1 subtracted
// from them because screen coordinates are zero based.
box(0, 0, gettermwidth()-1, gettermheight()-1, 1, 0, 30);
```

GetX Function

```
GetX();
```

The getx function determines the current column (horizontal x axis) position of the cursor on the screen. This function returns the absolute number of columns without regard to whether they are visible or not (if the terminal window is sized so that scrollbars are required to view all of it).

Return Value
Returned values will range from 0 for the leftmost column to 131 for the rightmost column.

See also

GetY, GotoXY

GetY Function

```
GetY();
```

The gety function determines the current row (vertical y axis) position of the cursor on the screen. This function returns the absolute number of columns without regard to whether they are visible or not (if the terminal window is sized so that scrollbars are required to view all of it).

Return Value
Returned values range from 0 for the upper edge of the screen to 49 for the lower edge.

See also

GetX, GotoXY

GotoXY Function

Example

```
GotoXY(int xpos, int ypos);
```

The gotoxy function positions the cursor at the given screen coordinates. Note that 0,0 is the upper left corner. On a 80x25 text screen, the lower right corner would be 79,24. If the given coordinates is a location that is not on screen, output will be suspended until it is placed back on screen. If output is suspended, processing of the communications port does continue, but there will be indication of it in the terminal window. Valid screen ranges can be determined using the GetTermHeight and GetTermWidth functions.

Argument	Description
int xpos	The column at which the cursor should be placed.
int ypos	The line at which the cursor should be placed.

Return Value

A zero is always returned.

See also

GetX, GetY, GetTermHeight, GetTermWidth

GotoXY Example

```
// go to the top left corner
gotoxy(0, 0);

// go to the bottom right corner
gotoxy(gettermwidth()-1, gettermheight()-1);
```

Hangup Function

```
Hangup();
```

The hangup function tries to hang-up the modem, exactly as if the user had selected Hangup from the Actions menu or pressed Alt-H while in terminal mode. This is accomplished by first dropping (turning off) a signal called the DTR line, and if that is unsuccessful, sending the hang-up string defined in the device's configuration.

Return Value

A non-zero (TRUE) value is returned if the hang-up is successful, otherwise a zero (FALSE) value is returned.

HelpScreen Function

```
HelpScreen();
```

The helpscreen function displays the Telix for Windows help file.

Return Value

A value of zero is always returned.

InKey Function

Example

```
InKey();
```

The inkey function gets a character from the keyboard if one is ready, but does not wait for a key to be pressed. Also, inkey returns extended key code values which are not part of the ASCII character set (for example, the code for Alt-D which is 8192). These values are described in the Telix for Windows manual Appendix and in the Extended Key Scan Code section of this help file.

Return Value

The first character in the keyboard buffer, or a value of 0 if the keyboard buffer is empty.

See also

InKeyW

InKey Example

```
int chr;

prints("Press any key to continue...");
chr = 0;
while (!chr)
  chr = inkey();
```

InKeyW Function

Example

```
InKeyW();
```

The inkeyw function gets the next available character from the keyboard, or waits for a key to be pressed if the keyboard buffer is empty. Also, inkeyw returns extended key code values which are not part of the ASCII character set (for example, the code for Alt-D which is 8192). These values are described in the Telix for Windows manual Appendix and in the Extended Key Scan Code section of this help file.

Return Value

The first character to become available in the keyboard buffer.

See also

InKey

InKeyW Example

```
int chr;
prints("Press any key to continue...");
chr = inkeyw();
```

InputBox Function

Example

```
InputBox(str title, str prompt, str buff);
```

The inputbox function uses a stock input dialog box to acquire text input from the user. The dialog contains a standard Windows edit control for text input, and an Ok and Cancel button for completing input.

Argument	Description
str title	The caption to be displayed on the input boxs title bar.
str prompt	The text displayed above the edit field. It should be used to explain what input is being requested.
str buff	The string variable to hold the users input. If this variable contains a string when the inputbox function is called, it will be placed in the edit field initially.

Return Value

A value of 1 is returned if the Ok button was pressed, otherwise a value of 2 is returned. If Cancel is selected, the *buff* variable will **not** be updated.

See also

Status_Wind, MsgBox

InputBox Example

```
#CONST idOK        1
#CONST idCancel    2
#CONST mbOk        0
#CONST mbIconStop 16

int retval;
str buf[80] = "John Doe";

if (inputbox("Query", "Enter your full name:", buf) == idOK)
 {
  printsc("Entered Name = ");
  prints(buf);
 }
else
  // note that buf would still contain "John Doe" at this point.
  prints("Entry was aborted.");

// The following input box will be displayed until Cancel was not
// chosen and the entered string is not empty.
while ((inputbox("Query", "Enter your full name:", buf) == idCancel) ||
strlen(buf) == 0)
  msgbox("Error", "You must enter your name.", mbOK | mbIconStop);

printsc("Entered Name = ");
prints(buf);
```

InsChrs Function

Example

```
InsChrs(str source, str target, int pos, int num);
```

The inschrs function is used to insert characters from one string into another at a specific position, shifting existing characters to the right. If there is not enough room for shifted characters, they will be lost.

Argument	Description
str source	The string to insert characters from.
str target	The string to insert characters into.
int pos	The position in the target string to insert characters. Note that SALT strings begin at 0, not 1 as some languages.
int num	The number of characters to insert from the source string.

Return Value

A zero is always returned.

See also

CopyStr, CopyChrs

InsChrs Example

```
str test[24] = "Good-bye", test2[10] = "Hello ";

// add "Hello" to the front of the existing string
inschrs(test2, test, 0, strlen(test2));
```

IsAlNum Function

```
IsAlNum(int c);
```

The isalnum function tests an integer value to determine if it is a letter (A-Z, a-z) or numeric (0-9) value. isalnum will only give valid results for integer values in the ASCII character set; that is, values for which isascii is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes (' ').

Argument	Description
int c	The value to be tested.

Return Value

A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

See also

IsAlpha, IsAscii, IsCntrl, IsDigit, IsLower, IsUpper

IsAlpha Function

```
IsAlpha(int c);
```

The isalpha function tests an integer value to determine if the value is a letter (A-Z, a-z) value. isalpha will only give valid results for integer values in the ASCII character set; that is, values for which isascii is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes ('').

Argument	Description
Int c	The value to be tested.

Return Value

A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

See also

IsAlNum, IsAscii, IsCntrl, IsDigit, IsLower, IsUpper

IsAscii Function

```
IsAscii(int c);
```

The isascii function tests an integer value to determine if it is an ASCII character (0-255). Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes ('').

Argument	Description
int c	The value to be tested.

Return Value

A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

See also

IsAlNum, IsAlpha, IsCntrl, IsDigit, IsLower, IsUpper

IsCntrl Function

```
IsCntrl(int c);
```

The iscntrl function tests an integer value to determine if the value is a control character (0-31, 127). iscntrl will only give valid results for integer values in the ASCII character set; that is, values for which isascii is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes (' ').

Argument	Description
int c	The value to be tested.

Return Value

A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

See also

IsAlNum, IsAlpha, IsAscii, IsDigit, IsLower, IsUpper

IsDigit Function

```
IsDigit(int c);
```

The isdigit function tests an integer value to determine if it is a digit (0-9). isdigit will only give valid results for integer values in the ASCII character set; that is, values for which isascii is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes ('').

Argument	Description
int c	The value to be tested.

Return Value

A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

See also

IsAlNum, IsAlpha, IsAscii, IsCntrl, IsLower, IsUpper

IsLower Function

```
IsLower(int c);
```

The islower function tests an integer value to determine if the value is a lower case letter (a-z). islower will only give valid results for integer values in the ASCII character set; that is, values for which isascii is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes ('').

Argument	Description
int c	The value to be tested.

Return Value

A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

See also

IsAlNum, IsAlpha, IsAscii, IsCntrl, IsDigit, IsUpper

IsUpper Function

```
IsUpper(int c);
```

The isupper function tests an integer value to determine if the value is an upper case letter (A-Z). isupper will only give valid results for integer values in the ASCII character set; that is, values for which isascii is true. Note that the parameter may be specified as either the ASCII integer value, or as a character enclosed in single quotes (' ').

Argument	Description
int c	The value to be tested.

Return Value

A non-zero (TRUE) value if the conditions are met, or a zero (FALSE) if it is not.

See also

IsAlNum, IsAlpha, IsAscii, IsCntrl, IsDigit, IsLower

Is_Loaded Function

Example

```
Is_Loaded(str filename);
```

The is_loaded function is used to determine if a SALT script is currently loaded in memory. The script can be in memory if it was explicitly loaded with the load_scr function, or is still in memory because it was previously executed and did not finish.

Argument	Description
str filename	The filename of the script to check. If it does not include an extension, .SLC is automatically appended.

Return Value

A non-zero (TRUE) value is returned if the script file is in memory, otherwise a zero (FALSE) value is returned.

See also

Load_Scr, Unload_Scr

Is_Loaded Example

```
if (!is_loaded("TESTSCR"))    // make sure script is in memory
  load_scr("TESTSCR");
```

ItoS Function

Example

```
ItoS(int value, str buff);
```

The itos function converts an integer value to a string representation of the number.

Argument	Description
int value	The number to be converted.
str buff	The variable to place the resulting string in.

Return Value

The resulting string (buff) is returned.

See also

stoi

ItoS Example

```
int chr;
str s[16];

chr = inkeyw();        // get a user keystroke
itos(chr, s);          // and print out ASCII value of character
prints(s);
```

KeyGet Function

Example

```
KeyGet(int key, int table, str buffer);
```

The keyget function is used to retrieve the macro text that is assigned to a key.

Argument	Description
int key	An integer representing the key as described in the Telix for Windows manual Appendix and in the Extended Key Scan Code section of this help file).
Int table	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS. If a value is specified, it will be ignored.
str buffer	Any macro text assigned to the key will be placed in this string.

Return Value

A zero is always returned.

See also

KeySet, KeyLoad, KeySave

KeyGet Example

```
str s[100];

prints("Text currently assigned to the F1 key in user table is:");
keyget(0x3b00, 0, s);
prints(s);
```

KeyLoad Function

Example

```
KeyLoad(str filename, int table);
```

The keyload function is used to load a keyboard macro definition file into Telix.

Argument	Description
str filename	The filename of the keyboard definition file. If no extension is give, .KBD is assumed.
int table	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS.

Return Value

A value of -1 is returned if there is a problem loading the key file, otherwise a non-zero (TRUE) value is returned.

See also

KeySave, KeyGet, KeySet

KeyLoad Example

```
if keyload("SPECIAL", 0)
  prints("Keyboard file loaded.");
else
  prints("Keyboard file could not be loaded.");
```

KeySave Function

```
KeySave( str filename, int table);
```

The keysave function is used to save the current macro key definitions to a disk file.

Argument	Description
str filename	The filename of the keyboard definition file. If no extension is give, .KBD is assumed.
int table	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS.

Return Value

A value of -1 is returned if there is an error writing to the file, otherwise a non-zero (TRUE) value is returned.

See also

KeyLoad, KeyGet, KeySet

KeySet Function

Example

```
KeySet(int key, int table, str text);
```

The keyset function is used to assign keyboard macro text to a key.

Argument	Description
int key	An integer representing the key as described in the Telix for Windows manual Appendix and in the Extended Key Scan Code section of this help file).
int table	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS.
str text	The macro text to be assigned to the key.

Return Value

A zero is always returned.

See also

KeyGet, KeyLoad, KeySave

KeySet Example

```
// Assign a name to the F1 key in the user table
// Note that if the current keyboard macro table
// already has a definition for that key it will
// be replaced by this one.
keyset((0x3b00, 0, "Joe Smith^M");
```

LoadFon Function

```
LoadFon(str filename);
```

The loadfon function loads a PhoneBook into Telix for Windows.

Argument	Description
str filename	The complete filename of the PhoneBook to load, including any extension (e.g. .FBK), as well as the disk drive and directory if the file is not in the current directory.

Return Value

A non-zero (TRUE) value is returned if the dialing directory file is successfully loaded. If some sort of error occurs (file does not exist, file reading error, etc.) a zero (FALSE) value is returned.

Load_Scr Function

Example

```
Load_Scr(str filename);
```

When a script is executed, either by the user manually running it, or from within another script, it is usually loaded from disk. The load_scr function is used to load a script into memory ahead of time, providing a savings in time when the script must be run repeatedly. After a script is loaded in this manner, running it with the CallId function makes a copy of the script in memory instead of loading it from disk. The script will remain in memory until released by the Unload_Scr function.

Argument	Description
str filename	The filename of the script to load. If no extension is given, .SLC is assumed.

Return Value

If there is an error loading the script file (it is not found or there is not enough memory), a value of -1 is returned. Otherwise a non-zero (TRUE) value is returned.

See also

CompileScript, Unload_Scr, Is_Loaded

Load_Scr Example

```
int stat;

stat = load_scr("TEST");      // load TEST.SLC
```

MsgBox Function

Example

```
MsgBox(str title, str message, int options);
```

The msgbox function creates, displays, and operates a message-box window. The message box contains the specified message and title, plus any combination of predefined icons and push buttons described below.

Argument	Description
str title	The caption to be displayed on the message boxs title bar.
str message	The message to be displayed. The Control-M (ASCII #13) character may be embedded to indicate line breaks.
int options	A combination of options, listed in the table below, that specifies the contents and behavior of the dialog. The options are combined using the OR (|) operator. See the Example for more information.

Option	Description
0	Ok button.
1	Ok and Cancel button.
2	Abort, Retry and Ignore button.
3	Yes, No and Cancel button.
4	Yes and No button.
5	Retry and Cancel button.
16	Hand icon.
32	Question icon.
48	Exclamation icon.
64	Information icon.
256	Second button displayed is the default.
512	Third button displayed is the default.

Return Value	Description
1	Ok button was selected.
2	Cancel button was

	selected.
3	Abort button was selected.
4	Retry button was selected.
5	Ignore button was selected.
6	Yes button was selected.
7	No button was selected.

See also

Status_Wind, InputBox

MsgBox Example

```
// Button constants.
#CONST mbOk                 0
#CONST mbOkCancel           1
#CONST mbAbortRetryIgnore   2
#CONST mbYesNoCancel        3
#CONST mbYesNo              4
#CONST mbRetryCancel        5

// Default Button constants.
#CONST mbDefButton1         0
#CONST mbDefButton2         256
#CONST mbDefButton3         512

// Info bitmap constants.
#CONST mbIconHand           16
#CONST mbIconStop           16
#CONST mbIconQuestion       32
#CONST mbIconExclamation    48
#CONST mbIconAsterisk       64
#CONST mbIconInformation    64

// Return value constants.
#CONST idOk      1
#CONST idCancel  2
#CONST idAbort   3
#CONST idRetry   4
#CONST idIgnore  5
#CONST idYes     6
#CONST idNo      7

int retval;
// Display a simple message with an OK button.
MsgBox("Error:", "Telix was unable to establish a connection.", mbOK);

// Display a more complex message and
// take appropriate action based on response.
retval = MsgBox("Error:", "Telix was unable to establish a connection.",
mbAbortRetryIgnore | mbDefButton2 | mbIconStop);
switch (retval)
 {
  case idIgnore:
    break;  // take no action.
  case idRetry:
    // code to attempt reconnection.
    break;
  case idAbort:
    // code to abort attempt.
    break;
 }
```

NewDir Function

Example

```
NewDir(str directory);
```

The newdir function is used to change the current drive and/or directory.

Argument	Description
str directory	The drive and/or directory to change to.

Return Value

A non-zero (TRUE) value is returned if the function is successful, otherwise a zero (FALSE) value is returned (if the drive or directory is illegal or doesn't exist).

See also

Dos, Run

NewDir Example

```
newdir("C:\TFW\FONBOOKS");
loadfon("MYPHONE.FBK");
```

NewLine Function

```
NewLine();
```

The newline function is used to send a carriage return and line feed to the terminal.

Return Value

A zero is always returned.

See also

CNewLine

NumConnectDevices Function

Example

```
NumConnectDevices();
```

The numconnectdevices is used to determine how many connect devices the user has installed. Connect devices are installed and configured from Telix's Configure menu option, Connect Devices.

Return Value

The number of connect devices is returned.

See also

ConnectDeviceName, KillConnectDevice, MakeConnectDevice, Set_ConnectDevice

NumConnectDevices Example

```
int num;
str buff[30];

for (num = 1; num <= numconnectdevices; ++num)
  prints(connectdevicename(num, buff));
```

PlayWave Function

Example

```
PlayWave(str filename);
```

The playwave function plays a waveform sound from a file or an entry in the [SOUNDS] section of the WIN.INI file.

Argument	Description
str filename	A complete filename or an entry in the [SOUNDS] section of WIN.INI file. If the sound can't be found, the default sound specified by the SystemDefault entry in the [SOUNDS] section of WIN.INI is played. If there is no SystemDefault entry or if the default sound can't be found, the function makes no sound.

Return Value

A non-zero (TRUE) value is returned if the function is successful, otherwise a zero (FALSE) value is returned (if filename was not a valid wave file or entry in the [sounds] section of WIN.INI).

See also

Alarm, Tone, _alarm_on, _sound_on

PlayWave Example

```
playwave("c:\win\chimes.wav");    // Plays the specified file
playwave("SystemHand");           // Plays the Windows Critical Stop sound
```

PrintC Function

Example

```
PrintC(int chr);
```

The printc function prints a character represented by an ASCII value to the terminal screen.

Argument	Description
int chr	The ASCII value of the character to be printed.

Return Value

The value to be printed is returned.

See also

PrintC_Trm, PrintN, PrintN_Trm, PrintS, PrintS_Trm, PrintSC, PrintSC_Trm

PrintC Example

