WinBatch?
User's Guide

Manual Revision Jan, 2006

Wilson WindowWare, Inc.

5421 California Ave. SW

Seattle WA 98136 USA

Orders: 1.800.762.8383 (USA only)

International: 1.206.938.1740

Fax: 1.206.935.7129

Technical Support: Phone 1.206.937.9335

Internet: sales@winbatch.com

www: http://www.winbatch.com

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Welcome

Overview

From R. Petersen on CompuServe; "Our entire company is becoming 100% dependent on dozens of WinBatch programs that make everything hang together."

WinBatch can automate all versions of Windows. WinBatch manipulates the Windows interface, Windows applications, and network connections.

So, any operations in or from Windows, can be done at the click of a mouse button with WinBatch.

Testing values, getting system information, working with directories, logging events, and manipulating files are just a few of these capabilities.

WinBatch is often used to assemble reports, install software, automate testing, control processes, acquire data, and add efficiency to the Windows workstation.

WinBatch excels in tailoring the Windows interface to fit any user. Standard operations are easy to program in WinBatch.

WinBatch functions can manipulate:

- The operating system
- The Windows interface
- Any and all Windows applications
- Most MS-DOS applications
- Most networks

WinBatch has two main components:

? A system control language called WIL (Windows Interface Language)

? An interpreter that reads a text file written in the WIL language and performs the required operations

Note: WinBatch is a **batch file** based implementation of WIL. A WinBatch batch file is a text file containing one or more lines of WIL functions and commands.

WinBatch is continually being updated to function with future versions of Microsoft Windows.

It is easy to get started in Windows programming with WinBatch. The WinBatch Studio interface makes editing and debugging, streamlined and easy. Useful system utilities are produced quickly with WinBatch. All the things you couldn't do before in Windows are suddenly just a few minutes away.

When projects demand an advanced solution, the flexibility of WinBatch is ready to speed development. A visual dialog editor, a window information grabber, a debugger, and the power of structured programming are included in the WinBatch package.

WinBatch has these capabilities: mathematical operators, text manipulation, binary file editing completely in memory, network connectivity, and Windows system manipulation.

Many WinBatch functions can accomplish more in a single line statement, than what could take pages of forms design, property setting, and coding in other programming languages.

WinBatch is optimized for making quick work of custom system management utilities.

Registering Your Copy of WinBatch

Registered users of WinBatch receive manuals, technical support, use of Wilson WindowWare on-line information services, and special offers on new versions of WinBatch and other Wilson WindowWare products. You must register your copy to obtain these benefits.

You can register WinBatch by mailing your registration card, faxing your registration card, or calling Wilson WindowWare.

Registered users can share their WinBatch experience with other users on the Wilson WindowWare Web BBS

- http://webboard.winbatch.com.

The latest versions of WinBatch are available on-line. The addresses here may change at any time - check your installation sheet.

- Internet Web page: http://www.winbatch.com

There is a comprehensive database of tech support questions, answers, and sample scripts available on the Wilson WindowWare Web site.

- Internet Tech Support page: http://techsupt.winbatch.com

What WinBatch Can Do

With 369 general functions and commands, tons of networking functions, 86 physical constants, and 24 operators, more than 20 additional extender Dll's for various specific operations. WinBatch can:

? Solve numerous system management problems?

? Run Windows and DOS programs

? Send keystrokes directly to applications

? Schedule scripts to run at a specific time

? Send menu items directly to Windows applications

? Rearrange, resize, hide, and close windows

? Run programs either concurrently or sequentially

? Display information to the user in various formats

? Prompt the user for any needed input

? Present scrollable file and directory lists

? Copy, move, delete, and rename files

? Read and write files directly

? Copy text to and from the Clipboard

? Perform string and arithmetic operations

? Make branching decisions based upon numerous factors

? Call Dynamic Link Libraries

? Act as an OLE 2.0 automation client

And much, much more.

How WinBatch is Used

Launch one WinBatch icon or file and you can run from one to thousands of operations. One WinBatch script can squeeze any number of operations into a single batch file that runs just like any other Windows program. It can run from a Windows shell or any application that can run another application.

WinBatch excels in controlling other applications both in Windows and MS-DOS. From getting system information, through controlling software, to accessing the network, WinBatch can do it all from Windows.

System Requirements

WinBatch requires an IBM PC or compatible running Microsoft Windows.

About This Manual

WinBatch uses Wilson WindowWare's Windows Interface Language (WIL). Please refer to the **WIL Reference Manual** for an introduction to WIL, as well as for complete documentation of the many functions available in WIL (and in WinBatch).

This User's Guide includes topics and functions which are exclusive to WinBatch, or which behave differently in WinBatch. Since the WIL language is distributed with software other than WinBatch, we have contained those functions and utilities that are specific to WinBatch in this manual.

About Extenders

Many additional functions are dealt with in extensions to WIL, called WIL Extender Dlls. The extenders are dynamic link libraries that can be accessed with the WIL **AddExtender**( ) function. Each extender has its own help file.

To obtain any additional extender Dlls, either download them from our website, or copy them from the WinBatch CD. To install extenders from the CD, locate the Extenders directory on the CD. The Extender directory will contain all the available extender subdirectories. Select the appropriate extender subdirectory and run the corresponding SETUP.WBT file.

Notational Conventions

Throughout this manual, we use the following conventions to distinguish elements of text:

Boldface

Used for important points, programs, function names, and parts of syntax that must appear as shown.

System

Used for items in menus and dialogs, as they appear to the user.

`Bold fixed-width`

Used for WIL sample code.

Italics

Used for emphasis and to liven up the documentation just a bit.

Acknowledgments

WinBatch software developed by Morrie Wilson, Richard Merit and Tony Deets.

Documentation written by Richard Merit, Liv Browning, Jim Stiles and Deana Falk.

WinBatch Setup

Installing and Configuring WinBatch

WinBatch is easy to install.

If you have purchased WinBatch+Compiler, go to Appendix B, page 117, for instructions on installing WinBatch+Compiler.

The WinBatch installation program is itself a Windows application, so make sure Windows is running.

Insert your WinBatch CD into your CD-ROM disk drive. If you have your CD-ROM configured to "Auto-Start", the setup will run automatically. Otherwise, open the Explorer to your CD-ROM drive and double click on SETUP.EXE.

You will be prompted for the directory to install WinBatch into. The default will be C:\PROGRAM FILES\WINBATCH. You may change the directory if you wish, but you cannot install WinBatch on a network drive. *To install WinBatch on a server, you need to have purchased a special site license.*

Hit OK, and then examine the install specification screen.

Select the desired items, and let the setup process copy the files. The Network extender Dlls and Help files are installed by default, so if you do not want these installed, de-select the checkbox for this item. All other WIL Extenders are available on the CD-ROM, in the Extenders subdirectory, along with their appropriate SETUP.WBT files.

You will be asked for license numbers. They are printed on the inside back cover of this manual.

WIL extenders must be installed separately.

WinBatch also includes WIL extender Dlls. These are special Dlls designed to extend the built-in function set of the WIL processor. These Dlls typically add functions not provided in the basic WIL function set, such as network commands for particular networks (Novell, Windows and others), MAPI, ODBC, and other important Application Program Interface functions as may be defined by the

various players in the computer industry from time to time.

To install WIL extender Dlls:

Insert the WinBatch CD in your CD-ROM drive. If you have your CD-ROM configured to "Auto-Start", the setup will run automatically. Otherwise, open the Explorer to your CD-ROM drive and double click on SETUP.EXE.

Click on the "Explore CD" button on the install specification screen. Select "Extenders" from the directory listing. Now select the directory of the extender you wish to install. In each directory you will find a file called SETUP.WBT. Double-click on the SETUP.WBT file, and the extender will be installed automatically.

Note: You can also install extenders using the "Extender Version Checker and Download Utility" (also known as vCheck). This utility allows you to keep up with all the extender updates posted to the website. You can download vCheck from http://www.winbatch.com/winware/download.html.

To copy WinBatch files to floppy disks:
Floppy copies are available off the CD-ROM Install directory. Copy the contents of each of the following directories Disk1, Disk2, Disk3 to its own formatted floppy disk.

License Numbers: Temporary and Permanent

Purchase of this software includes technical support, a full package of software materials, notification of updates and enhancements

To Enter License Information:

You can find your licensing information on the inside the back cover of this manual. To license WinBatch do the following:

1) Start WinBatch by running WinBatch.exe, and hit the "Enter License Info" button on the registration reminder screen.

2) Enter the information from the label inside the back cover of your WinBatch User’s Guide into the licensing dialog box. Generally the top line is a serial number and the bottom line is the control number. Almost all control numbers begin with CG01 (Charlie Golf Zero One) or BG01 (Bravo Golf Zero One) followed by more letters and/or numbers.

3) After entering the information, select the OK button.

You may be prompted to enter your name at this point. After entering your name, select the OK button. That should do it. You will need to enter this information once each for the WinBatch.exe and the WBCompiler.exe.

You may need to re-enter this number if you re-install Windows, update to a new version of Windows, or update to a new revision of WinBatch. Please keep the number private. It is not required for Tech Support services unless asked.