```
printc('A');
printc(7);              // print ASCII value 7 (BELL sound)
printc(inkeyw());       // print user keypress
```

PrintC_Trm Function

Example

```
PrintC_Trm(int chr);
```

The printc_trm function prints the character represented by an ASCII value to the terminal screen. This function is the same as printc, except that the character passes through the current terminal emulator, so terminal escape sequences can be used.

Argument	Description
int chr	The ASCII value of the character to be printed.

Return Value

The value to be printed is returned.

See also

PrintC, PrintN, PrintN_Trm, PrintS, PrintS_Trm, PrintSC, PrintSC_Trm

PrintC_Trm Example

```
printc_trm('A');
printc_trm(7);              // print ASCII value 7 (BELL sound)
printc_trm(inkeyw());       // print user keypress
```

Printer Function

```
Printer(int state);
```

The printer function is used within a script file to turn the printer log on or off, as if the user had selected Printer Log from the file menu or pressed the appropriate key in terminal mode.

Argument	Description
int state	If zero (FALSE), the printer log will be turned off. If non-zero (TRUE), it will be turned on.

Return Value

A zero (FALSE) value is returned if the log cannot be started, otherwise a non-zero (TRUE) value is returned.

See also

Capture

PrintN Function

Example

```
PrintN(int num);
```

The printn function prints an integer number to the screen. The cursor is **not** advanced to the beginning of the next line.

Argument	Description
int num	The number to be printed.

Return Value

The value to be printed is returned.

See also

PrintC, PrintC_Trm, PrintN_Trm, PrintS, PrintS_Trm, PrintSC, PrintSC_Trm

PrintN Example

```
printsc("Current baud rate is ");
printn(get_baud(1));
```

PrintN_Trm Function

Example

```
PrintN_Trm(int num);
```

The printn function prints an integer number to the screen. The cursor is **not** advanced to the beginning of the next line. printn_trm works in the same manner as printn, except that the number passes through the current terminal emulator, so terminal escape sequences may be used.

Argument	Description
int num	The number to be printed.

Return Value

The value to be printed is returned.

See also

PrintC, PrintC_Trm, PrintN, PrintS, PrintS_Trm, PrintSC, PrintSC_Trm

PrintN_Trm Example

```
printsc("Current baud rate is ");
printn_trm(get_baud(1));
```

PrintS Function

Example

```
PrintS(str outstr);
```

The prints function prints a string at the current cursor position on the screen, followed by a Carriage Return and Line Feed (which advances the cursor at the beginning of the next line).

Argument	Description
str outstr	The string to be printed.

Return Value

A zero is always returned.

See also

PrintC, PrintC_Trm, PrintN, PrintN_Trm, PrintS_Trm, PrintSC, PrintSC_Trm

PrintS Example

```
// Print Hello at the current position and advance to beginning of next line.
prints("Hello");

// Print Goodbye on the line after the one Hello was printed on.
prints("Goodbye");
```

PrintS_Trm Function

Example

```
PrintS_Trm(str outstr);
```

The prints function prints a string at the current cursor position on the screen, followed by a Carriage Return and Line Feed (which advances the cursor at the beginning of the next line). prints_trm works the same as prints, except that the string passes through the current terminal emulator, so terminal escape sequences may be used.

Argument	Description
str outstr	The string to be printed.

Return Value

A zero is always returned.

See also

PrintC, PrintC_Trm, PrintN, PrintN_Trm, PrintS, PrintSC, PrintSC_Trm

PrintS_Trm Example

```
// Print Hello at current position and advance to next line.
prints_trm("Hello");

// Print Hello at current position and advance two lines.
prints_trm("Hello^M^J");

// go to top left corner in VT102 emulation and print Hello.
prints_trm("^[[H Hello");
```

PrintSC Function

Example

```
PrintSC(str outstr);
```

The printsc function prints a string at the current cursor position on the screen, but does not advance the cursor to the next line, hence the 'c', which stands for continuous.

Argument	Description
str outstr	The string to be printed.

Return Value

A zero is always returned.

See also

PrintC, PrintC_Trm, PrintN, PrintN_Trm, PrintS, PrintS_Trm, PrintSC_Trm

PrintSC Example

```
// The following will print "Hello and Goodbye" at the current position.
printsc("Hello");
printsc(" and ");
printsc("Goodbye");
```

PrintSC_Trm Function

Example

```
PrintSC_Trm(str outstr);
```

The printsc_trm function is similar to printsc, except that the string passes through the current terminal emulator, so terminal escape sequences may be used.

Argument	Description
str outstr	The string to be printed.

Return Value

A zero is always returned.

See also

PrintC, PrintC_Trm, PrintN, PrintN_Trm, PrintS, PrintS_Trm, PrintSC

PrintSC_Trm Example

```
// go to top left corner in VT102 emulation and print "Yello".
printsc_trm("^[[H");   // Sequence for top left corner.
printsc_trm("Hello");  // Print Hello.
printsc_trm("^[[H");   // Back to top left again.
printsc_trm("Y");      // Print Y where H was.
```

PStrA Function

Example

```
PStrA(str s, int color);
```

The pstra (Print STRing with color Attribute) function is used to print a string on the screen, similar to the prints and printsc functions. This function is much faster however, and should be used when speed is important. The pstra function also allows a color to be specified for the text.

Argument	Description
str s	The string to be printed.
int color	The color of the string to be printed.

Return Value

A zero is always returned.

See also

PrintS, PrintSC, PStrAXY

PStrA Example

```
pstra("Enter name:", 112);     // print in black on white.
```

PStrAXY Function

Example

```
PStrAXY(str s, int x, int y, int color);
```

The pstraxy (Print STRing with color Attribute at X,Y) function is used to print a string to the screen, similar to the prints and printsc functions. This function is much faster however, and should be used when speed is important. The pstraxy function also allows a color to be specified for the text, as well as a position on the terminal screen.

Argument	Description
str s	The string to be printed.
int x	The column to print the string at.
int y	The line to print the string at.
int color	The color of the string to be printed.

Return Value

A zero is always returned.

See also

PrintS, PrintSC, PStrA

PStrAXY Example

```
pstraxy("Enter name:", 10, 10, 30);     // print at 10, 10 in yellow on blue.
```

Random Function

```
Random(int range);
```

The random function returns a random number within a specified range.

Argument	Description
int range	The maximum number of the range plus 1.

Return Value

A number in the range 0 <= X < *range*.

Receive Function

Example

```
Receive(int protocol, str name);
```

The receive function is used to receive (download) one or more files from another system. If a download directory has been defined in the Filenames & Paths configuration, received files will be placed there, unless the *name* string explicitly includes a path to another drive and/or directory.

Argument	Description
Int protocol	The protocol to receive the file(s) with. See table below.
str name	The name for the file(s) being received. For protocols which pass filenames, such as ZModem, YModem (batch), and others, this should be an empty string ("").

Protocol	Description
'A'	ASCII
'X'	XModem
'1'	XModem-1k
'G'	XModem-1k-G
'Y'	YModem
'E'	YModem-G
'Z'	ZModem
'K'	Kermit
'8'	ZModem-8k

Return Value

A value of -1 is returned if the transfer was aborted, -2 if the carrier (connection) was lost, or 0 if successful.

See also

Send, _down_dir

Receive Example

```
int result;

result = receive('X', "TEST.EXE");    // Download using Xmodem to TEST.EXE
if (result < 0)
 prints("File transfer failed!");
```

Redial Function

Example

```
Redial(str dialstr, int maxtries, int no_link);
```

Redial is used much the same as the dial function. It redials the previously entered dialing queue, optionally adding new numbers to it, and it allows control over the number of attempts and whether or not to execute linked scripts.

Argument	Description
str dialstr	A string containing the entries to be added to the dialing queue. Entries can be specified as the PhoneBook entry number, the PhoneBook entry name, or partial name, enclosed in pipe (|) symbols, or a manually entered number prefaced by an 'm'. If an actual pipe symbol is required, use a double pipe (||). If *dialstr* is empty (""), then no entries are added to the queue before dialing.
int maxtries	The maximum number of dialing attempts to make. This is the total number of attempts, regardless of the number of entries being dialed. For instance, if three entries are to be dialed and *maxtries* is 6, each entry will be attempted twice. If *maxtries* is 0, dialing will continue until a connection is established.
int no_link	If non-zero (TRUE) and the entry connected has a linked script file, that script will **NOT** be executed. If *no_link* is zero (FALSE), linked scripts will be executed.

Return Value

If a connection is established, the redial function returns the entry number that was connected to (or 1 if a manual number was dialed). If no connection was established, 0 is returned. If *dialstr* is incorrectly formatted, -1 is returned.

When a connection is successfully established, several items of information regarding the entry are placed in System Variables. These variables are fully described in the _entry_info section.

See also

Dial, _entry_enum, _entry_name

Redial Example

```
int stat;
str number_list[255];
// The first dial will dial entry #10, the first entry with "delta" in it,
// entry #15, and My Pipe | BBS until a connection has been established,
// but do not execute any linked scripts.
if (dial("10 |delta| 15 |My Pipe || BBS|", 0, 1) > 0)
  connected_func();
while (redial("", 0, 1) > 0)
  connected_func();
```

Run Function

Example

```
Run(str filename, str comline, int mode);
```

The run function is used to execute another program. Ensure that if you run a program that expects user input, you are on hand to provide it. This function is similar to the dos function, but it can launch both Windows and DOS programs. Therefore, it is preferable unless a DOS batch file has to be run, or an internal DOS command must be executed, in which case the dos function has to be used.

Argument	Description
str filename	The filename of the program to launch. It must either be in the current directory, the path, or must include the full path to the file (i.e., specify the drive and/or directory).
str comline	Parameters to be passed to the called program.
Int mode	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS. If a value is given, it will be ignored.

Return Value

A -1 is returned if the file can not be launched (because it can not be found or there is not enough memory), otherwise 0 is returned.

See also

Dos, DosFunction

Run Example

```
// Launch Windows' NotePad program with CONFIG.SYS loaded.
run("NOTEPAD.EXE", "C:\CONFIG.SYS", 0);
```

Scroll Function

Example

```
Scroll(int x, int y, int x2, int y2, int lines, int color);
```

The scroll function is used to scroll or clear a region of the screen.

Argument	Description
int x	The left column of the area.
int y	The upper row of the area.
int x2	The right column of the area.
int y2	The lower row of the area.
int lines	The number of lines to scroll the area. If positive, the area is scrolled up. If negative, the area is scrolled down. If zero, the entire region is cleared.
int color	The color of empty lines scrolled into the area.

Return Value

A zero is always returned.

See also

Box

Scroll Example

```
// scroll the entire screen up 10 lines with a color of yellow on blue.
scroll(0, 0, gettermwidth()-1, gettermheight()-1, 10, 30);
```

ScriptVersion Function

```
ScriptVersion();
```

The scriptversion function is used to determine the version of the Telix script compiler.

Return Value

If the compiler is Telix for DOS v3.22 or below (SALT), a 0 is returned. If it is Telix for Windows v1.00 or 100% TFW compatible version of Telix for DOS (SALT II), a 1 is returned.

See also

TelixForWindows, TelixVersion, SALTII Symbol, WINDOWS Symbol

Send Function

Example

```
Send(int protocol, str filename);
```

The send function is used to send (upload) one or more files from another system. If an upload directory has been defined in the Filenames & Paths configuration, files will be sent from there unless the *filename* string explicitly includes a path to another drive and/or directory..

Argument	Description
int protocol	The protocol to send the file(s) with. See table below.
str name	The name of the file(s) to be sent. It may include the DOS wildcard characters * and ?, in which case all matching files will be sent, however the protocol used must be capable of sending more than one file at a time, e.g. Zmodem, Ymodem, etc. If the filename is prefaced with an '@' character, the file will be used as a list of filenames.

Protocol	Description
'A'	ASCII
'X'	XModem
'1'	XModem-1k
'G'	XModem-1k-G
'Y'	YModem
'E'	YModem-G
'Z'	ZModem
'K'	Kermit
'8'	ZModem-8k

Return Value

A value of -1 is returned if the transfer was aborted, -2 if the carrier (connection) was lost, -3 if there were no files to upload, or 0 if successful.

See also

Receive, _up_dir

Send Example

```
int result;

// Upload TEST.EXE from the upload directory and C:\CONFIG.SYS using YModem.
result = send('Y', "TEST.EXE C:\CONFIG.SYS");
if (result < 0)
  prints("File transfer failed!");
```

Send_Brk Function

```
Send_Brk(int duration);
```

The send_brk function sends a sustained break signal over the connect device for a period of time.

Argument	Description
int duration	The amount of time to send the break signal in tenths of seconds.

Return Value

A zero is always returned.

Set_ConnectDevice Function

```
Set_ConnectDevice(str devicestr, int initialize);
```

The set_connectdevice function is used to select a device for communications use. If the requested device can not be found, the connect device is not changed.

Argument	Description
str devicestr	The complete name of an existing connect device as entered in the Connect Device Manager.
int initialize	If 0, device will be initialized as normal. If 1, init string will not be sent to the device. If 2, the current device will not be deinitialized before changing (e.g., if it is on-line, the connection will not be distrubed). If 3, device will not be initialized and current will not be deinitialized.

Return Value

A value of 1 (TRUE) is returned if successful, otherwise a 0 (FALSE) is returned.

See also

ConnectDeviceName, KillConnectDevice, MakeConnectDevice, NumConnectDevices, Set_CParams

Set_CParams Function

Example

```
Set_CParams(int baud, int parity, int data, int stop);
```

The set_cparams function is used to set the communications parameters in use on the current connect device.

Argument	Description
int baud	Baud rate to use. Legal values are 300, 1200, 2400, 4800, 9600, 19200, 38400, 57600, 115200.
int parity	Parity to use. Legal values are 0 for None, 1 for Odd, 2 for Even, 3 for Mark, and 4 for Space.
int data	Data bits to use. Legal values are 7 and 8.
int stop	Stop bits to use. Legal values are 1 and 2.

Return Value

If all the settings are legal values, a non-zero (TRUE) value is returned, otherwise a value of -1 is returned.

See also

Set_ConnectDevice

Set_CParams Example

```
// Set 2400 baud, No parity, 8 data bits and 1 stop bit.
set_cparams(2400, 0, 8, 1);

// Change to 9600 baud without disturbing the parity, data or stop bits.
set_cparams(9600, get_parity(), get_datab(), get_stopb());
```

Set_DefProt Function

```
Set_DefProt(int protocol);
```

The set_defprot function is used to set the default file transfer protocol presented to the user when a file transfer is requested.

Argument	Description
int protocol	Default protocol. See following table.

Protocol	Description
'A'	ASCII
'X'	XModem
'1'	XModem-1k
'G'	XModem-1k-G
'Y'	YModem
'E'	YModem-G
'Z'	ZModem
'K'	Kermit
'8'	ZModem-8k

Return Value

A zero is always returned.

See also

Receive, Send

Set_Port Function

```
Set_Port(int port);
```

The set_port function is not used in Telix for Windows, and it is included only for compatibility with Telix for DOS. The Set_ConnectDevice function should be used instead.

See also

Set_ConnectDevice, Set_cParams

Set_Terminal Function

```
Set_Terminal(str terminal_name);
```

The set_terminal function is used to change terminal emulation.

Argument	Description
str terminal_name	The terminal type to be used. Legal values are: "TTY", "ANSI-BBS", "ANSI", "VT220", "VT102", "VT100", "VT52", "AVATAR", and "RIP".

Return Value

A value of -1 is returned if there is a problem switching to the indicated terminal emulator, otherwise a non-zero (TRUE) value is returned.

SetChr Function

Example

```
SetChr(str buf, int pos, int c);
```

The setchr function replaces a character at a specific position in a string.

Argument	Description
str buf	The string to place the character in.
int pos	The position in the string to place the character. Any characters at this position will be overwritten.
int c	The character to place in the string.

Return Value

The integer value of the character to be set is returned.

See also

SetChrs, SubChr

SetChr Example

```
int i;
str s[100];

for (i = 0; i < 10; ++i)      // set first 10 characters to 'A'
  setchr(s, i, 'A');
```

SetChrs Function

Example

```
SetChrs(str buf, int pos, int c, int count);
```

The setchrs function is used to set a range of characters in a string to the same value.

Argument	Description
str buf	The string to place the characters in.
int pos	The position in the string to start placing characters. Any existing characters starting at this position will be overwritten.
int c	The character to place in the string.
int count	The number of characters to be set.

Return Value

A zero is always returned.

See also

SetChr, SubChrs

SetChrs Example

```
str s[100];

// zero out an entire string
setchrs(s, 0, 0, strmaxlen(s));

// set the first ten characters to 'A'
setchrs(s, 0, 'A', 10);
```

Show_Directory Function

```
Show_Directory(str filespec, int cecho, int carrier);
```

The Show_Directory function displays a file directory listing to the terminal window, and optionally echoed to the current connect device. The user will be prompted to press a key after every screen full of data.

Argument	Description
str filespec	The file mask to use (e.g., "*.*") and may optionally include a drive and/or directory.
int cecho	If non-zero (TRUE), the listing will also be echoed to the connect device.
int carrier	If non-zero(TRUE) and the listing is being echoed to the connect device, the carrier signal is monitored in case connection is lost (which aborts the function).

Return Value

A zero is always returned.

Status_Wind Function

Example

```
Status_Wind(str message, int duration);
```

The status_wind function is used to display a message in a pop up window. The window displayed includes an OK button, which the user can press to remove the window, and has room for up to four lines of centered text.

Argument	Description
str message	The message to be displayed. The Control-M (ASCII #13) character may be embedded to indicate line breaks.
int duration	The amount of time to display the message in tenths of seconds.

Return Value

A zero is always returned.

See also

MsgBox, InputBox, Box, PStrA, PStrAXY

Status_Wind Example