WinBatch will run without license numbers, but a screen will appear to remind you to register the software.

Keep license numbers in a safe place. They will be needed whenever WinBatch is reinstalled. There will be a fee for replacing lost license numbers.

If you have been issued a temporary license number, it will expire after a period of time and the evaluation screens will re-appear. To prevent this, obtain a permanent license number in place of a temporary one.

Once you register your copy of WinBatch, you can enter your registration information. To make the registration screen appear, for a temporarily licensed copy, hold the shift key down while starting a WinBatch utility. Enter the license numbers into the screen that will pop up.

Once you have WinBatch successfully installed, you can check the version number by launching WinBatch.exe (which will launch the DEFAULT.WBT) and then selecting the "About WinBatch" item in the item select list box. The version should be something like "2005E", depending on which version you have.

There are several other utilities that can also be run from that DEFAULT.WBT dialog box that might also be useful. Check them out.

About Maintenance Plans

Wilson WindowWare offers a maintenance subscription system. One year of maintenance is included when you purchase.

How does it work?

When you purchase a new copy of one of our products, your purchase price will include a one-year maintenance subscription. During that year, you will be entitled to download and use any new versions of that product which are released, free of charge. At the end of the year, you will have the option to renew your subscription for an additional year. If you choose not to renew your subscription, you will be able to continue to use the versions which were released prior to your maintenance subscription expiration, but you will not be licensed to use future versions of the product.

Will the software I buy stop working after the year is up?

NO! The licensing period is based on the date that the software was released, not on the current calendar date. If you buy a product on Jan. 1, 2006, you will be

licensed to use any versions of that product which are released in 2006. If you choose not to renew your maintenance subscription, then you won't be licensed to use new versions which are released after that. But you will be licensed to use the 2006 versions forever.

What about existing customers?

If you purchased an older version of one of our products, and you do not have an active maintenance subscription, then you may upgrade to the current version of the product for a discounted price, depending on the version that you have.

What day does my maintenance subscription expire?

Maintenance subscriptions always expire on the last day of the specified month. Run WinBatch.exe, then select the "License Info" button for maintenance expiration.

What happens when I renew my maintenance subscription?

When you renew your maintenance subscription, you will receive a new license code which will allow you to download and use an additional year's worth of releases. In addition, you will receive a package with the current version of the software and the latest printed manuals - assuming you do not select the "License Only" shipping option available to international customers.

Do I have to wait until the expiration date before I can renew?

No. You may renew your maintenance subscription at any time during the year before the expiration date. No matter how far before the expiration date you renew, your existing maintenance subscription will be extended for a full additional year.

What if I want to renew my subscription after it has expired?

You may renew your maintenance subscription retroactively after it has expired. However, you will first have to pay for the period of time between the expiration date and the current date. For example, if your maintenance subscription expires at the end of Feb. 2006 and you choose not to renew it, but then in Oct. 2006 you decide to resume your maintenance subscription, you would have to pay a pro-rated amount for the months between Feb. 2006 and Oct. 2006 to bring your subscription up to date, and then pay for an additional year of maintenance from Oct. 2006 to Oct. 2007. Your new maintenance subscription expiration date would then be Oct. 2007, and you would receive a new license code which would be valid until then.

WinBatch Studio

WinBatch Studio Overview

WinBatch Studio is an ASCII text editor capable of editing numerous WinBatch files of an almost unlimited size (limited only by available Windows memory). WinBatch Studio has many features designed for creating and maintaining WinBatch program source code. Build, debug and run your WinBatch programs directly from WinBatch Studio.

As an ASCII text editor, WinBatch Studio allows you to open numerous .wbt files at once, print half sized "two-up" pages side by side in landscape orientation, print headers and footer text (document name, date and time, page number) and, merge files together.

WinBatch Studio Menus

File Menu

The File menu offers the following commands:

New	Creates a new document.
Open	Opens an existing document.
Close	Closes an opened document.
Merge	Inserts the contents of a new document into the current document.
Save	Saves an opened document using the same file name.
Save As	Saves an opened document to a specified file name.
Save All	Saves all opened documents.

Revert	Re-reads the current document from disk, returning to its original state.
Page Setup	Displays printing options.
Print Setup	Selects a printer and printer connection.
Print	Prints a document.
Print Preview	Displays the document on the screen as it would appear printed.
Send	Sends the active document through electronic mail.
Properties	Displays information about the current document.
[Recent File List]	Displays a list of previously opened documents.
Exit	Exits WinBatch Studio.

Edit Menu

The Edit menu offers the following commands:

Undo	Reverse previous editing operation.
Redo	Reverse previous undo operation.
Cut	Deletes data from the document and moves it to the clipboard.
Copy	Copies data from the document to the clipboard.
Paste	Pastes data from the clipboard into the document.
Delete	Deletes data from the document.

Rescale	Expands or shrinks the dialog and all controls so that the dialog just fits in the Dialog Editor's current viewing area. Note: Because of limits on the granularity of controls and fonts, the adjustments are only approximate and you may need to make additional edits.
Copy Other	Copies specific data from the document to the clipboard.
Cut Other	Cuts specific data from the document to the clipboard.
Change Case	Changes the case of selected data.
Select All	Selects all the data in the document.

View Menu

The View menu offers the following commands:

Toolbars	Shows, hides, or customizes the toolbars.
Status Bar	Shows or hides the status bar.
Output	Shows or hides the output window.
Watch	Shows or hides the watch window.
Options	Editor, keyboard, and file specific settings are maintained in this dialog box.

Search Menu

The Search menu offers the following commands:

Find	Searches the current document for the specified text.
Find Next	Repeats the last find operation, using the same options, for the next instance.
Find Prev	Repeats the last find operation, using the same options, for the previous instance.

Replace	Searches the current document for the specified text, and replaces the found text with specified text.
Find in Files	Searches one or more files for the specified text.
Go To Line	Moves the caret to the specified line number.
Match Brace	If the caret is placed on a brace character "().{}, or []" the caret is moved to the matching brace character.

Debug Menu

WinBatch Studio offers a complete interactive debugging environment for WIL script files. To debug a WIL script, first make sure the saved file is loaded and is the active document. The Debug menu offers the following commands:

Run	Runs the script in the active window.
Dialog Editor	Provides a convenient method of creating dialog box templates for use in your WinBatch programs.
Compile	Executes the Compile command defined in the Options / File Type dialog box.
Customize Tools	Allows a program or WIL script to be added to the Project menu.
Debug	Begins executing the script commands. Execution will continue to the end of the script or until a breakpoint is encountered.
Step Into	Executes the current line of the script. If the current line is a goto, gosub, or call command, execution stops at the first line of the goto, gosub, or call code.
Step Over	Executes the current line of the script. If the current line is a goto, gosub, or call command, all the code at the goto, gosub, or call location is also executed.

Run To Cursor	Begins executing script commands at the current location and continues to the point in the script where the cursor (caret) is located.
Stop Debugging	Stops execution of the script.
Insert/Remove Breakpoint	Inserts a breakpoint at the current line, or removes it if it already exists. When execution of the script is initiated with the Go or Run To Cursor commands, execution will still stop if a line with a breakpoint is encountered.
Remove All Breakpoints	Removes all defined breakpoints in the current script.

Window Menu

The Window menu offers the following commands, which enable you to arrange multiple views of multiple documents in the application window:

New Window	Creates a new window that views the same document.
Split	Split the active window into panes.
Cascade	Arranges windows in an overlapped fashion.
Tile Horizontally	Arranges windows in non-overlapped tiles horizontally.
Tile Vertically	Arranges windows in non-overlapped tiles vertically.
Close All	Closes all open windows.
Arrange Icons	Arranges icons of closed windows.
[Window Manager]	Lists all open windows. Multiple selections may be made.

Help Menu

The Help menu offers the following commands, which provide you assistance with this application:

Help Contents	Offers you an index to topics on which you can get help.
About WinBatch Studio	Displays the version number of this application.

Context Menu

WinBatch has a completely configurable context menu that can be accessed by clicking the right mouse button anywhere within an open file. Right clicking results in a context menu drop down list filled with many useful macros.

Cut	Cuts the current selection to the clipboard.
Copy	Copies the selected text to the Windows clipboard.
Paste	Pastes text from the clipboard into the active document window.
Undo	Allows you to "undo" the most recent editing action
Keyword Lookup	Looks up highlighted keyword and displays help file.
Help Files	Offers a list of help files to launch.
Code Blocks	Various useful blocks of code to insert into scripts.
Insert WIL Function	Select from a list of functions, to insert into script.
Help Info	Specifies if help file gets displayed when inserting a WIL function. **Always show Help Info -** Show help file upon insert. **Standard Help Info-** Don't show help file upon insert.
More	Additional menu options. **UDF/UDS Colorization -** Adds or removes

highlighted string to the list of functions to get colorized.

Toggle Bookmark - Places a bookmark on the current line if one does not already exist, or removes it if it does.

Copy current line - Copies the entire line to the Windows clipboard.

Cut current line - Cuts the entire line.