```
str msg[100] = "This is line 1.;This is line 2.;This is line3.;This is line
4."
int x;

// Display window for 3 seconds.
status_wind("This is a simple status message", 30);

// Using the string above, replace all semicolons with ASCII 13 (Carriage
Return).
x = strchr(msg, ';', 0);
while (x != -1)
 {
  setchr(msg, x, 13);
  x = strchr(msg, ';', x);
 }
// Now that Carriage Returns are in place, the status window will display
// the text on 4 separate lines.
status_wind(msg, 30);
```

StoI Function

Example

```
StoI(str s);
```

The stoi function converts a string to its numeric equivalent. Processing stops at the first non-digit character.

Argument	Description
str s	The string to convert to a number.

Return Value

The numeric representation of the string is returned. If an empty or invalid string is specified, a value of 0 is returned.

See also

ItoS

Stoi Example

```
str s[] = "123";
if (stoi(s) == 123)
  prints("This will always be printed!");
```

StrCat Function

Example

```
StrCat(str string1, str string2);
```

The strcat function concatenates, or appends, one string to the other.

Argument	Description
str string1	The string to append to. If it is not large enough to hold the resulting string, only as many as will fit will be added.
str string2	The string to be appended.

Return Value

The *target* string is returned.

StrCat Example

```
str s[80] = "hello";
strcat(s, "good-bye");
if (s == "hellogood-bye")
  prints("This will always be printed");
```

StrChr Function

Example

```
StrChr(str s, int pos, int c);
```

The strchr function is used to search for a character within a string.

Argument	Description
str s	The string to be searched.
int pos	The position in the string to begin the search.
int c	The character to search for.

Return Value

If the character is found, its location is returned, otherwise a value of -1 is returned.

See also

StrPos, StrPosI

StrChr Example

```
// Count how many times a certain char occurs in a string
int i, count = 0;
str s[] = "abcabcabcabcabc";

i = -1;
do
 {
  ++i;
  i = strchr(s, i, 'a');
  if (i != -1)
    count = count + 1;
 }
while (i != -1);
printsc("The character 'a' occurs ");
printn(count);
printsc(" times in the string '");
printsc(s);
prints("'.");
```

StrCmpI Function

Example

```
StrCmpI(str string1, str string2);
```

The strcmpi function is used to compare two strings without regard to case. The strings are compared character by character until a difference is found or the end of either string is found.

Argument	Description
str string1, str string2	The strings to be compared.

Return Value

An integer value is returned as follows:

int = 0 The strings are the same.
int < 0 The first string is less than the second string.
int > 0 The first string is greater than the second string.

StrCmpI Example

```
if (strcmpi("HeLLo", "hEllO"))
  prints("This will always be printed");
```

StrLen Function

Example

```
StrLen(str s);
```

The strlen function determines the number of characters in a string. Since strings are terminated with a 0 (NULL) character, this function really counts the number of characters before a 0 is encountered.

Argument	Description
str s	The string to determine the length of.

Return Value

The length of characters in the string is returned.

See also

StrMaxLen

StrLen Example

```
str teststr[] = "This is a test string";

printsc("The length of 'teststr' is ");
printn(strlen(teststr));
```

StrLower Function

```
StrLower(str s);
```

The strlower function converts all upper case characters in a string to lower case. Characters other than upper case are left unchanged.

Argument	Description
str s	The string to be converted.

Return Value

The converted string is returned.

See also

StrUpper

StrMaxLen Function

```
StrMaxLen(str s);
```

The strmaxlen function determines the maximum number of characters that a string can hold. This is the same value as used when the string was defined elsewhere in the program (e.g. if the string was defined as 'str hello[16];', a value of 16 would be returned). All strings are really one character larger than defined, as the last character is always a terminating 0 (NULL). However, since this value can not be changed, it is not counted as part of the length of a string.

Argument	Description
str s	The string to determine the maximum length of.

Return Value

The maximum number of characters that can fit in the string, excluding the terminating 0 (NULL).

See also

StrLen

StrPos Function

Example

```
StrPos(str string1, str substr, int start);
```

The strpos function is used to search for one string within another.

Argument	Description
str string1	The string to be searched.
str substr	The string to search for.
int start	The position in the string to begin searching.

Return Value

If the substring is found, its location is returned, otherwise a value of -1 is returned.

See also

StrPosI

StrPos Example

```
str teststr[] = "Look outside, Cathy, it's raining cats and dogs.";
int i = 0, num = 0;

while (strpos(teststr, "cat", i) != -1)  // loop until we don't find it.
 {
  ++num;  // increment the counter.
  ++i;    // increment i so we don't search from the old position,
          // which would put us in an infinite loop.
 }
printsc("'cat' was found ");
printn(num);        // num should be 1 since it is case sensitive.
prints(" times.");
```

StrPosI Function

Example

```
StrPosI(str string1, str substr, int start);
```

The strposi function is used to search for one string within another, without regard to case.

Argument	Description
str string1	The string to be searched.
str substr	The string to search for.
int start	The position in the string to begin the search.

Return Value

If the substring is found, its location is returned, otherwise a value of -1 is returned.

See also

StrPos

StrPosI Example

```
str teststr[] = "Look outside, Cathy, it's raining cats and dogs.";
int i = 0, num = 0;

while (strposi(teststr, "cat", i) != -1)  // loop until we don't find it.
 {
  ++num;  // increment the counter.
  ++i;    // increment i so we don't search from the old position,
          // which would put us in an infinite loop.
 }
printsc("'cat' was found ");
printn(num);        // num should be 2 since it is not case sensitive.
prints(" times.");
```

StrUpper Function

```
StrUpper(str s);
```

The strupper function converts all lower case characters in a string to upper case. Characters other than lower case are left unchanged.

Argument	Description
str s	The string to be converted.

Return Value

The converted string is returned.

See also

StrLower

SubChr Function

Example

```
SubChr(str s, int pos);
```

The subchr function returns a character from a specified location of a string.

Argument	Description
str s	The string containing the character.
int pos	The position in the string of the character.

Return Value

The integer value of the requested character is returned.

See also

SetChr, SubChrs

SubChr Example

```
// This will print out the contents of a test string, extracting
// each character individually, and stopping when a 0 is reached
// which marks the end of all proper strings

int i;
str s[] = "This is a test string";

for (i = 0; subchr(s, i) != 0; ++i)
  printc(subchr(s, i));
```

SubChrs Function

```
SubChrs(str source, int pos, int count, str target);
```

The subchrs function copies a number of characters from one string into another and returns the target string. Only as many characters as will fit are copied. This function is very similar to substr, except that it is not string oriented, and does not stop copying characters when a 0 value is encountered.

Argument	Description
str source	The string to copy from.
int pos	The position in the string to begin copying from.
int count	The number of characters to copy from the source string.
str target	The string to copy into.

Return Value

The resulting target string is returned.

See also

SubStr, SubChr, CopyStr, CopyChrs

SubStr Function

Example

```
SubStr(str source, int pos, int max, str target);
```

The substr function copies a portion of one string to another and returns the resulting string. Characters are copied until a 0 (NULL) value is encountered (normally at the end of every string) or the maximum number is reached. Only as many characters as will fit are copied.

Argument	Description
str source	The string to copy from.
int pos	The position in the string to begin copying from.
int max	The maximum number of characters to copy
str target	The string to copy into.

Return Value

The resulting string is returned.

See also

SubChrs, CopyStr, CopyChrs

SubStr Example

```
str s[] = "horse cat dog", s2[16];
substr(s, 6, 3, s2);
if (s2 == "cat")
  prints("This will always be printed");
```

tDay Function

Example

```
tDay(int timeval);
```

The tday function returns an integer value representing the day portion of a date.

Argument	Description
int timeval	The date to retrieve the day from.

Return Value

The day of the month, ranging from 1 to 31.

See also

CurTime, FileTime, tHour, tMin, tMonth, tSec, tYear

tDay Example

```
int t;

t = curtime();
printsc("This is day number ");
printn(tday(t));
printsc(" of month number ");
printn(tmonth(t));
printsc(" in the year ");
printn(tyear(t));
prints(".");
```

tHour Function

Example

```
tHour(int timeval);
```

The thour function returns an integer value representing the hour portion of a date.

Argument	Description
int timeval	The date to retrieve the hour from.

Return Value

The hour of day, ranging from 0 to 23.

See also

CurTime, FileTime, tDay, tMin, tMonth, tSec, tYear

tHour Example

```
int t;

t = curtime();
printsc("The time is: ");
printn(thour(t));
printsc(":");
printn(tmin(t));
printsc(":");
printn(tsec(t));
prints("");
```

tMin Function

Example

```
tMin(int timeval);
```

The tmin function returns an integer value representing the minute portion of a date.

Argument	Description
int timeval	The date to retrieve the minute from.

Return Value

The minute, ranging from 0 to 59.

See also

CurTime, FileTime, tDay, tHour, tMonth, tSec, tYear

tMin Example

```
int t;

t = curtime();
printsc("The time is: ");
printn(thour(t));
printsc(":");
printn(tmin(t));
printsc(":");
printn(tsec(t));
prints("");
```

tMonth Function

Example

```
tMonth(int timeval);
```

The tmonth function returns an integer value representing the month portion of a date.

Argument	Description
int timeval	The date to retrieve the month from.

Return Value

The month of the year, ranging from 1 to 12.

See also

CurTime, FileTime, tDay, tHour, tMin, tSec, tYear

tMonth Example

```
int t;

t = curtime();
printsc("This is day number ");
printn(tday(t));
printsc(" of month number ");
printn(tmonth(t));
printsc(" in the year ");
printn(tyear(t));
prints(".");
```

tSec Function

Example

```
tSec(int timeval);
```

The tsec function returns an integer value representing the second portion of a date.

Argument	Description
int timeval	The date to retrieve the second from.

Return Value

The second, ranging from 0 to 59.

See also

CurTime, FileTime, tDay, tHour, tMin, tMonth, tYear

tSec Example

```
int t;

t = curtime();
printsc("The time is: ");
printn(thour(t));
printsc(":");
printn(tmin(t));
printsc(":");
printn(tsec(t));
prints("");
```

tYear Function

Example

```
tYear(int timeval);
```

The tyear function returns an integer value representing the year portion of a date.

Argument	Description
int timeval	The date to retrieve the year from.

Return Value

The year, ranging from 1970 to 2019.

See also

CurTime, FileTime, tDay, tHour, tMin, tMonth, tSec

tYear Example

```
int t;

t = curtime();
printsc("This is day number ");
printn(tday(t));
printsc(" of month number ");
printn(tmonth(t));
printsc(" in the year ");
printn(tyear(t));
prints(".");
```

TelixForWindows Function

```
TelixForWindows();
```

The telixforwindows function is used to determine if the version of the Telix script compiler is a Windows version. This function is useful if the scriptversion function returns 1 (TFW or compatible TFD), and you need to determine explicitly if the environment is Windows.

Return Value
If a DOS version, a zero (FALSE) value is returned. If a Windows version, a non-zero (TRUE) value is returned.

See also

ScriptVersion, TelixVersion

TelixVersion Function

```
TelixVersion(str version);
```

The telixversion function is used to determine the version of Telix that is running.

Argument	Description
str version	This parameter is optional. If a string variable is provided, it will be filled with the formatted version number of Telix.

Return Value

An integer value representing the version is returned (i.e. 100 for version 1.00).

See also

ScriptVersion, TelixForWindows

Terminal Function

Example

```
Terminal(int SaveKeys, int TrackHits);
```

The terminal function allows Telix to process characters received from the connect device and print them on the terminal screen, and process user keystrokes. If a function has nothing to do (for example, while waiting for a track hit), it can call terminal to make sure characters and user keystrokes are processed. Note that if a script wants to process every incoming character (e.g., with the cgetc function) the terminal function should never be called.

Argument	Description
int SaveKeys	If zero (FALSE), Telix will perform the default keyboard processing. If non-zero (TRUE), keystrokes will be stored until the script processes them.
int TrackHits	If zero (FALSE), comm port processing will stop if a track hit occurs. If non-zero (TRUE), track hits will be ignored.

Return Value

A zero is always returned.

Terminal Example

```
// This will wait forever for either of two strings
// to come in from the comm port, and then stop.
int t1, t2, stat;

t1 = track("hello", 0);
t2 = track("good-bye", 0);
while (1)            // loop forever
 {
  terminal();        // The call to terminal() lets any characters
                     // that come in be looked at by Telix's
                     // internal routines for a match with.
                     // Incoming chars are also printed on the
                     // terminal screen and user keystrokes are
                     // handled
  stat = track_hit(0);
  if (stat == t1 || stat == t2)   // exit if one of the strings
   break;                         // came in
 }

track_free(t1);      // stop Telix for looking for more matches
track_free(t2);
```

Time Function

Example

```
Time(int timeval, str buffer);
```

The time function converts a Telix date value into a string formatted according to the Windows settings. Time values in this format are returned by the curtime and filetime functions, among others.

Argument	Description
int timeval	The date value to convert.
str buffer	The string to copy the formatted date into.

Return Value

A zero is always returned.

See also

Date, CurTime, FileTime

Time Example

```
str s[16];

printsc("The current time is ");
time(curtime(), s);
prints(s);
```

Time_Up Function

Example

```
Time_Up(int thandle);
```

The time_up function determines if a specified timer has expired. The period of time after which a timer will elapse is specified in the timer_start function.

Argument	Description
int thandle	The handle of the timer to be checked as returned by the timer_start function.

Return Value

A non-zero (TRUE) value if a specified timer has elapsed, otherwise a 0 (FALSE) value is returned.

See also

Delay, Timer_Free, Timer_Restart, Timer_Start, Timer_Total

Time_Up Example

```
int t;

t = timer_start(100);    // delay for 10 seconds
while (!time_up(t))
 ;
// start a timer and loop for 10 seconds, printing the elapsed time
// in tenths of seconds
timer_restart(t, 100);
while (!time_up(t))
 {
  printn(timer_total(t));
  prints("");
 }
timer_free(t);
```

Timer_Free Function

Example

```
Timer_Free(int thandle);
```

The timer_free function frees a timer variable when it is no longer needed. As only 16 timers are available to scripts, it is important that they be released when they are no longer needed.

Argument	Description
int thandle	The handle of the timer to be freed as returned by the timer_start function.

Return Value

A zero is always returned.

See also

Delay, Time_Up, Timer_Restart, Timer_Start, Timer_Total

Timer_Free Example

```
int t;

t = timer_start(100);    // delay for 10 seconds
while (!time_up(t))
 ;
// start a timer and loop for 10 seconds, printing the elapsed time
// in tenths of seconds
timer_restart(t, 100);
while (!time_up(t))
 {
  printn(timer_total(t));
  prints("");
 }
timer_free(t);
```

Timer_Restart Function

Example

```
Timer_Start(int thandle, int time);
```

The timer_restart function performs the same function as timer_start, except that it restarts an existing timer.

Argument	Description
int thandle	The handle of the timer to be restarted as returned by the timer_start function.
int time	The time in tenths of seconds before the timer expires.

Return Value

The timer handle is returned if successful, otherwise a 0 is returned.

See also

Delay, Time_Up, Timer_Free, Timer_Start, Timer_Total

Timer_Restart Example

```
int t;

t = timer_start(100);    // delay for 10 seconds
while (!time_up(t))
 ;
// start a timer and loop for 10 seconds, printing the elapsed time
// in tenths of seconds
timer_restart(t, 100);
while (!time_up(t))
 {
  printn(timer_total(t));
  prints("");
 }
timer_free(t);
```

Timer_Start Function

Example

```
Timer_Start(int time);
```

The timer_start function is used to start a timer. This timer can then be used to check if a certain period of time has elapsed from when the timer was started.

Argument	Description
int time	The time in tenths of seconds before the timer expires.

Return Value

An integer value called a timer handle, that is used to refer to this timer when other timer functions are called.

See also

Delay, Time_Up, Timer_Free, Timer_Restart, Timer_Total

Timer_Start Example

```
int t;

t = timer_start(100);    // delay for 10 seconds
while (!time_up(t))
 ;
// start a timer and loop for 10 seconds, printing the elapsed time
// in tenths of seconds
timer_restart(t, 100);
while (!time_up(t))
 {
  printn(timer_total(t));
  prints("");
 }
timer_free(t);
```

Timer_Total Function

Example

```
Timer_Total(int thandle);
```

The timer_total function determines the total elapsed time since a timer was started or restarted.

Argument	Description
int thandle	The handle of the timer to be freed as returned by the timer_start function.

Return Value

The elapsed time in tenths of a second.

See also

Delay, Time_Up, Timer_Free, Timer_Restart, Timer_Start

Timer_Total Example

```
int t;

t = timer_start(100);    // delay for 10 seconds
while (!time_up(t))
 ;
// start a timer and loop for 10 seconds, printing the elapsed time
// in tenths of seconds
timer_restart(t, 100);
while (!time_up(t))
 {
  printn(timer_total(t));
  prints("");
 }
timer_free(t);
```

ToLower Function

```
ToLower(int chr);
```

The tolower function converts a character to its lower case equivalent.

Argument	Description
int chr	The upper case character to be converted.

Return Value

The integer value of the converted character.

See also

ToUpper, StrLower , StrUpper

Tone Function

Example

```
Tone(int frequency, int length);
```

The tone function causes the PC to emit a sound of a specified frequency for a period of time.

Argument	Description
int frequency	The frequency of the tone to generate.
int length	The length of time in hundredths of a second to generate the tone.

Return Value

A zero is always returned.

See also

Alarm, PlayWave, _alarm_on, _sound_on

Tone Example

```
tone(659, 14);
```

ToUpper Function

```
ToUpper(int chr);
```

The toupper function converts a character to its upper case equivalent.

Argument	Description
int chr	The lower case character to be converted.

Return Value

The integer value of the converted character.

See also

ToLower, StrLower , StrUpper

Track Function

Example

```
Track(str trackstr, int mode);
```

The track function tells Telix to keep track of (watch for) a string to be received from the connect device. Up to 32 tracks may be active at one time.

Argument	Description
str trackstr	The string to be tracked.
int mode	If 0, case is significant, otherwise, it is not. Tracking strings where case **is** significant is faster, and should be used when many tracks are needed.

Return Value

An integer value called a track handle, which is used to refer to the string in other tracking functions.

See also

WaitFor, Track_AddChr, Track_Free, Track_Hit

Track Example

```
// Log-on to a BBS, answering two prompts in any order.
// This will loop forever, so for actual use would have
// to be changed a bit. See sample scripts for examples.

int stat, t1, t2;

t1 = track("Name? ", 0);
t2 = track("Password? ", 0);

while (1)          // loop as long as needed
 {
  terminal();      // call terminal function to allow Telix
                   // to look at incoming characters for
                   // matches and let Telix process user
                   // keystrokes
  stat = track_hit(0);        // see if any matches
  if (stat == t1)             // name prompt
    cputs("Joe Smith^M");     // send name and continue looping
  if (stat == t2)             // password prompt
    cputs("mypass^M");        // send password
 }

track_free(t1);               // free track handles
track_free(t2);
```

Track_AddChr Function

Example

```
Track_AddChr(int chr);
```

While a script is executing, Telix is not in terminal mode and does not have access to incoming characters to scan for matching strings. Therefore, the terminal function must periodically be called to allow Telix to process incoming characters. Alternately, if a script must process all incoming characters itself (with a function like cgetc), and therefore can not call the terminal function, they must still be added to the track routines for string matching to work. The track_addchr function performs this process. When it is called, Telix processes the specified character as if it had been received from the terminal handler, and uses it to scan for matching strings.

Note that all of the Print functions will call track_addchr automatically.

Argument	Description
int chr	The character to be processed by Telix's track handler.

Return Value

A zero is always returned.

See also

WaitFor, Track, Track_Free, Track_Hit

Track_AddChr Example

```
// Log-on to a BBS, answering two prompts in any order.

int stat, t1, t2, track1_hit = 0, track2_hit = 0;

t1 = track("Name? ", 0);
t2 = track("Password? ", 0);

while (1)          // loop as long as needed
 {
  c = cgetc();                // use this instead of terminal() to
  track_addchr(c);            // prevent terminal update
  stat = track_hit(0);        // see if any matches
  if (stat == t1)             // name prompt
   {
    cputs("Joe Smith^M");     // send name and continue looping
    if (track2_hit)
      break;                  // exit loop if password was sent
    track1_hit = 1;           // set flag that name was sent
   }
  else if (stat == t2)        // password prompt
   {
    cputs("mypass^M");        // send password
    if (track1_hit)
      break;                  // exit loop if name was sent
    track2_hit = 1;           // set flag that password was sent
   }
 }
track_free(t1);               // free track handles
track_free(t2);
```

Track_Free Function

Example

```
Track_Free(int handle);
```

The track_free function is used to tell Telix to stop tracking a certain string. It is very important to free strings when they no longer need to be tracked, as tracking a large number of strings can slow down Telix's execution.

Argument	Description
int handle	The track handle that was returned when the string was added with the track function. If zero, all tracked strings are released.

Return Value

A zero is always returned.

See also

WaitFor, Track, Track_AddChr, Track_Hit

Track_Free Example

```
// Log-on to a BBS, answering two prompts in any order.
// This will loop forever, so for actual use would have
// to be changed a bit. See sample scripts for examples.

int stat, t1, t2;

t1 = track("Name? ", 0);
t2 = track("Password? ", 0);

while (1)          // loop as long as needed
 {
  terminal();      // call terminal function to allow Telix
                   // to look at incoming characters for
                   // matches and let Telix process user
                   // keystrokes
  stat = track_hit(0);        // see if any matches
  if (stat == t1)             // name prompt
    cputs("Joe Smith^M");     // send name and continue looping
  if (stat == t2)             // password prompt
    cputs("mypass^M");        // send password
 }

track_free(t1);               // free track handles
track_free(t2);
```

Track_Hit Function

Example

```
Track_Hit(int handle);
```

When track is called, Telix doesn't loop endlessly waiting for the string to come in, but instead returns control back to the script. As characters are received, Telix checks to see if any of the strings to be tracked have been matched, and marks those that have. A script can at any time call the track_hit function to see if a string was received. The marker on a handle is cleared once track_hit has indicated that the string was received.

Argument	Description
int handle	The track handle that was returned when the string was added with the track function. If zero, the lowest numbered handle of any string that has be matched is returned, or zero if none have.

Return Value

If the string was received, a non-zero (TRUE) value is returned. If it hasn't been received, a zero (FALSE) value is returned.

See also

WaitFor, Track, Track_AddChr, Track_Free

Track_Hit Example

```
// Log-on to a BBS, answering two prompts in any order.
// This will loop forever, so for actual use would have
// to be changed a bit. See sample scripts for examples.

int stat, t1, t2;

t1 = track("Name? ", 0);
t2 = track("Password? ", 0);

while (1)          // loop as long as needed
 {
  terminal();      // call terminal function to allow Telix
                   // to look at incoming characters for
                   // matches and let Telix process user
                   // keystrokes
  stat = track_hit(0);        // see if any matches
  if (stat == t1)             // name prompt
    cputs("Joe Smith^M");     // send name and continue looping
  if (stat == t2)             // password prompt
    cputs("mypass^M");        // send password
 }

track_free(t1);               // free track handles
track_free(t2);
```

TransTab Function

```
TransTab(str filename, int table);
```

The transtab function is used to load or clear the incoming or outgoing character translation table.

Argument	Description
str filename	If a filename specifying a valid translation table, it is loaded into memory. If empty (""), Telix will prompt for the table to load. If the string is "*CLEAR*", the current table is cleared.
int table	This parameter does not apply to Telix for Windows, and it is included only for compatibility with Telix for DOS. If a value is given, it will be ignored.

Return Value

A value of -1 is returned if there is a problem loading the indicated translate table, otherwise a non-zero (TRUE) value is returned.

Unload_Scr Function

Example

```
Unload_Scr(str filename);
```

The load_scr function can be used by a script file to load another script into memory before it is actually used. The unload_scr function should then be used to unload or remove this script from memory when it is no longer needed. Note that a script that is currently executing or that is nested (has called the current script) must not be unloaded, since Telix is still executing it or will need to return to it eventually!

Argument	Description
str filename	The filename of the script to be unloaded. If no extension is given, .SLC is assumed.

Return Value

If there is a problem unloading the script file, a value of -1 is returned. Otherwise a non-zero (TRUE) value is returned.

See also

Load_Scr, Is_Loaded

Unload_Scr Example

```
int stat;

stat = load_scr("TEST");      // load TEST.SLC
    ...                       // do other things
unload_scr("TEST");           // take TEST.SLC out of memory
```

Update_Term Function

Example

```
Update_Term();
```

The update_term function is called to ensure that Telix updates certain things relating to the video and terminal page. For example, changes made to the _back_color and _fore_color system variables will not take effect until this function is called.

Return Value

A zero is always returned.

Update_Term Example

```
int temp;               // reverse current terminal colors

temp = back_color;
back_color = fore_color;
fore_color = temp;
update_term();          // Ensure that changes take effect.
clear_scr();            // Clear the screen to reset colors.
```

UsageLog Function

Example

```
UsageLog(str filename);
```

The usagelog function is used to manipulate the Telix usage log facility.

Argument	Description
str filename	If a valid filename, all usage will be logged to that file. If empty (""), Telix will prompt for the filename to log usage to. If the string is "*CLOSE*", the usage log is closed, and no further logging will occur.

Return Value

A value of -1 is returned if there is a problem performing the indicated operation, otherwise a positive value is returned.

See also

UStamp, Usage_Stat, _usage_fname

UsageLog Example

```
str oldlog[80];
int loginuse;

loginuse = usage_stat();
if (loginuse)
 {
  ustamp("Logging switched to SPECIAL.LOG.", 1, 1);
  oldlog = _usage_fname;
  usagelog("*CLOSE*");
 }
usagelog("SPECIAL.USE");  // Log all usage to the file SPECIAL.USE in the
current directory.

// do actions that need logging.

usagelog("*CLOSE*");      // Close the special log.
if (loginuse)
  usagelog(oldlog);
```

Usage_Stat Function

Example

```
Usage_Stat();
```

The usage_stat function returns an integer value representing the current status of the Usage Log.

Return Value

If the Usage Log is currently open, a non-zero (TRUE) value is returned, otherwise a value of zero (FALSE) is returned.

Return Value

A zero is always returned.

See also

UsageLog, Capture_Stat

Usage_Stat Example

```
str oldlog[80];
int loginuse;

loginuse = usage_stat();
if (loginuse)
 {
  ustamp("Logging switched to SPECIAL.LOG.", 1, 1);
  oldlog = _usage_fname;
  usagelog("*CLOSE*");
 }
usagelog("SPECIAL.USE");  // Log all usage to the file SPECIAL.USE in the
current directory.

// do actions that need logging.

usagelog("*CLOSE*");      // Close the special log.
if (loginuse)
  usagelog(oldlog);
```

UStamp Function

Example

```
UStamp(str text, int new_entry, int add_nl);
```

The ustamp function is used to place (stamp) text into the Telix usage log. If the usage log is not currently open, this function call is simply ignored.

Argument	Description
str text	The entry to place in the usage log.
int new_entry	If non-zero (TRUE), the current date and time will preface the entry.
int add_nl	If non-zero (TRUE), a carriage return and line feed are added after the entry. Using a value of zero (FALSE), will allow constructing single line entries with multiple calls to ustamp.

Return Value

A value of -1 is returned if there is a problem writing to the usage log, otherwise a non-zero (TRUE) value is returned.

See also

UsageLog

UStamp Example

```
str oldlog[80];
int loginuse;

loginuse = usage_stat();
if (loginuse)
 {
  ustamp("Logging switched to SPECIAL.LOG.", 1, 1);
  oldlog = _usage_fname;
  usagelog("*CLOSE*");
 }
usagelog("SPECIAL.USE");  // Log all usage to the file SPECIAL.USE in the
current directory.

// do actions that need logging.

usagelog("*CLOSE*");      // Close the special log.
if (loginuse)
  usagelog(oldlog);
```

vGetChr Function

Example

```
vGetChr();
```

The vgetchr function is used to read a character, including color information, at the current cursor position on the terminal screen.

Return Value

The return value contains the character in the first (low) byte, and the color of the character in the high (second) byte. Each component may be extracted using the & and / operators (See the Example).

See also

vGetChrs, vGetChrsA, vPutChr, vPutChrs, vPutChrsA

vGetChr Example

```
int chr;

chr = vgetchr();      // Get char and color at current cursor position
printsc("The character was ");
printc(chr & 255);    // get character by masking out color byte
printsc(" with a color value of ");
printn(chr / 256);    // shift color byte
```

vGetChrs Function

Example

```
vGetChrs(int x, int y, str buf, int pos, int num);
```

The vgetchrs function is used to read multiple characters from a position on the terminal screen into a string, saving only the characters and disregarding colors.

Argument	Description
int x	The column on the screen to begin reading characters.
int y	The line on the screen to begin reading characters.
str buf	The variable to store the characters in. Note that a 0 (NULL) character is **not** placed at the end of the string.
int pos	The position in the variable to begin storing characters.
int num	The number of character to read from the screen.

Return Value

A -1 is returned if the function fails, otherwise a zero is returned.

See also

vGetChr, vGetChrsA, vPutChr, vPutChrs, vPutChrsA

vGetChrs Example

```
// copy 20 characters starting from 10,10 on the screen to 20,20
// Don't keep color attributes
str buffer[20];

vgetchrs(10, 10, buffer, 0, 20);
vputchrs(20, 20, buffer, 0, 20);
```

vGetChrsA Function

Example

```
vGetChrsA(int x, int y, str buf, int pos, int num);
```

The vgetchrsa function is used to read multiple characters and their color attributes from a position on the terminal screen into a string. Note that to save both characters and colors, two bytes (characters) are required for each. Note also that this function does not put a 0 (NULL, or end of string character) at the end of the sequence of characters retrieved.

Argument	Description
int x	The column on the screen to begin reading characters.
int y	The line on the screen to begin reading characters.
str buf	The variable to store the characters in. Note that a 0 (NULL) character is **not** placed at the end of the string.
int pos	The position in the variable to begin storing characters.
int num	The number of characters to read from the screen.

Return Value

A -1 is returned if the function fails, otherwise a zero is returned.

See also

vGetChr, vGetChrs, vPutChr, vPutChrs, vPutChrsA

vGetChrsA Example

```
// copy a 20 by 10 grid of characters with a left hand corner of
// 10,5 to 40,7, and keep color attributes
str buffer[400];   // 20 wide * 10 tall * 2 bytes per character
int y;

for (y = 5; y < 15; y = y+1)          // read chars in a loop
  vgetchrsa(10, y, buffer, 2 * 20 * (y - 5), 20);
for (y = 7; y < 17; y = y+1)          // now write them in a loop
  vputchrsa(10, y, buffer, 2 * 20 * (y - 7), 20);
```

vPutChr Function

Example

```
vPutChr(int chr);
```

The vputchr function is used to place a character on the terminal screen at the current cursor position, including color information.

Argument	Description
int chr	The character and it's color attribute to place on the screen. The low (first) byte contains the character, and the high (second) byte contains the color attribute.

Return Value

A -1 is returned if the function fails, otherwise a zero is returned.

See also

vGetChr, vGetChrs, vGetChrsA, vPutChrs, vPutChrsA

vPutChr Example

```
// Place an inverse 'X' in the left top corner of the screen
gotoxy(0, 0);
vputchr('X' + 112 * 256);  // 'X' is the character, 112 is the color value
                           // of black on white, and it must be multiplied
                           // by 256 to "shift" it into the high byte.
```

vPutChrs Function

Example

```
vPutChrs(int x, int y, str buf, int pos, int num, int attr);
```

The vputchrs function is used to write multiple characters from a string onto the terminal screen at a given position with a specified color attribute.

Argument	Description
int x	The column on the screen to begin writing characters.
int y	The line on the screen to begin writing characters.
str buf	The variable to read the characters from. Note that vputchrs assumes that color values are **not** included.
int pos	The position in the variable to begin reading characters.
int num	The number of characters to read from the string.
int attr	The color attribute to use when writing the characters to the screen.

Return Value

A -1 is returned if the function fails, otherwise a zero is returned.

See also

vGetChr, vGetChrs, vGetChrsA, vPutChr, vPutChrsA

vPutChrs Example

```
// copy 20 characters starting from 10,10 on the screen to 20,20
// Don't keep color attributes
str buffer[20];

vgetchrs(10, 10, buffer, 0, 20);
vputchrs(20, 20, buffer, 0, 20);
```

vPutChrsA Function

Example

```
vPutChrsA(int x, int y, str buf, int pos, int num);
```

The vputchrsa function is used to write multiple characters from a string onto the terminal screen at a given position.

Argument	Description
int x	The column on the screen to begin writing characters.
int y	The line on the screen to begin writing characters.
str buf	The variable to read the characters from. Note that vputchrsa assumes that color attributes are included.
int pos	The position in the variable to begin reading characters.
int num	The number of characters to read from the string.

Return Value

A zero is always returned.

See also

vGetChr, vGetChrs, vGetChrsA, vPutChr, vPutChrs

vPutChrsA Example

```
// copy a 20 by 10 grid of characters with a left hand corner of
// 10,5 to 40,7, and keep color attributes
str buffer[400];   // 20 wide * 10 tall * 2 bytes per character
int y;

for (y = 5; y < 15; y = y+1)          // read chars in a loop
  vgetchrsa(10, y, buffer, 2 * 20 * (y - 5), 20);
for (y = 7; y < 17; y = y+1)          // now write them in a loop
  vputchrsa(10, y, buffer, 2 * 20 * (y - 7), 20);
```

vRstrArea Function

Example

```
vRstrArea(int vhandle);
```

The vrstrarea function is used to restore a previously saved portion of the terminal screen.

Argument	Description
int vhandle	The handle to the saved screen information returned by a call to the vsavearea function.

Return Value

A zero is always returned.

See also

vSaveArea

vRstrArea Example

```
int vhandle;

// save the current screen
vhandle = vsavearea(0, 0, gettermwidth()-1, gettermheight()-1);
myfunc();                              // call a function
                                       // which modifies screen
vrstrarea(vhandle);                    // restore previous screen
```

vSaveArea Function

Example

```
vSaveArea(int x1, int y1, int x2, int y2);
```

The vsavearea function is used to save a rectangular portion of the terminal screen to be later restored. Characters, and their color attributes, are saved in an internal buffer.

It is very important that for every call to this function, there is a subsequent call to vrstrarea. If this is not done, the internal buffer used to store the screen area will not be released and can result in a memory shortage.

Argument	Description
int x1	The left column of the area to be saved.
int y1	The top line of the area to be saved.
int x2	The right column of the area to be saved.
int y2	The bottom line of the area to be saved.

Return Value

An integer value, commonly called a *handle* is returned. This handle is used to refer to the saved area in subsequent calls to vrstrarea which will restore the screen area. If Telix encounters a problem trying to save the screen, a value of -1 is returned.

See also

vRstrArea

vSaveArea Example