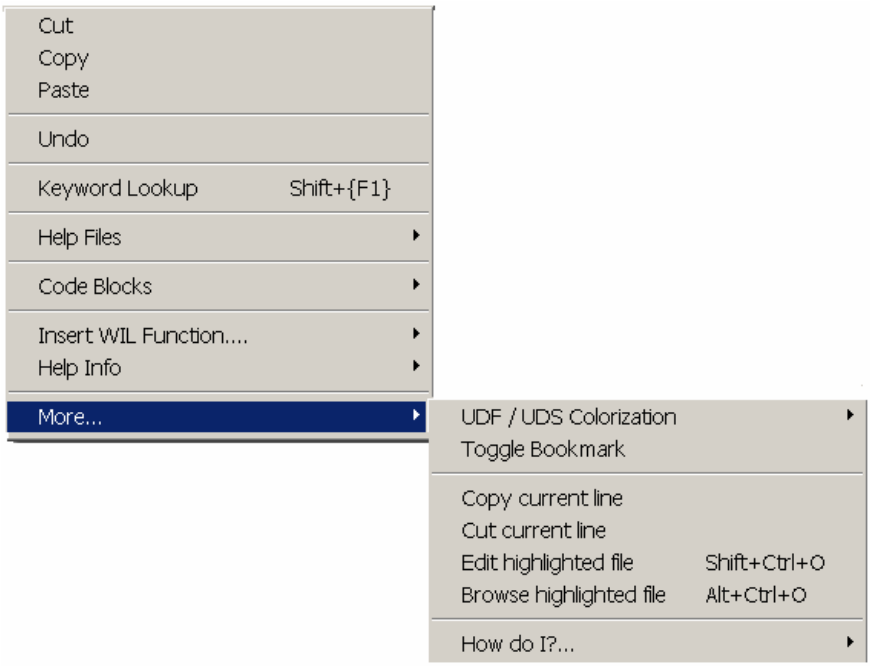
Edit highlighted file - Opens the highlighted filename in the editor.

Browse highlighted file - Opens the highlighted filename in the file Browser.

How do I? – Explains how to customize this menu.

Using the Windows Interface Language, you can write your own macros and place them on this menu for easy access. Right click in the file, from the context menu dialog box select:

More | How do I? |Customize this menu.



Note: For more information on editing menu files, see the section "**Menu Files**" in the Windows Interface Language Reference manual or help file.

Using WinBatch

Creating WinBatch Script Files

WinBatch is a script file interpreter. Before you can do anything useful with the WinBatch interpreter, you must have at least one WinBatch script file to interpret.

Your WinBatch installation puts several sample scripts into your WinBatch\Samples directory.

WinBatch script files must be formatted as plain text files. You can create them with WinBatch Studio (included), the Windows Notepad or another text editor.

Word processors can also save scripts in plain text formatted files.

When you installed WinBatch, an association is automatically established between WinBatch and the .WBT file extension. The .WBT extension is used in this manual for batch file extensions, but you can use other file types as well. If you want to double click on a batch file and have Windows run it, be sure that you associate it in Windows with your WinBatch executable program file.

Each line in a WinBatch script file contains a statement written in WIL, Wilson WindowWare's Windows Interface Language.

A statement can be a maximum of 2048 characters long (refer to the WIL Reference Manual for information on the commands you can use in WinBatch). Indentation does not matter.

A statement can contain functions, commands, and comments. Functions and constants are not case-sensitive.

You can give each WinBatch script file, a name which has an extension of WBT (e.g. TEST.WBT). We'll use the terms: WinBatch script files and WBT files, interchangeably.

WinBatch Operation: Running WinBatch Utilities

WinBatch utilities are very versatile. They can be run from:

? icons in the Windows Explorer.

- ? as automatic execution macros for Windows, via the "WINDOWS\Start Menu\Programs\StartUp\" directory.
- ? from macros in word processors and spreadsheets.
- ? from a command line entry, such as "Start…Run..." Taskbar menu option in Windows.
- ? by double clicking or dragging and dropping file names on the WinBatch icon.
- ? from menu items on the Windows "System Tray" using PopMenu, an accessory program included with WinBatch.
- ? from other WinBatch scripts to serve as single or multiple "agents", event handlers, or schedulers.
- ? from any Windows application or application macro language that can execute another Windows program. Software suite macro languages and application builders like Visual Basic and PowerBuilder are examples of these.

WinBatch system utilities run like any other Windows programs. They can run from a command line, a desktop icon, or from a file listing such as the Windows File Managers or Explorer.

WinBatch utilities are usually run as files with the extension .WBT. They can accept passed parameters when run from a command line.

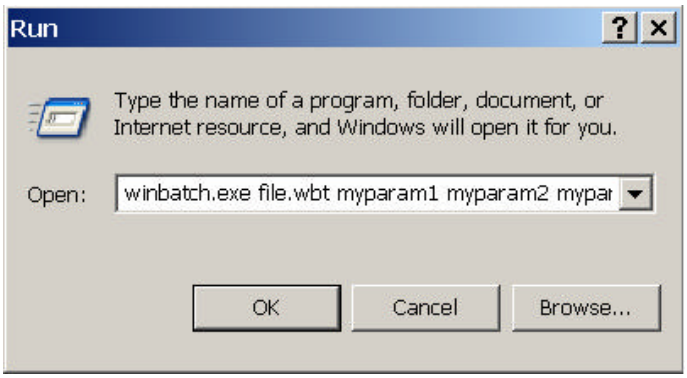
This capability can be used from the **Start** **Run** menu item in Windows.

Parameters can be also be passed through the command line entry, included in the item properties of any icon in the Explorer. Finally, an application can send parameters to a WinBatch utility it launches, from a command line, or from a function in a macro language.

A command like this runs a WinBatch file from a command line or an icon:

WINBATCHEXENAME filename.wbt param1 param2 ... param[n]

This command line can be entered into a Command Line text entry box like this one from the Windows **Start** **Run** menu option.



The command line is longer than the dialog can show, but it can be easily edited with the arrow keys.

"file.wbt" is any valid WBT file, and is a required parameter.

"myparam1 myparam2 ... myparam[n]" are optional parameters to be passed to the WBT file on startup. Each is delimited from the next by one space character.

These parameters will be automatically inserted into variables named **param1, param2, … param[n]**. The WinBatch utility will be able to use these. An additional variable, **param0**, gives you the total number of command-line parameters.

Example command line:

```
"C:\Program files\Winbatch\System\Winbatch.exe" test.wbt Bob Joe Sue
```

Example script:

```
;contents of test.wbt
names=StrCat(param1,@CRLF,param2,@CRLF,param3)
Message("Names",names)
exit
```

Using Icons to Pass Parameters to WinBatch Utilities

*In order to pass parameters to a WinBatch .wbt file, you **must** run the WinBatch executable, itself, and it must be followed by the name of the WinBatch script file and any other desired parameters*

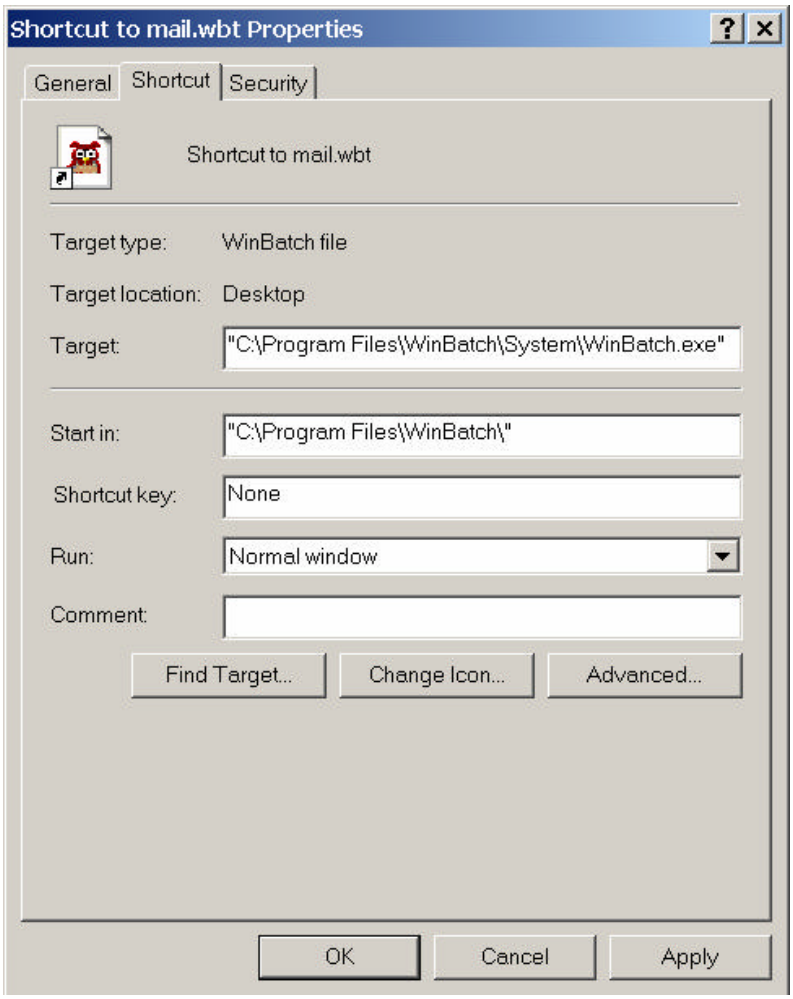
WBT files run from the Explorer as shortcut icons must have their complete path in the Properties dialog box in order for command line parameters to be received.