```
int vhandle;

vhandle = vsavearea(0, 0, 79, 24);  // save the current screen
myfunc();                           // call a function
                                    // which modifies screen
vrstrarea(vhandle);                 // restore previous screen
```

WaitFor Function

Example

```
WaitFor(str waitstr1 [ ... , str waitstr8], int timeout);
```

The waitfor function is used to wait for given strings to come to be received from the connect device.

Argument	Description
str waitstrN	A string to wait for. Case is **not** significant, and the string must not be longer than 40 characters.
str waitstrn	Up to 8 strings may be monitored in one call to waitfor.
int timeout	The maximum amount of time to wait for a string to be matched.

Return Value

The index of the matched string will be returned, or a zero (FALSE) value if no strings were matched in the given amount of time.

See also

Track, Track_AddChr, Track_Free, Track_Hit

WaitFor Example

```
int i;

i = (waitfor("name?", "password", 180));
if i
 {
  if (i == 1)
    prints("The string 'name?' came in from the comm port.");
  else
    prints("The string 'password' came in from the comm port.");
 }
else
 {
  prints("Neither 'name?' nor 'password' came in from the");
  prints("comm port in 3 minutes!");
 }
```

System Variables

Telix for Windows has quite a large number of predefined variables. They are called **System Variables** and are used to store many user preferences. There are both string and numeric system variables, and you can access them just as you would any other variable. To help distinguish them from normal variables, they all start with an underscore (_) character. See the Quick List for a complete alphabetical list of all system variables.

Variable Quick List

__FILE__	Filename of the currently executing script.
__LINE__	Line number of the currently executing script.
_add_lf	Controls whether line feeds are added to incoming carriage returns.
_alarm_on	Controls whether the alarm sound should be heard.
_answerback_str	A string that contains the content of the answerback.
_asc_rcrtrans	Controls what Telix does with carriage returns in ASCII receives.
_asc_remabort	Defines the ASCII receive "end of send" character
_asc_rlftrans	Controls whether carriage returns are added to incoming line feeds.
_asc_scpacing	Defines the character pacing delay of ASCII sends.
_asc_scrtrans	Controls what Telix does with carriage returns in ASCII sends.
_asc_secho	Controls whether ASCII transfers will echo to the terminal window.
_asc_sexpand	Controls whether ASCII sends will expand blank lines.
_asc_slftrans	Controls whether carriage returns are added to outgoing line feeds.
_asc_slpacing	Defines the line pacing delay of ASCII sends.
_asc_spacechr	Defines the character ASCII sends should wait for to start.
_asc_striph	Defines whether ASCII transfers should strip high bits.
_auto_ans_str	Contains the connect device's auto answer string.
_back_color	Contains the text terminal's default background color.
_capture_fname	Contains Telix's default capture filename and path.
_cisb_auto	Controls whether Telix allows CIS B+ auto transfers.
_connect_str	Contains the connect string of the connect device.
_dest_bs	Holds the terminal device's destructive backspace toggle.
_dial_pause	Seconds a connect device pauses between dialing attempts.
_dial_time	Seconds a connect device waits for a carrier.
_dialpost	The connect device's dialing suffix.
_dialpref1	The connect device's dialing prefix #1.
_dialpref2	The connect device's dialing prefix #2.
_dialpref3	The connect device's dialing prefix #3.
_dialpref4	The connect device's dialing prefix #4.
_down_dir	Contains the default download directory name.
_entry_bbstype	The BBS type of the connected PhoneBook entry.
_entry_comment	The comment of the connected PhoneBook entry.
_entry_enum	The sequence number of the connected PhoneBook entry.
_entry_name	The system name of the connected PhoneBook entry.
_entry_num	The phone number of the connected PhoneBook entry.
_entry_logonname	The login name of the connected PhoneBook entry.
_entry_pass	The password of the connected PhoneBook entry.
_fore_color	Contains the text terminal's default foreground color.
_image_file	Contains Telix's default screen image filename and path.
_local_echo	Contains the terminal device's local echo setting.
_mdm_hang_str	The connect device's modem hang up string.
_mdm_init_str	The connect device's modem init string.
_no_connect1	The connect device's first no-connect string.
_no_connect2	The connect device's second no-connect string.
_no_connect3	The connect device's third no-connect string.
_no_connect4	The connect device's fourth no-connect string.
_redial_stop	The string sent to the dialer to abort a dialing attempt.
_scr_chk_key	Determines whether the ESC key can abort scripts.
_script_dir	Contains the name of the script directory.
_sound_on	Configures whether sounds will be played or not.
_strip_high	Determines if the high bit will always be stripped.
_swap_bs	Determines if the backspace key sends ^H or DEL.
_telix_dir	Contains the full pathname of TELIX.EXE.

_up_dir	Contains the default upload directory name.
_usage_fname	Contains the default usage log filename and path.
_user_int1	General purpose integer variable #1.
_user_int2	General purpose integer variable #2.
_user_int3	General purpose integer variable #3.
_user_str1	General purpose string variable #1.
_user_str2	General purpose string variable #2.
_user_str3	General purpose string variable #3.
_zmod_auto	Determines if ZModem auto downloads are active.
_zmod_rcrash	Determines if ZModem receive crash recovery is on.
_zmod_scrash	Determines if ZModem send crash recovery is on.

__FILE__ Variable

The __FILE__ read-only variable contains the fully qualified pathname of the script that is currently executing. This can be useful during the debugging process of complex scripts. You can not modify this variable.

__LINE__ Variable

The __LINE__ read-only variable contains the line number of the script that is currently executing. This can be useful during the debugging process of complex scripts. You can not modify this variable.

_add_lf Variable

If the _add_lf system variable is set to non-zero (TRUE), a Line Feed character is automatically added after every Carriage Return character that comes in.

_alarm_on Variable

If the _alarm_on system variable is set to non-zero (TRUE), alarms are enabled in Telix. Note that if the _sound_off system variable is set to zero (FALSE), alarms will not be heard no matter what the state of this variable.

See also

alarm, _sound_on

_answerback_str Variable

The _answerback_str system variable holds the string which Telix will send when a Ctrl-E (ENQ) character is received while in terminal mode. If this string is empty, nothing is sent. Note that if Compuserve B transfers are enabled, the answerback string will not be sent, since CIS B uses the Ctrl-E as part of the transfer process. Maximum length is 19 characters.

_asc_rcrtrans - _asc_striph Variables

_asc_rcrtrans determines what Telix does with Carriage Return characters during ASCII receives.

0 do nothing
1 strip
2 add Line afterwards

_asc_remabort is the character which when received from the remote side during an ASCII transfer is a signal to abort the transfer.

_asc_rlftrans determines what Telix does with Line Feed characters during ASCII receives.

0 do nothing
1 strip
2 add Carriage Return before

_asc_scpacing is the time in milliseconds which Telix should wait before transmitting each character during ASCII sends.

_asc_scrtrans determines what Telix does with Carriage Return characters during ASCII sends.

0 do nothing
1 strip
2 add Line Feed afterwards.

If _asc_secho is set to non-zero (TRUE), Telix will echo each character during ASCII sends.

If _asc_sexpand is set to non-zero (TRUE), Telix will expand blank lines to a space character, during ASCII sends.

_asc_slftrans determines what Telix does with Line Feed characters during ASCII sends.

0 do nothing
1 strip
2 add Carriage Return before

_asc_slpacing is the time in tenths of seconds which Telix should wait before transmitting each line during ASCII sends.

_asc_spacechr is the character which Telix should wait for during ASCII sends, before transmitting each line (0 means no wait).

If _asc_striph is set to non-zero (TRUE), Telix will strip the high (most significant) bit of each character in an ASCII transfer.

_auto_ans_str Variable

The _auto_ans_str system variable holds the string that should be sent to the modem to make it automatically answer the phone when it rings. This string is used by the Host Mode script, among others. The string will possibly include translation characters as described in the Telix manual in the section by that name, and should be sent to the modem with the cputs_tr function. Maximum length is 49 characters.

See also

_mdm_init_str

_back_color Variable

The _back_color system variable contains the background color which should be used for text in terminal mode. Allowable values are from 0 - 15. Note that changes to this variable may not be reflected until the screen is cleared.

See also

_fore_color

_capture_fname Variable

The _capture_fname system variable holds the default capture file filename. The maximum length is 64 characters.

See also

capture, _usage_fname

_cisb_auto Variable

The _cisb_auto system variable controls whether CompuServe B+ auto file transfers are allowed. If this variable is set to zero (FALSE), request by the remote (CompuServe) to transfer files using the CIS B+ protocol will be ignored.

See also

_zmod_auto

_connect_str Variable

The _connect_str system variable holds the string which Telix should scan for when dialing, and should take to mean that a connection has been established. For Hayes type modems it is usually set to "CONNECT". Maximum length is 19 characters.

See also

_no_connect1 - _no_connect4

_dest_bs Variable

The _dest_bs system variable controls whether a backspace character received by Telix in Terminal Mode erases the character to the left of the cursor, or just moves the cursor on top of it without erasing it. If this variable is 0 (FALSE), Telix will treat the backspace as non-destructive, and destructive otherwise.

See also

_swap_bs

_dial_pause Variable

The _dial_pause system variable holds (in seconds) the amount of time to wait between the end of one dialing attempt and the beginning of another. Most modems don't need more than a 1 second pause.

_dial_time Variable

The _dial_time system variable holds the amount of time Telix should wait for a connection when dialing, in seconds (e.g. 30).

See also

_dial_pause

_dialpost Variable

The _dialpost system variable holds the string (the dialing suffix) which should be sent to the modem after the number, when dialing. For Hayes type modems, it is usually just a Carriage Return. Maximum length is 19 characters. This string will possibly include some translation characters, as described in the Telix manual, and should be sent to the modem with the cputs_tr function.

See also

_dialpref - _dialpref3, _redial_stop

_dialpref Variables

The _dialpref system variable holds the string which should be sent to the modem before the number, when dialing. For Hayes type modems, it is usually set to "ATDT". Maximum length is 19 characters. This string will possibly include translation characters, as described in the Telix manual, and should be sent to the modem with the cputs_tr function.

The _dialpref2, _dialpref3 and _dialpref4 variables are the other two dialing prefixes that may be defined in Telix.

See also

_dialpost, _redial_stop

_down_dir Variable

The _down_dir system variable holds the default download directory name. When a file is downloaded (received), if the user specifies a drive and/or directory in the name, the file is put there. However, if only a name is specified, the file is placed in the directory indicated by _down_dir. The maximum length is 64 characters, and this string should end with the backslash character, '\'.

See also

_up_dir, receive

_entry_enum Variable

The _entry_enum variable is set by the dialing routines. When a connection is established while dialing, the entry number of the dialing directory entry connected to is stored here. If a manual number is connected to, the value 0 is stored here.

See also

_entry_name, dial, redial

_entry_bbstype - _entry_pass Variables

All of the _entry_xxxx variables are set by the dialing routines. When a connection has been established, the appropriate value is copied into the variable.

The _entry_bbstype system variable contains the name of the BBS software package that is connected to. This variable is assigned in the dialing directory entry by the user. Telix does not determine this upon connection to a system. The maximum length is 15 characters.

The _entry_comment system variable holds the value of the comment field from the entry connected to. Common uses are for storing mail packet filenames or secondary passwords. The maximum length is 40 characters.

The _entry_name system variable contains the name of the dialing directory entry connected to. The maximum length is 29 characters.

The _entry_num system variable holds the phone number of the entry connected to. The maximum length is 17 characters.

The _entry_logonname variable contains the user name for the entry connected to. This is useful for performing logons. The maximum is 25 characters.

The _entry_pass system variable holds the password from the entry connected to. This is useful for performing logons. The maximum length is 14 characters.

See also

_entry_enum, dial, redial

_fore_color Variable

The _fore_color system variable contains the foreground color which should be used for text in terminal mode. Allowable values are from 0 - 15. Note that changes to this variable may not be reflected until the screen is cleared, or the update_term function is called.

See also

_back_color, Update_Term

_image_file Variable

The _image_file system variable holds the full name of the file that screen images are saved to when the user selects Screen Image from the File menu or presses Alt-I while in terminal mode. If this file already exists, the screen is appended to it.

_local_echo Variable

The _local_echo system variable controls whether or not characters typed in terminal mode are echoed on the screen. If _local_echo is set to non-zero (TRUE), characters are echoed, otherwise they are not.

_mdm_hang_str Variable

The _mdm_hang_str system variable holds the string that should be sent to the modem to hang it up when the user presses Alt-H. Note that this string will only be sent to the modem if Telix can't first hang-up the modem by turning off a signal on the serial port called the DTR line. This string may contain translation characters as defined in the Telix manual, and should be sent to the modem with the cputs_tr function. Maximum length is 19 characters.

See also

_mdm_init_str, _auto_ans_str

_mdm_init_str Variable

The _mdm_init system variable holds the string that should be sent to the modem when Telix is started. It is used to make sure certain settings in the modem are right. This string may contain translation characters as defined in the Telix manual, and should be sent to the modem with the cputs_tr function. Maximum length is 49 characters.

See also

_auto_ans_str, _mdm_hang_str

_no_connect1 - _no_connect4 Variables

These system variables contain the strings that Telix should scan for when dialing that indicate a connection could not be established (i.e., the number was busy or there was no answer). The maximum length for each string is 19 characters.

See also

_connect_str

_redial_stop Variable

The _redial_stop system variable holds the string that should be sent to the modem to stop a dialing attempt. It usually just holds a Carriage Return character. This string may contain translation characters as described in the Telix manual, and should be sent to the modem with the cputs_tr function. Maximum length is 19 characters.

See also

_dialpref, _dialpost

_scr_chk_key Variable

If the _scr_chk_key variable is set to zero (FALSE), Telix will not allow executing scripts to be aborted. If set to non-zero (TRUE), users will be allowed to abort scripts.

_script_dir Variable

The _script_dir system variable holds the full path of the directory where Telix should look for compiled script files when a script is selected to be run. When a script is selected to be run, Telix uses this procedure: if the name includes the drive and/or directory, only that path is searched. If the name includes only the filename, the current directory is first searched for the script file, and then the directory pointed to by the _script_dir variable. This string should end in the backslash (\ ) character. The maximum allowed length is 64 characters.

See also

_telix_dir, _up_dir, _down_dir

_sound_on Variable

If the _sound_on system variable is set to non-zero (TRUE) sound is enabled in Telix, otherwise all sound is shut off.

See also

alarm, _alarm_on

_strip_high Variable

The _strip_high system variable controls what Telix does with the high (most significant) bit of incoming characters while in terminal mode. If this variable is set to a non-zero (TRUE) value, Telix will strip the high bit of incoming characters.

_swap_bs Variable

The _swap_bs system variable controls what Telix sends when the Backspace key is pressed. If this variable is 0, Telix will send a Backspace character when Backspace is pressed, and a DEL character when Ctrl-Backspace is pressed. If this variable is set to 1, Telix will reverse these codes.

See also

_dest_bs

_telix_dir Variable

The _telix_dir system variable holds the full path to reach the Telix program's base directory (e.g. 'C:\TELIX\'). Changing this variable is not recommended, as if a wrong value is used, Telix will probably not be able to find many needed files. The maximum length is 64 characters.

If this variable is changed, it is imperative that a backslash (\ ) character is found at the end. Telix builds paths to many files by appending certain names to this string. If the backslash is missing, it will cause many problems.

See also

_script_dir, _up_dir, _down_dir

_up_dir Variable

The _up_dir system variable holds the default upload directory name. When a file is to be uploaded (sent), if the user specifies a drive and/or directory in the name, the file is taken from there. However, if only a name is specified, the file is searched for in the directory indicated by _up_dir. This variable should end with a backslash (\ ) character. The maximum length is 64 characters.

See also

_down_dir, send

_usage_fname Variable

The _usage_fname system variable holds the default Usage Log filename. The maximum length is 64 characters.

See also

_capture_fname, usagelog

_zmod_auto Variable

The _zmod_auto system variable controls whether or not Zmodem autodownloads are allowed. If Telix is in terminal mode and receives an auto download request Telix will ignore it if this variable is set to a 0 (FALSE) value. The download will then have to be initiated by the user.

See also

_cisb_auto

_user_int1 - _user_int3 Variables

The _user_int1, _user_int2 and _user_int3 variables are general purpose integer variables that have no predefined purpose. The variables are global in scope, and retain their values even when no scripts are active.

See also

_user_str Variables

_user_str1 - _user_str3 Variables

The _user_str1, _user_str2 and _user_str3 variables are general purpose string variables that have no predefined purpose. The variables are global in scope, and retain their values even when no scripts are active.

See also

_user_int Variables

_zmod_rcrash Variable

The _zmod_rcrash system variable controls whether the Zmodem receive Crash Recovery (resume) option is on. If this variable is set to a non-zero (TRUE) value, Telix will try to resume aborted transfers during a Zmodem download.

See also

_zmod_scrash

_zmod_scrash Variable

The _zmod_scrash system variable controls whether the Zmodem send Crash Recovery (resume) option is on. If this variable is set to a non-zero (TRUE) value, Telix will try to tell the other side to resume aborted transfers during a Zmodem upload.

See also

_zmod_rcrash

ASCII Character Set

The ASCII character set consists if 128 characters, with each character having an ASCII value, in the range of 0 to 127. The IBM PC uses the IBM Extended ASCII set, which adds a further 128 values, to provide extra symbols. The following table lists the regular ASCII character set. The first column contains the ASCII control characters, which can not normally be printed, and are given by name.

Dec	Hex	Ctrl	Name	Dec	Hex	Chr	Dec	Hex	Chr	Dec	Hex	Chr
0	00	^@	NUL	32	20		64	40	@	96	60	`
1	01	^A	SOH	33	21	!	65	41	A	97	61	a
2	02	^B	STX	34	22	"	66	42	B	98	62	b
3	03	^C	ETX	35	23	#	67	43	C	99	63	c
4	04	^D	EOT	36	24	$	68	44	D	100	64	d
5	05	^E	ENQ	37	25	%	69	45	E	101	65	e
6	06	^F	ACK	38	26	&	70	46	F	102	66	f
7	07	^G	BEL	39	27	'	71	47	G	103	67	g
8	08	^H	BS	40	28	(	72	48	H	104	68	h
9	09	^I	HT	41	29	)	73	49	I	105	69	i
10	0a	^J	LF	42	2a	*	74	4a	J	106	6a	j
11	0b	^K	VT	43	2b	+	75	4b	K	107	6b	k
12	0c	^L	FF	44	2c	,	76	4c	L	108	6c	l
13	0d	^M	CR	45	2d	-	77	4d	M	109	6d	m
14	0e	^N	SO	46	2e	.	78	4e	N	110	6e	n
15	0f	^O	SI	47	2f	/	79	4f	O	111	6f	o
16	10	^P	DLE	48	30	0	80	50	P	112	70	p
17	11	^Q	DC1	49	31	1	81	51	Q	113	71	q
18	12	^R	DC2	50	32	2	82	52	R	114	72	r
19	13	^S	DC3	51	33	3	83	53	S	115	73	s
20	14	^T	DC4	52	34	4	84	54	T	116	74	t
21	15	^U	NAK	53	35	5	85	55	U	117	75	u
22	16	^V	SYN	54	36	6	86	56	V	118	76	v
23	17	^W	ETB	55	37	7	87	57	W	119	77	w
24	18	^X	CAN	56	38	8	88	58	X	120	78	x
25	19	^Y	EM	57	39	9	89	59	Y	121	79	y
26	1a	^Z	SUB	58	3a	:	90	5a	Z	122	7a	z
27	1b	^[	ESC	59	3b	;	91	5b	[	123	7b	{
28	1c	^\	FS	60	3c	<	92	5c	\	124	7c	|
29	1d	^]	GS	61	3d	=	93	5d	]	125	7d	}
30	1e	^^	RS	62	3e	>	94	5e	^	126	7e	~
31	1f	^_	US	63	3f	?	95	5f	_	127	7f	DEL

Extended Key Scan Codes

The following chart lists keyboard scan codes for special non-ASCII keys, as returned by inkey and inkeyw, and used by the keyget, keyset, keyload, and keysave SALT functions. Normal keys which are within the ASCII set are listed in the preceding topic, ASCII Character Set.

Key	Normal		w / Ctrl		w / Alt		w / Shift	
	Dec	Hex	Dec	Hex	Dec	Hex	Dec	Hex
F1	15104	3b00	24064	5e00	26624	6800	21504	5400
F2	15360	3c00	24320	5f00	26880	6900	21760	5500
F3	15616	3d00	24576	6000	27136	6a00	22016	5600
F4	15872	3e00	24832	6100	27392	6b00	22272	5700
F5	16128	3f00	25088	6200	27648	6c00	22528	5800
F6	16384	4000	25344	6300	27904	6d00	22784	5900
F7	16640	4100	25600	6400	28160	6e00	23040	5a00
F8	16896	4200	25856	6500	28416	6f00	23296	5b00
F9	17152	4300	26112	6600	28672	7000	23552	5c00
F10	17408	4400	26368	6700	28928	7100	23808	5d00
F11								
F12								
1					30720	7800		
2					30976	7900		
3					31232	7a00		
4					31488	7b00		
5					31744	7c00		
6					32000	7d00		
7					32256	7e00		
8					32512	7f00		
9					32768	8000		
0					33024	8100		
Up	18432	4800						
Down	20480	5000						
Left	19200	4b00	29440	7300				
Right	19712	4d00	29696	7400				
Home	18176	4700	30464	7700				
End	20224	4f00	29952	7500				
PgUp	18688	4900	33792	8400				
PgDn	20736	5100	30208	7600				
Ins	20992	5200						
Del	21248	5300						

Color Values

Several SALT functions, such as pstra, use color attribute values. A character on the text screen has a foreground color, and a background color. Possible colors are numbered as follows:

Color	Integer Value
Black	00
Blue	01
Green	02
Cyan	03
Red	04
Magenta	05
Brown	06
Light Gray	07
Dark Gray	08
Light Blue	09
Light Green	10
Light Cyan	11
Light Red	12
Light Magenta	13
Yellow	14
White	15

To obtain a color attribute value for a color combination, the formula is:

color attribute value = foreground color value + (16 * background color value)

Therefore, a Yellow character on a Blue background would have a color attribute value of 30 (14 + (16 * 1)).

Note that only the first eight colors are valid background colors. Using light colors for a background yields it's corresponding dark color, and causes the foreground color to blink.

The following is a useful function to add to your toolbox to make calculating color attributes easier.