For example, the command line for "**MAIL.WBT**", an imaginary WinBatch utility that runs mail with a password passed as a parameter might be:

```
"C:\PROGRAM FILES\WINBATCH\SYSTEM\WINBATCH.EXE C:\PROGRAM
FILES\WINBATCH\MAIL.WBT" PASSWORD.
```

Note: the previous command line should all be on one line.

To edit icon properties, highlight the icon, hold down ALT, and press ENTER. The program item properties box should look like the following:



Example: Displaying passed parameters in a message box.

To determine the total number of command line parameters, display the **param0** variable in a message box.

WinBatch works like the DOS Batch language when inserting parameters into text. Enclosing them in percent (%) signs works in WinBatch, too. This example is a simple, one line WinBatch function that:

1. Displays a Message box with an OK button.
2. Specifies a title.

3. Specifies a message.
4. Puts varying information into the title or the message.

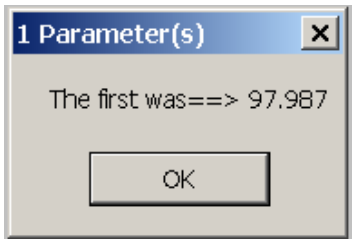
The **Message** function has this form:

```
Message("title in quotes","message in quotes")
```

The actual statement used to produce this dialog box was:

```
Message("%param0% Parameter(s)", "The first was==> %param1%")
```

It produced:



The command line that executed the utility producing the statement above was:

```
"C:\PROGRAM FILES\WINBATCH\SYSTEM\WINBATCH.EXE" "C:\TEMP\MESSAGE.WBT"
97.987
```

Note: Full path names were used for both the WinBatch executable file and for the WinBatch utility. Spaces separate the three parts of the command line. Quotes are necessary around path and filenames, if the path name contains spaces. Otherwise the quotes are ignored.

Passing Parameters Between WinBatch Script Files

You can pass command line parameters from one WinBatch script file to another WinBatch script file. To do this, place percent characters (%) around the variables as in: %variable%.

Example:

The first WBT calls a second WBT then passes three parameters.

```
Call("test.wbt", "Fred Alan Jeff")
```

TEST.WBT contains the following line:

```
Message("Names are", "%param3% %param2% %param1%")
```

Names Are
Jeff Alan Fred
OK

WinBatch Functions

Function Reference Introduction

This section includes only those additional WinBatch functions which do not appear in the **WIL Reference Manual.** The **WIL Reference Manual** is your primary reference for the functions available in WinBatch.

Note: The functions listed under the **See Also** headings may be documented either in this **User's Guide** or in the **WIL Reference Manual**.

Some of the 'box' functions cannot be used with the Filemenu or Popmenu utilities. See the documentation, for each individual utility.

Function List

BoxOpen(title, text)
Opens a WinBatch message box.

BoxShut( )
Closes the WinBatch message box.

BoxText(text)
Changes the text in the WinBatch message box.

BoxTitle(title)
Changes the title of the WinBatch message box.

Breakpoint
Causes a breakpoint on the next statement when used with a script debugger, like WinBatch Studio. Otherwise the command does nothing, outside of WinBatch Studio.

ExtractAttachedFile(source-name, target-name)
Extracts an embedded file from a compiled large EXE. {compiled version only}

Graphical Box Functions

BoxBitmap(box ID, coordinates, filename, stretch-mode)
Displays a bitmap in a WinBatch box

BoxButtonDraw(box ID, button ID, text, coordinates)
Creates a push-button in a WinBatch box.

BoxButtonKill(box ID, button ID)
Removes a push-button from a WinBatch box.

BoxButtonStat(box ID, button ID)
Determines whether a push-button in a WinBatch box has been pressed.

BoxButtonWait( )
Waits for any button in any box to be pressed.

BoxCaption(box ID, caption)
Changes the title of a WinBatch box.

BoxColor(box ID, color, wash color)
Sets the background color for use with a WinBatch object.

BoxDestroy(box ID)
Removes a WinBatch box.

BoxDrawCircle(box ID, coordinates, style)
Draws an ellipse in a WinBatch box.

BoxDrawLine(box ID, coordinates)
Draws a line in a WinBatch box.

BoxDrawRect(box ID, coordinates, style)
Draws a rectangle in a WinBatch box.

BoxDrawText(box ID, coordinates, text, erase flag, alignment)
Displays text in a WinBatch box.

BoxesUp(coordinates, show mode)
Displays WinBatch boxes.

BoxMapMode(box ID, map mode)
Sets the mapping mode for a WinBatch box.

BoxNew(box ID, coordinates, style)
Creates a WinBatch box.

BoxPen(box ID, color, width)
Sets the pen for a WinBatch box.

BoxTextColor(box ID, color)
Sets the text color for a WinBatch box.

BoxTextFont(box ID, name, size, style, pitch & family & character-set)
Sets the font for a WinBatch box.

BoxUpdates(box ID, update flag)
Sets the update mode for, and/or updates, a WinBatch box.

BoxDataClear(box ID, tag)
Removes commands from a WinBatch box command stack.

BoxDataTag(box ID, tag)
Creates a tag entry in a WinBatch box command stack.

Note: In our shorthand method for indicating syntax, on the following pages next to "parameters", the (s) in front of a parameter indicates that it is a string. An (i) indicates that it is an integer and a (f) indicates a floating point number parameter.

BoxOpen

Opens a WinBatch message box.

Syntax:

BoxOpen (title, text)

Parameters:

(s) title	title of the message box.
(s) text	text to display in the message box.

Returns:

(i)	always 1.

This function opens a message box with the specified title and text. The message box stays in the foreground while the WIL program continues to process.

The title of an existing message box can be changed with the **BoxTitle** function, and the text inside the box can be changed with the **BoxText** function.

Use **BoxShut** to close the message box.

Example:

```
BoxOpen("Processing", "Be patient")
TimeDelay(2)
BoxTitle("Still processing")
TimeDelay(2)
BoxText ("Almost done")
TimeDelay(2)
BoxShut()
```

See Also:

BoxShut, BoxText , BoxTitle, Display, Message

BoxShut

Closes the WinBatch message box.

Syntax:

BoxShut ( )

Parameters:

(none)

Returns:

(i) always 1.

This function closes the message box that was opened with BoxOpen.

Example:

```
BoxOpen("Processing", "Be patient")
TimeDelay(2)
BoxTitle("Still processing")
TimeDelay(2)
BoxText ("Almost done")
TimeDelay(2)
BoxShut()
```

See Also:

BoxOpen, BoxText, BoxTitle

BoxText

Changes the text in the WinBatch message box.

Syntax:

BoxText (text)

Parameters:

(s) text text to display in the message box.

Returns:

(i) always 1.

Example:

```
BoxOpen("Processing", "Be patient")
TimeDelay(2)
BoxTitle("Still processing")
TimeDelay(2)
BoxText("Almost done")
TimeDelay(2)
BoxShut()
```

See Also:

BoxOpen, BoxShut, BoxTitle

BoxTitle

Changes the title of the WinBatch message box.

Syntax:

BoxTitle (title)

Parameters:

(s) title	title of the message box.

Returns:

(i)	always 1.

Example:

```
BoxOpen("Processing", "Be patient")
TimeDelay(2)
BoxTitle("Still processing")
TimeDelay(2)
BoxText("Almost done")
TimeDelay(2)
BoxShut()
```

See Also:

BoxOpen, BoxShut, BoxText, WinTitle

Breakpoint

Causes a breakpoint on the next statement when used with a script debugger, like WinBatch Studio. Otherwise the command does nothing.

Syntax:

Breakpoint

Parameters:

(none)

Returns:

(not applicable)

Use this command with WinBatch Studio to cause execution to stop in the debugger. If this command is encountered outside of the WinBatch Studio debugger it is ignored.

Debuggers usually have a method of setting a breakpoint on particular lines of a script or even stepping through the lines one at a time. Sometimes problems occur after extensive script execution where it would be tedious to step through. For

example if you wish to investigate what happens on the 782'd pass of a FOR loop you could do something similar to the example code below:

Example:

```
a=1
   b=1000
   For xx = 1 to b
      If xx == 782 then BreakPoint
      c=a+xx+1
   next
   Message("Loop","Complete")
```

See Also:

Debug, DebugTrace…(see Windows Interface Language)

ExtractAttachedFile

Extracts an embedded file from a compiled large EXE. {compiled version only}

Syntax:

ExtractAttachedFile (source-name, target)

Parameters:

(s) source-name	specifies the name of the embedded file. This must not contain any path information. The embedded file may be a WIL DLL, an extender DLL, or an "other file".
(s/i) target/request	specifies the name of the output file that will be written (This may contain path information.) or the request number (see below).

Returns:

(i/s)	returns 1 or a tab-delimited list of embedded file names, which do not contain any path information.

To list embedded files:

"source-name" must be a blank string ("").

"target /request" specifies the type of embedded files to list:

Request	Meaning
0	WIL DLL
1	Extender DLL's
2	"Other files"

Note: Added an option to the compiler to skip auto-extraction of extenders and "other files" from large EXE's. The WIL DLL is always extracted from a large EXE, if necessary.

Make sure you choose the skip auto-extraction option in the compiler if you want to control file extraction with ExtractAttachedFile.

Example:

```
wildll = ExtractAttachedFile("",0)
Message("WIL DLL", wildll)
```

See Also:

<none>

Graphical Box Functions

These WinBatch box functions generate attractive boxes with graphical interface elements. With a small number of primitive functions, very complex screens may be generated. The Box functions can draw lines, rectangles, circles, ellipses, text, and even additional windows on the screen. Plus they provide control over the size, placement, and color of the images.

The WinBatch setup program uses WinBatch box functions to display the GUI part of the user interface. Additional "box-drawing" wbt files can be found in the WinBatch\Samples subdirectory.

First, before we get into detailed descriptions of the box functions, we must define two very important data types. These are the "coordinate" and the "color" data type parameters.

Coordinate Parameters

A coordinate is a WinBatch string variable (actually a list) containing four numbers separated by commas. These four numbers define two points on the screen. The first number is the "X" coordinate of the first point, the second number is the "Y" coordinate of the first point, the third number is the "X" coordinate of the second point, and finally the fourth number is the "Y" coordinate of the second point.

The "0,0" point is in the upper left of the screen, and the "1000,1000" point is at the lower right.

With just these two points, WinBatch can size and place a number of items.

Rectangles: The first point defines the upper left corner of a rectangle, and the second point defines the lower right.

Circles and Ellipses: The first point defines the upper left corner of a bounding box for the Ellipse, and the second point defines the lower right corner of the bounding box. The ellipse will touch the bounding box at the center of each side of the bounding box.

Lines: The two points represent the beginning and end of a line.

Windows: The first point defines the upper left corner of a window, and the second point defines the lower right.

Color Parameters

A "color" data type is a WinBatch string variable (actually a list) containing three numbers separated by commas. These three numbers define the amount of red, green, and blue that the color has in it. Each number may vary from 0 (none) to 255 (max.). White has the maximum amount of all colors, while black lacks them all. A sample list of colors follow:

WHITE="255,255,255"	RED="255,0,0"	DKRED="128,0,0"
BLACK="0,0,0"	GREEN="0,255,0"	DKGREEN="0,128,0"
LTGRAY="192,192,192"	BLUE="0,0,255"	DKBLUE="0,0,128"
GRAY="128,128,128"	YELLOW="255,255,0"	DKYELLOW="128,128,0"
DKGRAY="64,64,64"	CYAN="0,255,255"	DKCYAN="0,128,128"
LTPURPLE="255,128,255"	PURPLE="255,0,255"	DKPURPLE="128,0,128"

BoxBitmap

Displays a bitmap in a WinBatch box.

Syntax:

BoxBitmap(box ID, coordinates, filename, stretch-mode)

Parameters:

(i) box ID	the ID number of the desired WinBatch box..
(s) coordinates	dimensions of button, in virtual units (upper-x upper-y lower-x lower-y).
(s) filename	specifies the name of a BMP file..
(i) stretch-mode	specifies the mode to use when resizing the bitmap. See below.

Returns:

(i) **@TRUE** on success; **@FALSE** on failure.

'stretch-mode' specifies the mode to use when resizing the bitmap. The Bitmap will be stretched within the specified 'coordinates'. It can be one of the following:

Value	Meaning

1	**BLACKONWHITE:** Performs a Boolean AND operation using the color values for the eliminated and existing pixels. If the bitmap is a monochrome bitmap, this mode preserves black pixels at the expense of white pixels.
2	**WHITEONBLACK:** Performs a Boolean OR operation using the color values for the eliminated and existing pixels. If the bitmap is a monochrome bitmap, this mode preserves white pixels at the expense of black pixels.
3	**COLORONCOLOR:** Deletes the pixels. This mode deletes all eliminated lines of pixels without trying to preserve their information.
4	**HALFTONE:** Maps pixels from the source rectangle into blocks of pixels in the destination rectangle. The average color over the destination block of pixels approximates the color of the source pixels. Supported on Windows NT or newer only.

The stretching mode defines how the system combines rows or columns of a bitmap with existing pixels. The BLACKONWHITE and WHITEONBLACK modes are typically used to preserve foreground pixels in monochrome bitmaps. The COLORONCOLOR mode is typically used to preserve color in color bitmaps. The HALFTONE mode is slower and requires more processing of the source image than the other three modes, but produces higher quality images.

Note: In order for bitmaps to display properly in a WinBatch box, the rectangle into which the bitmap is to be placed should have the same aspect ratio (the relationship between the height and width) of the source bmp file.

However, the 1000x1000 coordinate system for WinBatch boxes, is not straightforwardly compatible with the pixel count of the bitmap. Therefore to figure out what size of bitmap box to use, the bitmap aspect ratio must be converted to the WinBatch coordinate system.

Usually you can just experiment with different WinBatch coordinates until you find one that looks reasonable in your box. But for those who wish to work out the coordinate transformations, here is some additional information.

On most standard monitors, say an 800x600 monitor, the pixels on the monitor are square. The WinBatch virtual pixels are not square. In full screen mode, where the WinBatch window approximates the shape of the monitor, the WinBatch virtual pixels are wider than they are tall.

On the monitor a 600x600 block of pixels would be square. In WinBatch coordinates this would be 750x1000. A WinBatch virtual pixel is 75% as tall as it is wide. For every 3 horizontal pixels you need 4 vertical pixels to make a square.

For example: If you have a bmp file of, say, 100x200 pixels and want to determine what size box you need in WinBatch...

```
realWidth=100
realHeight=200
;Set scaling constant to any number you wish to adjust
;final size.  In general stay within the range of 0.10 to 10.0
scalingconstant=1.0

virtualWidth=realWidth * 0.75 * scalingconstant
virtualHeight=realHeight * scalingconstant

;So if you wish the upper left corner of the bit map
;to start at virtual point 20,30 the coordinates
;could be generated as in

ulX=20
ulY=30

lrX=int(ulX+virtualWidth)
lrY=int(ulY+virtualHeight)

coordinates=strcat(ulX, ",", ulY, ",", lrX, ",", lrY)
;Or you could figure out what they are and hard code them.
```

Example 1:

```
bmp = FileLocate("Coffee Bean.bmp")
if bmp == ""
   Message("???", "BitMap not found")
else
   boxID = 1
   coordinates = "100,100,900,900"
   stretchmode = 3
   BoxesUp("200,200,800,800", @normal)
   BoxCaption(boxID, "WinBatch BoxBitmap Example")
   BoxBitmap(boxID, coordinates, bmp, stretchmode)
   TimeDelay(5)
endif
exit
```

Example 2:

For a slightly more fully fleshed out example, we'll take the **BoxBitmap** example and convert the coordinates so that the Coffee Bean BMP file will display as a square, as originally intended.

```
bmp = FileLocate("Coffee Bean.bmp")
if bmp == ""
   Message("???", "BitMap not found")
else
   boxID = 1
    ;Coffee Bean.bmp is a 128x128 square bmp file
   realWidth=128
   realHeight=128
```

```
    ;Set scaling constant to any number you wish to adjust
    ;final size.  In general stay within the range of 0.10 to 10.0
    scalingconstant=6.0

    virtualWidth=realWidth * 0.75 * scalingconstant
    virtualHeight=realHeight * scalingconstant
    ;So if you wish the upper left corner of the bit map
    ;to start at virtual point 20,30 the coordinates
    ;could be generated as in
    ulX=100
    ulY=100

    lrX=int(ulX+virtualWidth)
    lrY=int(ulY+virtualHeight)

    coordinates=strcat(ulX, ",", ulY, ",", lrX, ",", lrY)

    stretchmode = 3
    BoxesUp("200,200,800,800", @normal)  ; Maintain monitor aspect ratio
    BoxCaption(boxID, "WinBatch BoxBitmap Example")
    BoxBitmap(boxID, coordinates, bmp, stretchmode)
    TimeDelay(5)
endif
exit
```

See Also:

BoxesUp, BoxNew

BoxButtonDraw

Creates a push-button in a WinBatch box.

Syntax:

BoxButtonDraw(box ID, button ID, text, coordinates)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(i) button ID	the ID number from 1 - 16 specifying the desired push-button. Maximum buttons allowed, 16.
(s) text	text to appear in the button.
(s) coordinates	dimensions of button, in virtual units (upper-x upper-y lower-x lower-y).

Returns:

(i) **@TRUE** on success; **@FALSE** on failure.

Draws a button using standard Windows colors and fonts by specifying a unique "ID", text and coordinates. If an existing button "ID" is re-used, the text will be changed and then the button will be moved.

Note: If a button is moved, it is best to do so before the background is painted in order to color over the button's original position. Moving buttons does cause some "flashing" on the screen.