```
#CONST Black      00
#CONST Blue       01
#CONST Green      02
#CONST Cyan       03
#CONST Red        04
#CONST Magenta    05
#CONST Brown      06
#CONST Lt_Gray    07
#CONST Dk_Gray    08
#CONST Lt_Blue    09
#CONST Lt_Green   10
#CONST Lt_Cyan    11
#CONST Lt_Red     12
#CONST Lt_Magenta 13
#CONST Yellow     14
#CONST White      15

MakeColor(int Fore, int Back)
 {
  int color;
```

```
  color = Fore + (Back * 16);
  return color;
 }
```

Using the constants in conjunction with the MakeColor function, the color attributes are calculated for you, and the resulting code is more easily understood. Consider the following:

```
pstra("Print this string in yellow on blue", 30);
pstra("Print this string in yellow on blue", MakeColor(Yellow, Blue));
```

SIMPLE Language

The Telix SIMPLE Language

Telix for Windows has a built-in programming language called SALT (Script Application Language for Telix). SALT is extremely powerful, and much of that power is due to its semblance to the C programming language. Along with that power comes a degree of difficulty, however. For those not comfortable in a structured programming environment such as SALT, a second scripting language, SIMPLE (Salt IMPLEmentation) is also provided.

Simple takes a loosely structured program resembling a stream of English sentences and transforms it into SALT for you. No programming experience is necessary. Its SIMPLE!

What Can Be Accomplished With SIMPLE?

SIMPLE scripts can be used to automate logins to bulletin boards, automate repetitive tasks such as mail transfers, or can be programmed to watch for multiple strings, offering up the proper response to each no matter the order in which they arrive. SIMPLE offers you much of the power of SALT without the learning curve.

Comparing SIMPLE to SALT

SALT's complexity allows it to do much more than SIMPLE can. For example, the Host+ bulletin board that comes with Telix was written primarily in SALT, but such a task would not be possible in SIMPLE. SALT offers access to most screen-related functions in Telix; SIMPLE offers only a pair of commands to place information on the screen. SALT offers full color control; SIMPLE does not. Other differences make SALT the preferable language for complex scripts.

Creating SIMPLE Scripts

A SIMPLE script is basically a sequence of instructions for Telix to follow, using a loosely defined syntax. You may use any text editor to produce this script file, as long as its output is normal ASCII text (this means that if you use your word processor, you must explicitly tell it to write out the file using ASCII format and not to embed any special codes in the file). You may give any name you wish to a SIMPLE script, although we recommend that you always use the extension .SIM for clarity. For example, a script to log on to the Telix Support BBS might be called TELIX.SIM. If you use the Script Editor that is built in to Telix for Windows, you **must** give the file an extension of .SIM or the compiler will treat the file as a SALT script.

Once you have written your script file and saved it to disk, it must be compiled. Using the SALT Editor, you need only to select the Compile command from the menu, or if using an external editor, select Compile from the Telix for Windows Script menu. The compiler then reads your 'source' script file, and compiles it to a form which Telix can understand. The compiled script can then be loaded more quickly by Telix, and is also usually smaller. The output file is written with the same name as the source file except that the extension .SLC is used.

When the script compiler finds an error in your source file, it will abort the compile process and give you the line number on which the error occurred, as well as the type of error. If you are using the SALT Editor, the cursor will be moved to the line that the error occurred on and the error message will be displayed on the status bar. The error should then be fixed and the source re-compiled. This is repeated until the compiler detects no more errors in your source file. The compiled script can then be executed in Telix using one or all of several methods; using the Execute menu item on the Script menu, as a linked script in a dialing directory entry, or called from another script.

See also

SIMPLE Syntax, SIMPLE Structure, SIMPLE Functions, SIMPLE Program Control

SIMPLE Syntax

Case is not important in command, function, and variable names. The only time case matters is inside a string constant (e.g., "Hello" is not the same string as "hello"). Whitespace (such as the space, the tab, the Carriage Return, or the Line Feed) is not important. The script compiler does not care where you place items, so that you may arrange the program as you see fit. For example,

```
If Online Then Send String25
Else Dial "11" MaxOf 23 RunScript
```

is equivalent to

```
If Online Then
  Send String25
Else
  Dial "11" MaxOf 23 RunScript
```

or even to

```
If
Online
Then
Send
String25
Else
Dial
"11"
MaxOf
23
RunScript
```

The only time whitespace matters is when it would split up key-words or function name, or in a string. For example, the key-word 'whenever' must not be split up if it is to be recognized. The same applies to other key-words or function names. Also, there must be space between the letters of a command and other letters. For example, 'whenever' is not the same as 'wheneverabc'. In the interest of clarity, it is recommended that you try to make your script easy to understand, by indenting where appropriate, and by using space effectively. There is no reason, for example, to put more than one statement on a line, even if it is perfectly legal. Another poor example, as the last example above illustrates, is one where a complete line is broken up for no good reason. A good example of program style can be found by looking at the sample SIMPLE scripts included with Telix.

SIMPLE Structure

Program Structure

A SIMPLE script has no set format beyond a few easy-to-follow rules. These rules will be discussed as the apply to the individual commands when necessary. Otherwise, simply add commands to your script to do whatever is necessary.

Variables

A SIMPLE script may use up to 255 string "variables", or groups of characters, that you can change as you see fit. You need not do anything special to use a string. Just use the word "StringXX" wherever you need the string, where XX is the number of the string. All SIMPLE strings are exactly 80 characters in length. These will be referred to as StringXX variables throughout this documentation. Examples of StringXX use might be as follows:

To create string number 20, and make it contain the phone number of the Telix BBS, you might have a line:

```
Assign String20, "1-919-481-9399"
```

Note that you do not have to use all 80 characters of a string. SIMPLE knows where to end a string if you don't fill it up.

To create a string that contains today's date, you could simply use:

```
Date String15
```

If you need to use either the quote character itself in a string, or the carat symbol (the shifted-6), both of which have special meaning in Telix, you must dereference them. To dereference the character, precede it with a carat. Examples of this are:

```
Assign String1, "A quote, ^", needs a carat in front."
Assign String2, "A carat, ^^, is represented by two carats."
```

Integer variables are also available, referred to as IntegerXX variables, and conform to the same rules as StringXX variables described above. IntegerXX variables can contain values ranging from -2,147,483,683 to 2,147,483,648.

System Variables

SIMPLE has four system variables which may be used as part of certain statements. Their use will be explained in greater detail as part of the commands that may access them. These variables are:

BBSNumber: This variable will contain the dialing directory entry number after dialing and connecting to a system. It changes only when a connection is made.

TransferStatus: This variable is explained in detail under the If directive.

ReturnCode: This variable is explained in detail under the If directive.

BBSPassword: This variable contains your password for the system you last connected to, as read from the dialing directory. This variable makes it possible to write a script that doesn't have to be recompiled every time you change your password. The script can just use this variable instead of a String variable. All you need to do when changing your password is to edit the dialing directory within Telix, and insert the new password.

SIMPLE Functions

ADD
AddString
Alarm
Assign
Begin
CaptureLog
ChangeDir
ClearScreen
Cursor
Date
Dial
DIV
Dos
Download
Emulate
End
EraseFile
ExitScript
ExitTelix
Hangup
Input
Message
MUL
Printer
RenameFile
RunScript
Send
Shell
Show
Sound
SUB
Time
Upload
UsageLog
Wait

ADD Function

Example

`ADD` *`integer1, integer2`*

The ADD function adds the value of *integer2* to *integer1*. Neither integer need be defined prior to an ADD. The first value must be an IntegerXX variable, and the second value may be either a variable or literal value. The comma between the two values is required.

See also

Assign, DIV, MUL, SUB

ADD Example

```
Assign Integer30, 50
ADD Integer30, 25
ADD Integer30, Integer30
```

AddString Function

Example

`AddString` *`string1, string2`*

The AddString function adds, or concatonates, the value of *string2* to *string1*. The *string1* variable must be a StringXX variable, and *string2* may be a literal string in quotes or a StringXX variable. The comma between the two strings is required.

See also

Assign

AddString Example

```
Assign String1, "TELIX"
AddString String1, ".REP"
```

Alarm Function

Example

`Alarm` *`integer`*

The Alarm function plays the Alarm wave sound defined in the Sounds configuration *integer* times.

Alarm Example

```
Send "C:\TFW\UP\MYMAIL.REP" with ZMODEM
if TransferStatus = 0 then
  Begin
    Alarm 1
    Message "Mail packet was not uploaded!"
  end
```

Assign Function

Example

```
Assign string1, string2
Assign integer1, integer2
```

The Assign function assigns the value of *string2* to *string1*, or the value of *integer1* to *integer2*. Neither string, or integer, need be defined prior to an assign. The first value must be a StringXX, or IntegerXX, variable, and the second value may be either a variable or literal value. The comma between the two values is required.

See also

AddString, ADD, DIV, MUL, SUB

Assign Example

```
Assign String24, "Telix Support BBS"
Assign String40, String24

Assign Integer30, 500
Assign Integer35, Integer30
```

Begin Command

Example

```
Begin
```

The Begin command denotes the start of a group of code that belongs together. It is typically used to keep a group of code together in conjunction with If statements. Every Begin command must have a corresponding End command. Begin and End commands may be nested within each other. It is strongly recommended that indentation be used to help keep track of the Begin and End pairs.

See also

End

Begin Example

```
if Online then
  Begin
    Assign String4, "TELIX.REP"
    Alarm 3
  End
```

CaptureLog Function

Example

`CaptureLog` *`string`* `| OFF | ON | PAUSE | UNPAUSE`

The CaptureLog function controls the status of the Telix Capture file, in much the same was as Alt-L does from the keyboard in Telix. You may turn on the capture log by passing a StringXX or constant string, **PAUSE**, **UNPAUSE**, or turn **OFF** the capture file entirely. Only one of these actions may be performed per CaptureLog command. CaptureLog **ON** opens the capture log with the filename specified in the Telix Filenames and Paths configuration.

See also

UsageLog

CaptureLog Example

```
CaptureLog "TEMP.CAP"
CaptureLog Pause
CaptureLog Unpause
CaptureLog Off

CaptureLog On
CaptureLog Off

Assign String16, "TELIX.CAP"
CaptureLog String16
CaptureLog Off
```

ChangeDir Function

Example

`ChangeDir` *`string1`*

The ChangeDir function provides access to the DOS "CD" command. You may change to any valid directory with this command. Invalid directories are simply ignored, and Telix will remain in the current directory. *String1* may be either a StringXX variable or a literal string in quotes.

ChangeDir Example

```
Assign String64, "D:\TELIX\DOWN"
ChangeDir String64
ChangeDir "C:\TELIX"
```

ClearScreen Function

Example

```
ClearScreen
```

The ClearScreen function acts as if you had pressed Alt-C from within Telix. It clears the terminal window of all characters. ClearScreen does not accept any parameters.

ClearScreen Example

```
ClearScreen
```

Cursor Function

`Cursor ON | OFF`

The Cursor function turns the blinking cursor in the terminal window on or off.

Date Function

Example

`Date` *`string`*

The Date function places the current date into *string*. *string* must be a StringXX-type variable.

Date Example

```
Date String16

show "Today's date is "
show String16 ENTER
```

Dial Function

Example

`Dial` *`string1`* `[FROM` *`string2`*`] [MAXOF` *`integer`*`] [RUNSCRIPT]`

The Dial function allows nearly complete access to the Telix dialing directory. Telix can be told to dial several entries, optionally from a specific dialing directory file, and can be told whether or not to run a linked script.

Dial must be passed at least one parameter, a StringXX variable or string constant in quotes containing numbers to dial. This string may contain either a list of entries by number, or a manual number preceded with a lowercase "m".

If you wish, you may tell Dial from which directory these numbers are to be read, with an optional **FROM** directive. From must be passed a StringXX or literal string constant in quotes, containing the name of the directory to load. If you use a **FROM** directive, the specified directory will be used throughout the rest of the script, or until a **FROM** directive is encountered in another dial function. To avoid confusion, it is best to either always use **FROM**, or never use it. If **FROM** is not used, the currently loaded directory shall be the source.

You may tell Telix to limit the number of dialing attempts to make by using an optional **MAXOF** directive. **MAXOF** must be followed by an integer, which specifies the number of attempts to make. **MAXOF** must come after **FROM**, if **FROM** is present.

You may tell Telix to execute the script linked to the dialing directory with the **RUNSCRIPT** directive. The default is not to execute such a script. By placing the optional directive **RUNSCRIPT** at the end of the Dial command, Telix will execute a linked script attached to the entry connected to, if there is one, and return control to your SIMPLE script upon completion.

The Dial function places a return value into the system variable ReturnCode as follows:

> If there was a connection, ReturnCode shall be the entry number in the dialing directory of the system connected to, or 1 for a manual number.
>
> If there was no connection established, a zero shall be placed into ReturnCode.
>
> If the string passed to dial did not contain a string that could be interpreted as a valid list of numbers to dial, -1 will be placed into ReturnCode.

The use of the ReturnCode is discussed in detail as part of the If statement.

Dial Example

```
Assign String24, "1 5 6"
Assign String64, "D:\TELIX\FON\LONGDIST.FON"

// The first example dials entries 1, 5, and 6 from LONGDIST.FON until it
// connects to one of them or the user presses escape.