The **BoxButtonDraw** function, which draws buttons in a WinBatch "box" window, is limited to 16 buttons per box window, but you can have up to 8 separate box windows, so you could have up to 128 buttons spread out over all the box windows.

Example:

```
;  sample code for BoxButtonDraw
bDraw1=1
bDraw2=2
bDraw3=3
BoxesUp("100,100,900,900", @normal)
BoxDrawText(1, "0,210,1000,1000","Drawing Buttons", @FALSE, 1)
TimeDelay(2)
BoxButtonDraw(1, bDraw1, "Button 1", "100,450,300,550")
TimeDelay(2)
BoxButtonDraw(1, bDraw2, "Button 2", "400,450,600,550")
TimeDelay(2)
BoxButtonDraw(1, bDraw3, "Button 3", "700,450,900,550")
bWho=0
while bWho == 0
   for x =1 to 3
      if BoxButtonStat(1,x) then bWho=x
   next
endwhile
Message("Excuse Me", "Please, don’t push my buttons")
BoxDestroy(1)
```

See Also:

BoxesUp, BoxNew, BoxButtonKill, BoxButtonStat, BoxButtonWait

BoxButtonKill

Removes a push-button from a WinBatch box.

Syntax:

BoxButtonKill(box ID, button ID)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(i) button ID	the ID number of the desired push-button.

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

Example:

```
;  sample code for BoxButtonKill
bDraw1=1
bDraw2=2
bDraw3=3
BoxesUp("100,100,900,900", @normal)
BoxDrawText(1,"0,210,1000,1000","Select a Button", @FALSE, 1)
BoxButtonDraw(1, bDraw1, "Button 1", "100,450,300,550")
BoxButtonDraw(1, bDraw2, "Button 2", "400,450,600,550")
BoxButtonDraw(1, bDraw3, "Button 3", "700,450,900,550")

bWho=0
while bWho == 0
for x =1 to 3
if BoxButtonStat(1,x) then bWho=x
next
endwhile

Switch bWho
;Message("Excuse Me", "Please, don't push my buttons")
Case 1
    BoxDrawText(1, "0,310,1000,1000", "Killing Button %Bwho%",
    @TRUE, 1)
    TimeDelay(2)
    BoxButtonKill(1, bDraw1)
    Break
Case 2
    BoxDrawText(1, "0,310,1000,1000", "Killing Button %Bwho%",
    @TRUE, 1)
    BoxButtonKill(1, bDraw2)
    TimeDelay(2)
    Break
Case 3
    BoxDrawText(1, "0,310,1000,1000","Killing Button %Bwho%",@True,
    1)
    BoxButtonKill(1, bDraw3)
    TimeDelay(2)
    Break
endswitch
```

See Also:

BoxesUp, BoxNew, BoxButtonDraw, BoxButtonStat, BoxButtonWait

BoxButtonStat

Determines whether a push-button in a WinBatch box has been pressed.

Syntax:

BoxButtonStat(box ID, button ID)

Parameters:

(i) box ID the ID number of the desired WinBatch box.

(i) button ID the ID number of the desired push-button.

Returns:

(i) **@TRUE** if the button has been pressed; **@FALSE** if it hasn't.

This function will also toggle the button back to "unpressed".

Example:

```
;  sample script for BoxButtonStat
bDraw1=1
bDraw2=2
BoxesUp("200,200,700,700", @normal)
BoxDrawText(1, "0,310,1000,1000","Pick a Button", @FALSE, 1)
BoxButtonDraw(1, bDraw1, "Button 1", "200,464,450,558")
BoxButtonDraw(1, bDraw2, "Button 2", "550,464,800,558")
bWho=0
while bWho == 0
for x =1 to 2
if BoxButtonStat(1,x) then bWho=x
next
endwhile
Switch bWho
case 1
Display(3,"Button Example", "You pushed Button 1")
break
case 2
Display(3,"Button Example", "You pushed Button 2")
Break
endswitch
```

See Also:

BoxesUp, BoxNew, BoxButtonDraw, BoxButtonKill, BoxButtonWait

BoxButtonWait

Waits for any button in any box to be pressed.

Syntax:

BoxButtonWait( )

Returns:

(i) always 1.

This function will stay in a loop while all buttons are false. If any of the buttons are true when this command is issued, the command will not wait.

Example:

```
bDraw1=1
```

```
bDraw2=2
bWho=0
BoxesUp("200,200,700,700", @normal)
BoxDrawText(1, "0,310,1000,1000","Pick a Button", @FALSE, 1)
BoxButtonDraw(1, bDraw1, "Button 1", "200,464,450,558")
BoxButtonDraw(1, bDraw2, "Button 2", "550,464,800,558")
BoxButtonWait()
for x =1 to 2
    if BoxButtonStat(1,x) then bWho=x
next
Switch bWho
case 1
    Display(3,"Button Example", "You pushed Button 1")
    break
case 2
    Display(3,"Button Example", "You pushed Button 2")
    Break
endswitch
```

See Also:

BoxesUp, BoxNew, BoxButtonDraw, BoxButtonKill, BoxButtonStat

BoxCaption

Changes the title of a WinBatch box.

Syntax:

BoxCaption(box ID, caption)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) caption	title for the box.

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

This function sets the title of the Window. The main window always has a title (caption) bar. Windows created with the **BoxNew** function, using a "2" for the style parameter, also have a caption bar. If the box does not have a caption bar, the function is effectively ignored.

Example:

```
;;  sample script for BoxCaption
BoxesUp("200,200,700,700", @normal)
BoxDrawText(1,"0,310,1000,1000","Watch the Title Bar", @FALSE, 1)
BoxCaption(1, "WinBatch BoxCaption Example")
TimeDelay(5)
BoxCaption(1, "Change the title to whatever you like")
TimeDelay(3)
```

```
BoxCaption(1, "You have the power")
TimeDelay(3)
```

See Also:

BoxesUp, BoxNew

BoxColor

Sets the background color for use with a WinBatch object.

Syntax:

BoxColor(box ID, color, wash color)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) normal color	the background color, a string in the form: "red, green, blue".
(i) wash color	color used to create a background gradient effect.

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

Sets the background color for use with a WinBatch object, either a rectangle, a circle, or a line.

If a gradient effect is not desired, specify "0" for "wash color". If "wash color" is "0", or if a 16-color video driver is installed, then " normal color" will be used. Default is white, no wash

Normal Color

BLACK="0,0,0"	DKGRAY="192,192,192"
WHITE="255,255,255"	GRAY="128,128,128"
RED="255,0,0"	DKRED="128,0,0"
GREEN="0,255,0"	DKGREEN="0,128,0"
BLUE="0,0,255"	DKBLUE="0,0,128"
PURPLE="255,0,255"	DKPURPLE="128,0,128"
YELLOW="255,255,0"	DKYELLOW="128,128,0"
CYAN="0,255,255"	DKCYAN="0,128,128"

Wash color

0	No Wash
1	Red
2	Green
3	Yellow
4	Blue
5	Magenta
6	Cyan

7	White

Example:

```
; sample code for various wash colors
BoxesUp("0,0,1000,1000", @zoomed)
for i=1 to 7
    BoxColor(1,"255,0,0",i)   ;sets the background color
    BoxDrawRect(1,"0,0,1000,1000",2);object that will use the color
    Message("Wash Code",i)
next
```

See Also:

BoxesUp, BoxNew, BoxPen, BoxTextColor

BoxDestroy

Removes a WinBatch box.

Syntax:

BoxDestroy(box ID)

Parameters:

(i) box ID — the ID number of the desired WinBatch box.

Returns:

(i) **@TRUE** on success; **@FALSE** on failure.

Removes a WinBatch box and any buttons in the box from the screen. If you specify a box ID of 1, all boxes vanish.

Example:

```
; sample script for BoxDestroy
BoxesUp("0,0,1000,1000", @normal)
BoxDrawText(1, "0,700,1000,1000", "BoxDestroy", @FALSE, 1)
BoxCaption(1, "WinBatch BoxDestroy Example  Box 1")
BoxNew(2,"30,41,310,365",  1)
BoxDrawText(2, "0,500,1000,1000", "Box 2", @TRUE, 1)
BoxNew(3,"330,41,610,365", 1)
BoxDrawText(3, "0,500,1000,1000", "Box 3", @TRUE, 1)
BoxNew(4,"639,41,919,365",  2)
BoxDrawText(4, "0,500,1000,1000", "Box 4", @TRUE, 1)
for i=2 to 4
    Message("BoxDestroy", "Destroying Box Number %i%")
    BoxDestroy(i)
next
```

See Also:

BoxesUp, BoxNew

BoxDrawCircle

Draws an ellipse in a WinBatch box.

Syntax:

BoxDrawCircle(box ID, coordinates, style)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) coordinates	dimensions of circle, in virtual units (upper-x upper-y lower-x lower-y).
(i) style	style of circle to be drawn.

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

Draws an ellipse on the screen using the current **BoxPen** for the outline, and the current **BoxColor** for the inside of the box.

Style:

0 empty circle with border

1 filled circle with border

2 filled circle with no border

3 transparent circle/rectangle with border.

Example:

```
; sample script for BoxDrawCircle
BoxesUp("0,0,1000,1000", @normal)
BoxColor(1,"255,255,0",0)
BoxDrawRect(1,"0,0,1000,1000",2)
BoxColor(1,"0,0,255",4)
BoxDrawText(1, "0,500,1000,1000", "WinBatch Box Example -
BoxDrawCircle ",@FALSE, 1)
BoxCaption(1, "WinBatch BoxDrawCircle Example")
BoxDrawCircle(1, "30,41,310,365", 0)
BoxDrawText(1, "30,381,310,400", "Style 0 - empty with
border ",@FALSE,1)
BoxDrawCircle(1, "330,41,610,365", 1)
BoxDrawText(1, "330,381,610,400", "Style 1 - filled with border ",
@FALSE, 1)
BoxColor(1,"255,0,0",4)
BoxDrawCircle(1, "639,41,919,365", 2)
BoxDrawText(1, "639,381,919,400", "Style 2 - filled with no border
", @FALSE, 1)
BoxDrawCircle(1, "30,41,919,365", 3)
BoxDrawText(1, "330,11,610,100", "Style 3 - transparent circle with
border. ", @FALSE, 1)
TimeDelay(5)
```

See Also:

BoxesUp, BoxNew, BoxDrawLine, BoxDrawRect, BoxDrawText

BoxDrawLine

Draws a line in a WinBatch box.

Syntax:

BoxDrawLine(box ID, coordinates)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) coordinates	starting and ending points for a line, in virtual units (start-x, start-y, end-x, end-y).

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

Draws a line from first point to the second using the current **BoxPen**.

Example:

```
; sample script for BoxDrawLine
BoxesUp("100,100,800,800", @normal)
BoxDrawText(1,"0,600,1000,1000","BoxDrawLine", @FALSE, 1)
BoxCaption(1, "WinBatch BoxDrawLine Example")
co1=200
co2=200
co3=500
co4=500
For i=1 to 5
    TimeDelay(1)
    BoxDrawLine(1,"%co1%,%co2%,%co3%,%co4%")
    co1=co1+10
    co2=co2+-20
    co3=co3+-5
    co4=co4+15
next
TimeDelay(2)
```

See Also:

BoxesUp, BoxNew, BoxDrawCircle, BoxDrawRect, BoxDrawText

BoxDrawRect

Draws a rectangle in a WinBatch box.

Syntax:

BoxDrawRect(box ID, coordinates, style)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) coordinates	dimensions of rectangle, in virtual units (upper-x upper-y lower-x lower-y).
(i) style	style of rectangle to be drawn.

Returns:

(i) **@TRUE** on success; **@FALSE** on failure.

Draws a rectangle on the screen using the current **BoxPen** for the outline, and the current **BoxColor** for the inside of the box.

Style:

0 empty rectangle with border
1 filled rectangle with border
2 filled rectangle with no border
3 transparent circle/rectangle with border.

Example:

```
BoxesUp("0,0,1000,1000", @normal)
BoxColor(1,"255,255,0",0)
BoxDrawRect(1,"0,0,1000,1000",2)
BoxColor(1,"255,0,0",0)
BoxDrawText(1, "0,900,1000,1000", "WinBatch Box Example - BoxDrawRect
",@FALSE, 1)
BoxCaption(1, "WinBatch BoxDrawRect Example")
BoxDrawRect(1, "30,41,310,465", 0)
BoxDrawText(1, "30,500,310,665", "Style 0 - empty with border ",
@FALSE, 1)
BoxDrawRect(1, "330,41,610,365", 1)
BoxDrawText(1, "330,381,610,365", "Style 1 - filled with border
",@FALSE,1)
BoxColor(1,"0,0,255",0)
BoxDrawRect(1, "696,114,839,841", 2)
BoxDrawText(1, "696,881,839,841", "Style 2 - filled with no border ",
@FALSE, 1)
BoxDrawRect(1, "30,41,839,841", 3)
BoxDrawText(1, "30,11,839,841", "Style 3 - transparent rectangle with
border.", @FALSE, 1)
TimeDelay(5)
```

See Also:

BoxesUp, BoxNew, BoxDrawCircle, BoxDrawLine, BoxDrawText

BoxDrawText

Displays text in a WinBatch box.

Syntax:

BoxDrawText(box ID, coordinates, text, erase flag, alignment)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) coordinates	dimensions of bounding rectangle for text, in virtual units (upper-x upper-y lower-x lower-y).
(s) text	text to be displayed.
(i) erase flag	**@TRUE** if background should be cleared; **@FALSE** if it should not be cleared.
(i) alignment	alignment mode for text.

Returns:

(i) **@TRUE** on success; **@FALSE** on failure.

Draws text on the screen using the current **BoxTextColor** and **BoxTextFont**. Text may extend beyond the box boundaries if the allotted space is exceeded or size of the text is too large.

Note: In order to update text, make sure the proper coordinates are specified for the given text.

Alignment is a bitmask, consisting of one or more of the following optional flags (OR'ed together):

0 left justified
1 centered horizontally
2 right-justified
4 centered vertically
8 bottom-justified (single line only)
16 wrap long lines
32 adjust font so that text fills width of bounding rectangle (single line only)
64 right-justify text by adding space between words
128 clip (truncate) text if it doesn't fit within specified rectangle

Example:

```
; sample code for BoxDrawText
BoxesUp("200,200,800,800", @normal)
BoxDrawText(1, "200,200,750,250", "WinBatch Box Example -
BoxDrawText ",@TRUE, 0)
BoxCaption(1, "WinBatch BoxDrawText Example")
BoxDrawText(1, "100,350,900,400", "Use BoxDrawText to display
information to your user. ", @TRUE, 0)
TimeDelay(5)
```

See Also:

BoxesUp, BoxNew, BoxDrawCircle, BoxDrawLine, BoxDrawRect

BoxesUp

Displays WinBatch boxes.

Syntax:

BoxesUp(coordinates, show mode)

Parameters:

(s) coordinates	window coordinates for placement of top-level WinBatch box, in virtual units (upper-x upper-y lower-x lower-y).
(i) show mode	**@NORMAL**, **@ICON**, **@ZOOMED**, or **@HIDDEN**.

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

Places a WinBatch box on the screen for which drawing tools can be defined. "Coordinates" specify the placement on the screen when the window is not zoomed (maximized). The "box ID" of this main box (window) is 1. Up to 7 more boxes (windows) may be defined with the **BoxNew** function.

Note: Drawing tool definitions and drawing commands refer to a particular "box ID". Different drawing tools can be defined for separate boxes.

Example:

```
; sample script for BoxesUp
Message("Example","BoxesUp can display a box in Normal Mode. ")
BoxesUp("200,200,800,800", @normal)
BoxDrawText(1,"500,200,500,200","BoxesUp %@crlf% Normal Mode",
@FALSE, 1)
BoxCaption(1, "Normal Mode")

Message("Example","BoxesUp can display the box as an Icon.")
BoxDestroy(1)
BoxesUp("200,200,800,800", @icon)
BoxDrawText(1,"500,200,500,200","BoxesUp %@crlf% Icon Mode",
@FALSE, 1)
BoxCaption(1, "Example - Icon Mode")

Message("Example", "BoxesUp can display in a Zoomed mode.")
BoxDestroy(1)
BoxesUp("200,200,800,800", @zoomed)
BoxDrawText(1,"500,200,500,200","BoxesUp %@crlf% Zoomed Mode",
@FALSE, 1)
BoxCaption(1, "Zoomed Mode")
Message("Example","Finally, WinBatch can set hidden mode to the
box.")
```

See Also:

BoxNew

BoxMapMode

Sets the mapping mode for a WinBatch box.

Syntax:

BoxMapMode(box ID, map mode)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(i) map mode	**@ON** to map coordinates to client scale (default). One Unit is 1/1000 (or 0.1%) of the size of the current box. **@OFF** for screen scale. One unit is 1/1000 (or 0.1%) of the size of the screen.

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

BoxMapMode defines how a function's "coordinate" parameters will be interpreted. The default setting, **@ON**, allows WinBatch boxes to automatically resize themselves per the user's monitor adjustments. In the default "mapping" mode each window is assumed to be 1000x1000. This makes it easy to write a WinBatch program that will run on anybody's screen.

Note: The Default setting is **highly** recommended.