Dial String24 From String64

// The second example dials the Telix Support BBS manually, up to 50 times.

Dial "m1-919-481-9399" MaxOf 50

// The third example dials entries 1, 5, and 6, after loading TELIX.FON.  If a
// connection is made, any script linked to the entry will be executed.

Dial String24 From "TELIX.FON" RunScript
```

DIV Function

Example

`DIV` *`integer1, integer2`*

The DIV function divides the value of *integer1* by *integer2*. Neither integer need be defined prior to a DIV. The first value must be an IntegerXX variable, and the second value may be either a variable or literal value. The comma between the two values is required.

See also

Assign, ADD, MUL, SUB

DIV Example

```
Assign Integer30, 50
DIV Integer30, 2
```

Dos Function

Example

`Dos` *`string`* `[PAUSE]`

The Dos function allows you to shell to DOS to execute the program specified in *string*. *String* may be a StringXX variable or a literal string in quotes. If you wish Telix to pause prior to returning, simply place the optional directive **PAUSE** after the command to execute.

The Errorlevel that DOS returns after running the command is placed in the system variable ReturnCode. Use of the ReturnCode is discussed with the If statement. Please see your DOS manual for more information regarding the DOS Errorlevel.

Dos Example

```
Assign String64, "C:\WP51\WP.EXE"
Dos String64
Dos "D:\UTIL\QEDIT.EXE" Pause
```

Download Function

Example

`Download` *`string`* `WITH` *`protocol`*

The Download function acts just as if you had pressed Alt-PgDn and entered a protocol and filename. It will download the file (or files if a batch protocol is used) indicated by *string*. *String* may be a StringXX variable or a string constant in quotes.

The Download command uses the protocol specified by the **WITH** directive. If no protocol is specified, Telix will prompt for the protocol. Protocols allowed are:

XModem
XModem-1K
XModem-1K-G
YModem
YModem-G
ZModem
Kermit
ZModem-8K

Remember that downloads usually need to be triggered on the remote site before you can receive the file. You will usually need to Send a start command prior to using the Download command.

The success or failure of the transfer is reported in the special system variable TransferStatus that is described in the If...Then...Else section.

See also

Upload

Download Example

```
Assign String64, "D:\TELIX\DOWN\WORK\TELIX.QWK"

Send "D;Z" Enter
Send Enter
Download String64 with Zmodem
If TransferStatus = 0 Then
  Message "Download failed!"

Send "D;G" Enter
Send Enter
Download "C:\TELIX\DOWN\TLX320-1.ZIP" With Ymodem-G
If TransferStatus > 0 Then
  Message "Download succeeded."
```

Emulate Function

Example

`Emulate "terminal"`

The Emulate function tells Telix to change the terminal emulation it is using to that specified by *terminal*. Allowable emulations are:

TTY
VT52
VT100
VT102
VT220
ANSI X3.64
ANSI-BBS
AVATAR
RIPscrip 1.54

Emulate Example

```
Emulate "VT102"
Emulate "ANSI-BBS"
```

End Command

Example

```
End
```

The End command denotes the end of a group of code that belongs together. It is typically used to keep a group of code together in conjunction with If statements. Every End command must have a preceding Begin command. Begin and End commands may be nested within each other. It is strongly recommended that indentation be used to help keep track of the Begin and End pairs.

End Example

```
if Online then
  Begin
    Send "U" Enter
    Upload "TELIX.REP" with Zmodem
  End
```

EraseFile Function

Example

`EraseFile` *`string`*

The EraseFile function deletes the file specified in *string* from the disk. Be careful using this command as deleted files are usually unrecoverable. *String* may be a StringXX variable or a literal string in quotes.

See also

RenameFile

EraseFile Example

```
Assign String24, "D:\WINDOWS\TELIX.TTF"
EraseFile String24
EraseFile "C:\TELIX\QWIK\TELIX.QWK"
```

ExitScript Function

Example

`ExitScript`

The ExitScript function halts execution of the script. Telix will not prompt for confirmation, but instead will stop the script immediately.

ExitScript Example

```
Assign String64, "D:\TELIX\DOWN\WORK\TELIX.QWK"

Send "D;Z" Enter
Send Enter
Download String64 with Zmodem

if TransferStatus=0 then
  begin
    Alarm 1
    Message "Download failed!  Exiting script."
    ExitScript
  end

// If download succeeded then upload replies.

Send "U;Z" ENTER
Send Enter
Upload "D:\TELIX\UP\TELIX.REP"
```

ExitTelix Function

Example

```
ExitTelix
```

The ExitTelix function halts execution of the script, and exits Telix completely. It is exactly like pressing Alt-X in terminal mode.

ExitTelix Example

```
ExitTelix
```

Hangup Function

Example

```
Hangup
```

The Hangup function disconnects you from any system you might be connected to at the time. It is exactly like pressing Alt-H from terminal mode.

Hangup Example

```
if OnLine then
  HangUp

Dial "1"
```

Input Function

Example

```
Input string, integer
```

The Input function gets up to *integer* characters from the keyboard and places them into *string*. *Integer* is any integer value from 1 to 80, and *string* must be a StringXX-type variable.

No prompting is made by SIMPLE. If you wish to prompt the user for the data, you will want to display the prompt yourself using the Show command.

Input Example

```
// An example of the Input routine below allows the user to input up to 40
// characters, placing them into String22.

Input String22, 40
```

Message Function

Example

`Message` *`string`*

The Message command places *string* into a centered box on the screen for exactly three seconds. It is very much like the prompts that Telix uses to request confirmations from you, but it allows you to specify the message in the box. *String* may be a StringXX variable or a literal string in quotes.

Message Example

```
Assign String64, "D:\TELIX\DOWN\WORK\TELIX.QWK"

Send "D;Z" Enter
Send Enter
Download String64 with Zmodem

if transferstatus = 0 then
  begin
    message "Failed to download mail packet!"
    exitscript
  end
else then
  message "Downloaded mail packet successfully."
```

MUL Function

Example

`MUL` *`integer1, integer2`*

The MUL function multiplies the value of *integer1* by *integer2*. Neither integer need be defined prior to an MUL. The first value must be an IntegerXX variable, and the second value may be either a variable or literal value. The comma between the two values is required.

See also

Assign, ADD, DIV, SUB

MUL Example

```
Assigne Integer30, 25
MUL Integer30, 2
```

Printer Function

Example

```
Printer ON | OFF
```

The Printer command toggles the printer log on and off, just as Ctrl-@ does in terminal mode. You must specify the state you wish the log to be in, **ON** or **OFF**.

Printer Example

```
Printer On

Printer Off
```

RenameFile Function

Example

`RenameFile` *`string1`*`,` *`string2`*

The RenameFile function renames the file specified in *string1* to the filename specified in *string2*. Either string may be a StringXX variable or a literal string in quotes.

See also

EraseFile

RenameFile Example

```
Assign String24, "C:\TELIX\QWK\TELIX.QWK"
RenameFile String24, "C:\TELIX\QWK\TELIX.BAK"
```

RunScript Function

Example

`RunScript` *`string`*

The RunScript function loads the script specified in *string* and executes it. When this new script terminates, your script will continue from this position. *String* may be either a StringXX variable or a literal string in quotes.

RunScript places the value returned by the called script into the system variable ReturnCode. All SIMPLE scripts will return a zero. SALT scripts may return varying values.

RunScript Example

```
dial "1"

if ReturnCode > 0 then
  begin
    RunScript "LOGON.SLC"
    RunScript "GETMAIL.SLC"
  end
else then
  begin
    Alarm 1
    Message "Could not connect to system!"
  end
```

Send Function

Example

`Send` *`string`* `[ENTER]`

The Send function sends the data contained in *string* out the connect device, and also to the screen. If the keyword **ENTER** follows *string* then a carriage return will be sent as well. *String* may be a StringXX variable or a string constant in quotes.

Send Example

```
Assign String14, "Telix Support"

Send String14
Send "Chatting with Sysop" Enter
```

Shell Function

Example

```
Shell
```

The Shell function opens a DOS window and allows you to execute other programs manually. To return to your script from DOS, simply type "exit" at the DOS prompt.

You must return to the directory you started in if things are expected to function properly. If you "exit" back to Telix while in another directory, the current directory that scripts use will be incorrect and files might not be found where they should be. Be careful using the Shell command.

Shell Example

```
Shell
```

Show Function

Example

`Show` *`string`* `[ENTER]`

The Show function places the data contained in *string* on the screen. If the keyword **ENTER** follows *string*, then a carriage return will be displayed as well. *String* may be a StringXX variable or a string constant in quotes.

Show is very similar to Send, but the data is **not** sent over the connect device. Be careful not to confuse Show and Send.

Show Example

```
Assign String14, "Telix Support"

Show String14
Show "Chatting with Sysop" Enter
```

Sound Function

Example

`Sound` *`integer1`*`,` *`integer2`*

The Sound function causes a tone of frequency (pitch) *integer1* to be played on the PC speaker for *integer2* hundredths of a second. You may want to experiment with values for *integer1* to determine acceptable frequencies. Script execution will not continue until the time has elapsed.

Sound Example

```
Sound 200, 30

Sound 500, 10
```

SUB Function

Example

`SUB integer1, integer2`

The SUB function subtracts the value of *integer2* from *integer1*. Neither integer need be defined prior to an SUB. The first value must be an IntegerXX variable, and the second value may be either a variable or literal value. The comma between the two values is required.

See also

Assign, ADD, DIV, MUL

SUB Example

```
Assign Integer30, 50
Assign Integer31, 10
SUB Integer30, 25
SUB Integer30, Integer31
```

Time Function

Example

`Time` *`string`*

The Time function places the current time into *string*. *String* must be a StringXX-type variable.

Time Example

```
Time String16

show "The time is "
show String16 ENTER
```

Upload Function

Example

`Upload` *`string`* `WITH` *`protocol`*

The Upload function acts just as if you had pressed Alt-PgUp and entered a protocol and filename. It will upload the file (or files if a batch protocol is used) indicated by *string*. *String* may be a StringXX variable or a string constant in quotes.

The Upload command uses the protocol specified on the command line by the **WITH** operator. If a protocol is not specified, Telix will prompt for the protocol. Protocols allowed are:

XModem
XModem-1k
XModem-1k-G
YModem
YModem-G
ZModem
Kermit
ZModem-8k

Remember that uploads usually need to be triggered on the remote site before you can send the file. You will usually need to Send a start command prior to using the Upload command.

The success or failure of the transfer is reported in the special system variable TransferStatus that is described in the If...Then...Else section.

See also

Download

Upload Example

```
Assign String64, "D:\TELIX\DOWN\WORK\TELIX.REP"

Send "U;Z" Enter
Send Enter
Upload String64 with Zmodem
If TransferStatus = 0 Then
  Message "Download failed!"

Send "U;G" Enter
Send Enter
Upload "C:\TELIX\DOWN\TLX320-1.ZIP" With Ymodem-G
If TransferStatus > 0 Then
  Message "Download succeeded."
```

UsageLog Function

Example

```
UsageLog ON | OFF
```

The UsageLog command toggles the Telix usage log on and off. You must specify the state you wish the log to be in, **ON** or **OFF**.

UsageLog Example

```
UsageLog On

UsageLog Off
```

Wait Function

Example

`Wait` *`integer`*

The Wait function forces the script to pause for *integer* seconds.

Wait Example

```
Wait 60
```

SIMPLE Program Control

SIMPLE scripts would be less than useful if there wasn't a way to cause the lines to execute out of order or in repetitive blocks. There are three commands that can cause a SIMPLE script to take on a much higher degree of functionality, and thus complexity. Starting with the easiest one, they are the WaitFor command, If...Then...Else command, and the WhenEver loop.

See also

WaitFor, If...Then...Else, WhenEver

WaitFor Command

Example

`WaitFor` *`string1`* `[MAXOF` *`integer`*`] THEN` *`string2`*

Often when automating logons to online systems, you must enter information in response to a certain prompt, but it is not known exactly when that prompt will be ready for your input. Waitfor simulates exactly what you would do when logging onto a system. It waits for the prompt to appear, and then does what you tell it.

The prompt to wait for is given in *string1*, and it may be a literal string in quotes, or a StringXX variable. Case is not significant, and the string must be no more than 40 characters.

The optional **MAXOF** directive tells the WaitFor command how long to wait before giving up. *integer* is the maximum number of seconds to wait. If **MAXOF** is defined, and *integer* seconds elapse without *string1* being received, SIMPLE skips the command given in *string2* and continues with the next command in the script.

string2 is any valid SIMPLE function, including blocks surrounded by Begin and End.

WaitFor Example

Clark Development's PCBoard BBS prompts the user for various inputs, always in the same order. It will prompt you for your color preference, your first name, your last name, and your password. You can use the WaitFor command in a short SIMPLE script to automate this process as follows:

```
Assign String1,   "Jeff"
Assign String2,   "Woods"
Assign String101, "first name"
Assign String102, "last name"

Waitfor "you want graphics" MaxOf 30 Then Send "Y Q" Enter

Waitfor String101 MaxOf 10 Then
  Send String1 Enter
Waitfor String102 MaxOf 10 Then Send String2 Enter
Waitfor "ssword" MaxOf 10 Then Send BBSPassword Enter
```

If...Then...Else Command

Example

`If [NOT] condition THEN command [ELSE [IF] THEN command2] [ELSE [IF] THEN...]`

The If conditional is one of the most powerful, and thus complex functions of SIMPLE. It has several options and is relatively freeform, but it must follow certain conventions. For this reason, following the explanation of the If statement, our examples will become more complex, as we build on what has been learned so far.

The general purpose of an If statement is to test to see if a certain condition is true, and to execute certain commands if so, or optionally, certain commands if not.

Condition is the quality you wish to test for being true or false. Conditions may be comparing strings for equality, or inequality, to each other, checking for the existence of a certain file on the disk, or for checking to see if a certain condition exists, such as if Telix is connected to a system. You can check for the opposite of any condition by preceding *condition* with the optional directive **NOT**.

The **THEN** keyword is required for all If statements, and must follow the *condition*.

Command is the action that could be performed based on the result of the *condition*. The *command* may be any SIMPLE function, and can even be a group of instructions marked by Begin and End.

The optional **ELSE THEN** directive tells SIMPLE to perform the actions specified in *command2* if the *condition* was not true. The **ELSE THEN** directive will be discussed further below.

There are five predefined *conditions* that can be used:

ONLINE — You may check the state of the carrier detect signal to determine if you are connected to another system or not. The format of the Online conditional is:

`If [NOT] ONLINE [=YES] [=NO] THEN command`

YES and **NO** are optional and are only included for clarity. See the Online Examples for more information.

EXIST — You may check for the existence of a file on the disk prior to attempting an action on that file. The format of the Exist conditional is:

`If [NOT] EXIST string THEN command`

String may be a StringXX variable or a string constant in quotes. See the Exist Examples for more information.

BBSNUMBER — You may check the value of this system variable to determine which dialing directory entry number you last connected to. The format of the BBSNumber conditional is:

`If [NOT] BBSNUMBER = integer THEN command`

Integer is any integer number. For example, if you know that the Telix Support BBS is entry # 1 in the current dialing directory, and you wish to find out if we are currently online with this particular system, you could check the BBSNumber variable for the value of 1. See the BBSNumber Example for more information.

RETURNCODE — You may check the results of any of three other SIMPLE commands with the ReturnCode system variable. The three commands you can check for success are Dos, Dial, and RunScript. The format of the ReturnCode conditional is as follows:

`If [NOT] RETURNCODE = integer THEN command`

Integer is any integer number. See the ReturnCode Example for more information.

TRANSFERSTATUS You may check the result of the Upload or Download commands with the TransferStatus system variable. The format of a TransferStatus conditional is as follows:

`If [NOT] TRANSFERSTATUS = integer THEN command`

Integer is any integer number. See the TransferStatus Example for more information.

An optional **ELSE THEN** directive may be included with any **IF** statement to further control the flow of the program. **ELSE THEN** statements may be nested within one another, and infinitely deep. See the Example for more information.

If...Then...Else Examples

```
If Online Then
Begin
  Send "U;Z" Enter
  Upload "Telix.REP" with Zmodem
  If TransferStatus = 0 Then
    Download "Telix.QWK" with Xmodem
  Else If
    Upload "Telix.REP" With Zmodem
  Else
    Hangup
End
Else Then
  Dial "11"
```

Online Examples

```
If Online Then
Begin
  Download "TELIX.QWK" With ZModem
  EraseFile "TELIX.REP"
End

If Not Online Then
  Dial "m1-919-481-9399" MaxOf 50

If Online=No Then Dial "5"
```

Exist Examples

```
Assign String1, "D:\TELIX\QWK\TELIX.REP"

If Exist String1 Then
  Upload String1 With Zmodem

If Not Exist String1 Then
  If Online Then
  Begin
    Download String1 With Zmodem
    EraseFile "ANYFILE"
  End
```

BBSNumber Example

```
If Online Then
  If BBSNumber = 1 Then
  Begin
    EraseFile "TELIX.QWK"
    Download "TELIX.QWK" With Zmodem
  End
```

Note that the command executed for "If Online" encompasses all of the rest of the above example through the End statement. This is the reason for the indentation as above. It reminds us which lines comprise the command to execute if the condition is true.

ReturnCode Example

In the follow example, assume that you know that the program Foo.EXE returns a DOS Errorlevel of 1 if today is a Saturday, and an Errorlevel of 0 for every other day of the week. Given these conditions, you could call the a BBS to download a mail packet on Saturdays only. Note the RUNSCRIPT directive in the Dial command; we will assume that entry 1 has a linked script which will log us on to the board and finish leaving us at the main prompt.

```
Dos "Foo.EXE"
If ReturnCode = 1 Then
Begin
  Dial "1" Maxof 50 RunScript
  Send "QMAIL4 D;Y"
  Download "TELIX.QWK" With Zmodem
  Hangup
End
```

TransferStatus Example

The following example will try to send a mail packet to the Telix BBS and, if not successful, will try again. The example assumes that we are already logged on and ready to upload.

```
Send "TELIX.REP" With Zmodem
If TransferStatus = 0 Then
  Send "TELIX.REP" With Zmodem
```

WhenEver Loop

Example

```
WHENLOOP
     WHENEVER string THEN command
     WHENEVER string THEN command
     WHENEVER string THEN command
     ....
ENDWHEN
```

The Whenever loop is the most powerful, and thus most complex function of SIMPLE. It has several options and is relatively freeform, but it must follow certain conventions.

The purpose of a Whenever loop is best explained in terms of WaitFor. Please be sure you understand Waitfor before continuing here.

One of the inherent problems of WaitFor is that the order the prompts come in must be fixed. One particular bulletin board can randomly prompt your for your birthday as verification of who you really are. Such a prompt renders the WaitFor command fairly useless in such a situation.

Whenever is the answer to this problem. You may set up a group of up to sixteen different strings and can define the proper actions SIMPLE should take whenever that particular prompt comes in. The order of the prompts will not matter. If a prompt is received, the defined action will occur.

A Whenever Loop always begins with the keyword **WhenLoop**.

Immediately following **WhenLoop** is a series of up to sixteen **Whenever** directives. A **whenever** directive defines the string to watch for and the actions to execute when it is received. The keyword **THEN** must appear between the two, exactly as above.

String may be a StringXX variable or a string constant in quotes. Case is not significant, and *string* may be no longer than 40 characters.

Whenever *string* is received, *command* will be executed. The power of the Whenever loop lies in the fact that absolutely any SIMPLE construct may be used here as the command, with the single exception of another Whenever loop. Waitfor, If, or any SIMPLE function may be used.

The keyword **EndWhen** must follow the last **Whenever** directive.

The keyword **QuitWhen** is used to exit from a given **WhenLoop** at any time.

WhenEver Loop Example

Using the example of a BBS which can randomly prompt for your date of birth during the login, the following script will log on to that system, enter the mail door, download a mail packet, and log off.

```
WhenLoop
  Whenever "language t"   Then Send "2"          Enter
  Whenever "first name"   Then Send "Jeff"       Enter
  Whenever "last name"    Then Send "Woods"      Enter
  Whenever "ssword"       Then Send BBSPassword Enter
  Whenever "birthday"     Then Send "03/25/66"  Enter
  Whenever "new mail"     Then Send "N Q"        Enter
  Whenever "rd Command"   Then Send "MAILDOOR"  Enter
  Whenever "mail Command" Then
    Begin
      Send "D;Y" Enter
      Waitfor "ready to Send Telix.QWK" MaxOf 300 Then
        Download "TELIX.QWK" With Zmodem
      If TransferStatus = 0 Then
        Begin
          Message "Download Not Successful!"
          Sound 200, 2
        End
      Else
        Begin
          Wait(20)
          Send "G;Y" Enter
          Hangup
          QuitWhen
        End
    End
EndWhen
```

The last Whenever directive specifies to the script that it is to do everything within the outermost Begin/End. Note that the final whenever is in response to a prompt that indicates we are in the mail door. If we are in the mail door, we send a command to start the download of a mail packet. When the packet is ready, we actually attempt download. Upon checking the result of the transfer, we either log off and exit the WhenLoop (we did what we wanted), or we make a beep and go back to the whenloop, which will trigger again on the mail Command prompt, and try to download again.

Study the example above carefully, as it is very typical of a complete SIMPLE script. Be careful when using WhenLoops as the above script can try over and over to download a packet. If there is a problem downloading due to the BBS, you could run up quite a bill. Advanced automation scripts should be in SALT, which allows greater control.

KillConnectDevice Function

Example

```
KillConnectDevice(str Name);
```

The KillConnectDevice function is used to remove a connect device from Telix.

Argument	Description
str Name	The name of the connect device to be deleted.

Return Value

A non-zero (TRUE) value is returned if the connect device was deleted. A zero (FALSE) is returned if the device could not be deleted (doesn't exist or is the currently selected device).

See also

ConnectDeviceName, NumConnectDevices, Set_ConnectDevice, MakeConnectDevice

KillConnectDevice Example

```
int num;
str buff[30];

// Delete all connect devices except the current one.
for (num = 1; num <= numconnectdevices; ++num)
  killconnectdevice(connectdevicename(num, buff));
```

MakeConnectDevice Function

Example

```
MakeConnectDevice(str Name, str Template, int Port, int DevType,
int HardType);
```

The makeconnectdevice function is used to create a new connect device based on parameters that you specify.

Argument	Description
str Name	The name that the device will be identified by.
str Template	The name of an entry in the TELIX.MDM file to base the new connect device on. Telix will use the entries such as initialization and connect strings from this template modem. If no template is given, these entries will be blank.
int Port	The communications port that the new device will use. Specifying 0 will create a "null" device that does not use a port.
int DevType	If zero, the connect device will be a modem. if non-zero, it will be direct connect.
int HardType	if zero, the connect device will use standard comm port routines. If one, the connect device will use fossil driver routines.

Return Value

A non-zero (TRUE) value is returned if the connect device was created. A zero (FALSE) is returned if the device could not be created.

See also

ConnectDeviceName, NumConnectDevices, Set_ConnectDevice, KillConnectDevice

MakeConnectDevice Example

```
// Make a direct connect device on COM2:
makeconnectdevice("COM2 Direct", "", 2, 1, 0);

// Make a device based on an ELSA MicroLink on COM3: fossil.
makeconnectdevice("My Modem", "ELSA MicroLink 288ooTL", 3, 0, 1);
```

DDEExecute Function

Example

```
DDEExecute(int Conv, str Command);
```

The DDEExecute function sends a command (or series of commands) to a Dynamic Data Exchange server. A conversation with the server must first be established with the DDEInitiate function.

Argument	Description
int Conv	The conversation handle to the DDE server.
str Command	The command(s) to be sent to the server.

Return Value

A value of 1 (TRUE) is returned if successful. If the conversation handle is not valid, a value of 0 (FALSE) is returned.

See also

DDEInitiate, DDEPoke, DDERequest, DDETerminate, DDETerminateAll

DDEExecute Example

```
main()
{
  int DDEConv;

  // Start a conversation with Program Manager
  DDEConv = DDEInitiate("PROGMAN", "PROGMAN");
  if (DDEConv > 0) {
    prints("Connected...");

    // Create a new group in Program Manager
    prints("Creating new group...");
    DDEExecute(DDEConv, "[CreateGroup(^"SALT Scripts^")]");

    // Make sure that the new group is open
    prints("Making sure new group is visible...");
    DDEExecute(DDEConv, "[ShowGroup(^"SALT Scripts^", 1)]");

    // Add a program item to the new group.  The file should exist or this
    // may fail.  Note the use of  ^"  below.  Those are embedded "
    // characters.  The string that is sent to Program Manager looks like:
    //   [AddItem("C:\TFW\SCRIPTS\EXAMPLE.SLC","Example Script","C:\TFW\
TELIX.EXE",0)]
    // The first parameter is the application filename.  Second is the title
    // for Program Manager.  Third is the icon filename.  Fourth is which
    // icon to use (first is 0).
    prints("Adding example script.");
    DDEExecute(DDEConv, "[AddItem(^"C:\TFW\SCRIPTS\EXAMPLE.SLC^",^"Example
Script^",^"C:\TFW\TELIX.EXE^",0)]");

    DDETerminate(DDEConv);
    prints("DDE Connection closed.");
  } else {
    prints("Could not connect.");
  }
}
```

DDEInitiate Function

Example

```
DDEInitiate(str Server, str Topic);
```

The DDEInitiate function starts a Dynamic Data Exchange (DDE) conversation with an application. The maximum number of conversations that can be open simultaneously is determined by Microsoft Windows and your system's memory and resources. If a conversation is not being used, it should be closed with DDETerminate to conserve resources.

Argument	Description
str Server	A name that specifies the application that provides DDE services. This is usually the applications filename without extension.
str Topic	A DDE topic that is proviced by *Server*. Most DDE servers recognize the **System** topic, which can be used to determine other supported topics.

Return Value

The value returned is a **handle**, which is simply an integer number, by which the DDE conversation is to be referred to in all subsequent DDE operations. A value of zero (FALSE) is returned if the converstation can not be initiated.

See also

DDEExecute, DDEPoke, DDERequest, DDETerminate, DDETerminateAll

DDEInitiate Example

```
main()
{
  int DDEConv,
      x;
  str Buff[255],
      Buff2[10];

  // Connect to Word for Windows using the System topic
  // so we can find out more info about what it provides.
  DDEConv = DDEInitiate("WINWORD", "SYSTEM");
  if (DDEConv > 0) {  // DDE conversation established.
    prints("Connected...");
    prints("");

    // SysItems returns a list of all items in the System topic
    // Each item in the string is separated by a tab (ASCII 9)
    // character.  For our purposes, will just display the string.
    prints("Items available in the SYSTEM topic are:");
    if (DDERequest(DDEConv, "SysItems", Buff))
      prints(buff);
    else
      prints("Could not retrieve items.");
    prints("");

    // Topics returns a list of available topics.  Tab delimited
    // in the same manner as the SysItems topic.
    prints("Topics available in the server are:");
    if (DDERequest(DDEConv, "Topics", Buff))
      prints(buff);
    else
      prints("Could not retrieve topics.");
    prints("");

    // close the DDE conversation.
    DDETerminate(DDEConv);
    prints("DDE Connection closed.");
  } else {  // DDE conversation could not be established.
    prints("Could not connect.");
  }
  prints("");
  prints("");
}
```

DDEPoke Function

Example

```
DDEPoke(int Conv, str Item, str Data);
```

The DDEPoke function is used to send data to a DDE server. The data must be sent as a string as no other formats are supported. A conversation with the server must first be established with the DDEInitiate function.

Argument	Description
int Conv	The conversation handle to the DDE server.
str Item	An item within the current DDE topic (given in DDEInitiate).
str Data	The data to send to the DDE server.

Return Value

A value of 1 (TRUE) is returned if successful. If the conversation handle is not valid, a value of 0 (FALSE) is returned.

See also

DDEExecute, DDEInitiate, DDERequest, DDETerminate, DDETerminateAll

DDEPoke Example

```
#const BUFFSIZE 255
main()
{
  int DDEConv;
  str Buff[BUFFSIZE],
      Buff2[10];

  // Connect to Fax software and add an attachment to current fax
  DDEConv = DDEInitiate("FAXMNG", "CONTROL");
  if (DDEConv > 0) {  // DDE conversation established.
    prints("Connected...");
    prints("");

    DDEPoke(DDEConv, "SendFax", "attach(^"C:\TFW\SCRIPTS\EXAMPLE.SLT^")");

    // close the DDE conversation.
    DDETerminate(DDEConv);
    prints("DDE Connection closed.");
  } else {  // DDE conversation could not be established.
    prints("Could not connect.");
  }
  prints("");
  prints("");
}
```

DDERequest Function

Example

```
DDERequest(int Conv, str Item, str Buffer);
```

The DDERequest function asks a DDE server for the value of a data item and stores the value in a given variable. The data returned will be in string format as no other formats are supported. A conversation with the server must first be established with the DDEInitiate function.

Argument	Description
int Conv	The conversation handle to the DDE server.
str Item	An item within the current DDE topic (given in DDEInitiate).
str Buffer	A variable to store the requested data in.

Return Value

A value of 1 (TRUE) is returned if successful. A value of 0 (FALSE) is returned if the conversation handle is not valid or *buffer* is not large enough to hold the resulting data.

See also

DDEExecute, DDEInitiate, DDEPoke, DDETerminate, DDETerminateAll

DDERequest Example

```
main()
{
  int DDEConv,
      x;
  str Buff[255],
      Buff2[10];

  // Connect to Word for Windows using the System topic
  // so we can find out more info about what it provides.
  DDEConv = DDEInitiate("WINWORD", "SYSTEM");
  if (DDEConv > 0) {  // DDE conversation established.
    prints("Connected...");
    prints("");

    // SysItems returns a list of all items in the System topic
    // Each item in the string is separated by a tab (ASCII 9)
    // character.  For our purposes, will just display the string.
    prints("Items available in the SYSTEM topic are:");
    if (DDERequest(DDEConv, "SysItems", Buff))
      prints(buff);
    else
      prints("Could not retrieve items.");
    prints("");

    // Topics returns a list of available topics.  Tab delimited
    // in the same manner as the SysItems topic.
    prints("Topics available in the server are:");
    if (DDERequest(DDEConv, "Topics", Buff))
      prints(buff);
    else
      prints("Could not retrieve topics.");
    prints("");

    // close the DDE conversation.
    DDETerminate(DDEConv);
    prints("DDE Connection closed.");
  } else {  // DDE conversation could not be established.
    prints("Could not connect.");
  }
  prints("");
  prints("");
}
```

DDETerminate Function

Example

```
DDETerminate(int Conv);
```

The DDETerminate function ends a DDE conversation with the given server. To free system resources, DDE conversations that are not being used should be closed.

Argument	Description
int Conv	The conversation handle to the DDE server to close. This handle is returned by the DDEInitiate function.

Return Value

A value of 1 (TRUE) is returned if successful. If the conversation handle is not valid, a value of 0 (FALSE) is returned.

See also

DDEExecute, DDEInitiate, DDEPoke, DDERequest, DDETerminateAll

DDETerminate Example

```
main()
{
  int DDEConv,
      x;
  str Buff[255],
      Buff2[10];

  // Connect to Word for Windows using the System topic
  // so we can find out more info about what it provides.
  DDEConv = DDEInitiate("WINWORD", "SYSTEM");
  if (DDEConv > 0) {  // DDE conversation established.
    prints("Connected...");
    prints("");

    // SysItems returns a list of all items in the System topic
    // Each item in the string is separated by a tab (ASCII 9)
    // character.  For our purposes, will just display the string.
    prints("Items available in the SYSTEM topic are:");
    if (DDERequest(DDEConv, "SysItems", Buff))
      prints(buff);
    else
      prints("Could not retrieve items.");
    prints("");

    // Topics returns a list of available topics.  Tab delimited
    // in the same manner as the SysItems topic.
    prints("Topics available in the server are:");
    if (DDERequest(DDEConv, "Topics", Buff))
      prints(buff);
    else
      prints("Could not retrieve topics.");
    prints("");

    // close the DDE conversation.
    DDETerminate(DDEConv);
    prints("DDE Connection closed.");
  } else {  // DDE conversation could not be established.
    prints("Could not connect.");
  }
  prints("");
  prints("");
}
```

DDETerminateAll Function

Example

```
DDETerminateAll;
```

The DDETerminateAll function closes all DDE conversations that were initiated by the current script. It does **not** affect converstations that are open in other scripts.

Return Value

The number of DDE conversations that are closed is returned.

See also

DDEInitiate, DDEExecute, DDEPoke, DDERequest, DDETerminate,

DDETerminateAll Example

```
main()
{
  int DDEConv1, DDEConv2, DDEConv3;

  DDEConv1 = DDEInitiate("PROGMAN", "PROGMAN");
  DDEConv2 = DDEInitiate("FAXMNG", "CONTROL");
  DDEConv3 = DDEInitiate("WINWORD", "SYSTEM");

  // do required processing for these conversatoins

  DDETerminateAll;
}
```

GetRunPath Function

Example

```
GetRunPath(str Dir);
```

The GetRunPath function determines the directory that the current script is being executed from.

Argument	Description
str Dir	The variable to store the directory in.

Return Value

The diretory string is returned.

GetRunPath Example

```
main()
{
  str Directory[128];

  prints("The directory of the current script is:");
  prints(GetRunPath(Directory));
}
```

GetOnlineTime Function

Example

```
GetOnlineTime;
```

The GetOnlineTime function returns the amount of time that the current connection has been online.

Return Value
The number of seconds that the current connection has been established. If there is no connection, -1 is returned.

GetOnlineTime Example

```
main()
{
  int OLTime;

  OLTime = GetOnlineTime;
  if (OLTime == -1)
    prints("Telix is not connected!");
  else {
    prints_nc("Connection has been established for ");
    printn(OLTime);
    prints(" seconds.");
  }
}
```

GetFon Function

Example

```
GetFon(str Filename);
```

The GetFon function retrieves the filename of the current PhoneBook.

Argument	Description
str Filename	The variable to store the filename in.

Return Value

The filename of the PhoneBook is returned.

GetFon Example

```
main()
{
  str FonFile[128];

  prints("The current PhoneBook is:");
  prints(GetFon(FonFile));
}
```

CompileScript Function

Example

```
CompileScript(str Script);
```

The CompileScript function calls the Telix for Windows script compiler and compiles the given script.

Argument	Description
str Script	The filename of the script to compile.

Return Value

A value of 0 (FALSE) is returned if the script could not be compiled, otherwise a non-zero (TRUE) value is returned.

See also

CallD, Load_Scr

CompileScript Example

```
main()
{
  if (CompileScript("EXAMPLE.SLT"))
    prints("Compile completed successfully.");
  else
    prints("Errors found!  Could not compile script.");
}
```