Example:

```
;; sample script for BoxMapMode
IntControl(12,5,0,0,0)
title="BoxMapMode Example"
BoxesUp("100,100,900,900",@ZOOMED)

BoxMapMode(1,1)   ; Default map mode
BoxColor(1,"255,255,0",0)
BoxPen(1,"0,0,255",10)
BoxTextFont(1, "", 30, 0, 0)
BoxTextColor(1,"0,0,0")

BoxDrawRect(1,"50,50,150,150",1)
BoxDrawCircle(1,"200,50,350,150",1)
BoxDrawLine(1,"400,100,500,100")
BoxDrawLine(1,"450,50,450,150")
BoxDrawText(1, "50,160,500,190", "Map Mode = 1 Using sizes based on
window", 0, 0)
BoxMapMode(1,0)
BoxColor(1,"255,255,0",0)
```

```
BoxPen(1,"0,0,255",10)
BoxTextFont(1, "", 30, 0, 0)

BoxDrawRect(1,"50,200,150,300",1)
BoxDrawCircle(1,"200,200,350,300",1)
BoxDrawLine(1,"400,250,500,250")
BoxDrawLine(1,"450,200,450,300")
BoxDrawText(1, "50,310,500,340", "Map Mode = 0 Using sizes based on
screen", 0, 0)
Message(title,"Note that both sets of objects look pretty much the
same.")
WinPlace(0,0,750,750,"")
Message(title,"Note that when we changed the size of the window the
        MapMode=1 object were resized proportionally, while as the
        MapMode=0 objects stayed the same.")
WinPlace(0,0,500,500,"")
Message(title,"MapMode=1 objects resized again.")
WinPlace(0,0,200,1000,"")
Message(title,"Note that while most objects scale reasonably well,
        fonts are based on Window height.")
WinPlace(0,0,1000,200,"")
Message(title,"Giving us teeny tiny fonts in this sort of Window.")
WinPlace(50,50,950,950,"")
BoxMapMode(1,1)   ; Default map mode
BoxTextFont(1, "", 30, 0, 0)
BoxTextColor(1,"255,0,0")
BoxDrawText(1,"50,500,500,700","Resize the window with the mouse
        and watch what happens.  Hit ESC when you are done. (This
        message drawn with MapMode=1)",0,16)
WaitForKey("{ESC}","","","","")
```

See Also:

BoxesUp, BoxNew

BoxNew

Creates a WinBatch box.

Syntax:

BoxNew(box ID, coordinates, style)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) coordinates	dimensions of box, in virtual units (upper-x upper-y lower-x lower-y).
(i) style	style of box to create.

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

This function makes a new box inside the top level (box ID 1) box. If an existing box ID is used, the newly specified coordinates and style will be adopted.

Style allows a selection from three different kinds of boxes.

0 No border
1 Border
2 Border and caption

Example:

```
; sample script for BoxNew
BoxesUp("0,0,1000,1000", @normal)
BoxDrawText(1, "500,500,500,500", "BoxNew ", @FALSE, 1)
BoxCaption(1, "WinBatch BoxNew Example")
BoxColor(1,"255,255,0",0)
BoxDrawRect( 1, "0,0,1000,1000", 2)

BoxNew(2, "30,41,310,465", 0)
BoxDrawText(1, "30,681,310,665","Style 0-No border ",@FALSE,1)

BoxNew(3, "330,41,610,365", 1)
BoxDrawText(1, "330,381,610,365","Style 1-Border ",@FALSE,1)

BoxNew(4, "696,114,839,841", 2)
BoxDrawText(1, "696,881,839,841","Style 2-Border with caption ",@FALSE,1)
BoxCaption(4, "Style 2 BoxNew")
TimeDelay(7)
```

See Also:

BoxesUp

BoxPen

Sets the pen for a WinBatch box.

Syntax:

BoxPen(box ID, color, width)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) color	color of pen to use.
(i) width	width of pen to use, in virtual units.

Returns:

(i) **@TRUE** on success; **@FALSE** on failure.

Defines the color and width of a "pen". Pens are used to draw lines and borders of rectangles and ellipses. The default is black, 1 pixel wide.

Width is defined according to the current mapping mode, (see **BoxMapMode**). In the default mapping mode, a width of 10 is 1% of whichever is smaller, the width or the height of the box.

"Color" is a string in the form: "red, green, blue".

BLACK="0,0,0"	DKGRAY="192,192,192"
WHITE="255,255,255"	GRAY="128,128,128"
RED="255,0,0"	DKRED="128,0,0"
GREEN="0,255,0"	DKGREEN="0,128,0"
BLUE="0,0,255"	DKBLUE="0,0,128"
PURPLE="255,0,255"	DKPURPLE="128,0,128"
YELLOW="255,255,0"	DKYELLOW="128,128,0"
CYAN="0,255,255"	DKCYAN='0,128,128"

Example:

```
; sample script for BoxPen
BoxesUp("100,100,900,900", @normal)
BoxColor(1,"255,255,0",0)
BoxDrawRect( 1, "0,0,1000,1000", 2)
BoxDrawText(1, "0,200,1000,1000", "BoxPen ", @FALSE, 1)
BoxCaption(1, "WinBatch BoxPen Example")
BoxColor(1,"0,0,255", 0)
BoxPen(1,"255,0,0",25)
BoxDrawRect(1,"350,350,650,650", 1)
BoxDrawLine(1, "350,700,800,700")
TimeDelay(5)
```

See Also:

BoxesUp, BoxNew , BoxColor, BoxTextColor

BoxTextColor

Sets the text color for a WinBatch box.

Syntax:

BoxTextColor(box ID, color)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) color	text color.

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

BoxTextColor defines the color of text for a particular box. The default is black.

"Color" is a string in the form: "red, green, blue".

BLACK="0,0,0"	DKGRAY="192,192,192"
WHITE="255,255,255"	GRAY="128,128,128"
RED="255,0,0"	DKRED="128,0,0"
GREEN="0,255,0"	DKGREEN="0,128,0"
BLUE="0,0,255"	DKBLUE="0,0,128"
PURPLE="255,0,255"	DKPURPLE="128,0,128"
YELLOW="255,255,0"	DKYELLOW="128,128,0"
CYAN="0,255,255"	DKCYAN="0,128,128"

Example:

```
; sample script for BoxTextColor
BoxesUp("200,200,800,800", @normal)
BoxCaption(1, "WinBatch BoxTextColor Example")
x1="0,0,0"          ;BLACK
x2="0,0,128"        ;DKBLUE
x3="255,0,0"        ;RED
x4="0,255,0"        ;GREEN
x5="255,0,255"      ;PURPLE
x6="255,255,0"      ;YELLOW
x7="0,255,255"      ;CYAN
for i=1 to 7
      BoxTextColor(1,x%i%)
      BoxDrawText(1, "0,350,1000,1000", "BoxTextColor", @True, 1)
      TimeDelay(2)
next
```

See Also:

BoxesUp, BoxNew, BoxTextFont, BoxColor, BoxPen

BoxTextFont

Sets the font for a WinBatch box.

Syntax:

BoxTextFont(box ID, font-name, size, style, pitch & family & character-set)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) font-name	name of font typeface.
(i) size	size of font, in virtual units.
(i) style	style flags for font.
(i) pitch/family/char-set	font pitch and family.

Returns:

(i) **@TRUE** on success; **@FALSE** on failure.

When defining the font using **BoxTextFont**, size is based on mapping mode. In the default, a height of 100 is 10% of the height of the box.

Style: (the following numbers may be added together)

0	Default
1-99	Weight (40 = Normal, 70 = Bold)
100	Italics
1000	Underlined

A style of 1170 give you a bold, underlined, italic font.

Pitch & Family & Character-set parameters do not override the typeface supplied in the font-name parameter. If a match cannot be made, (font name mis-spelled, font not on system) they supply a general description for selecting a default font. To combine one pitch flag with one family flag, use the binary OR ("|") operator.

Pitch:

0	Default
1	Fixed pitch
2	Variable pitch

Family:

0	Default
16	Roman (Times Roman, Century Schoolbook, etc.)
32	Swiss (Helvetica, Swiss, etc.)
48	Modern (Pica, Elite, Courier, etc.)
64	Script
80	Decorative (Old English, etc.)

Example:

```
; sample script for BoxTextFont
BoxesUp("100,100,900,900", @normal)
BoxCaption(1, "WinBatch BoxTextFont Example")
x1="0,0,0"          ;BLACK
x2="0,0,128"        ;DKBLUE
x3="255,0,0"        ;RED
x4="255,0,255"     ;PURPLE
x5="0,0,255"        ;BLUE
f1="Times Roman"
f2="Helvetica"
f3="Courier New"
f4="Brush Script MT"
f5="Book Antiqua"
fam=16
size=20

for i=1 to 5
BoxTextColor(1,x%i%)
BoxTextFont(1, f%i%, size, 0, fam)
```

```
BoxDrawText(1,"1%size%,2%size%,1000,1000","BoxTextFont", @False, 0)
Fam=fam+16
size=size+16
TimeDelay(2)
next
```

See Also:

BoxesUp, BoxNew, BoxTextColor

BoxUpdates

Sets the update mode for, and/or updates, a WinBatch box.

Syntax:

BoxUpdates(box ID, update flag)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(i) update flag	see below.

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

BoxUpdates controls how particular boxes are updated. Screen updates can be suppressed so that images seem to suddenly appear on the screen, rather than slowly form as they are drawn. This function is rarely required.

Update flag:

0 Suppress screen updates
1 Enable updates (this is the default setting)
2 Catch up on updates
3 Redraw the entire box

Example:

```
title="BoxUpdates Example"
BoxesUp("100,100,900,900",@ZOOMED)
BoxColor(1,"255,255,0",0)
BoxDrawRect(1,"0,0,1000,1000",2)
BoxCaption(1,title)
BoxDataTag(1,"NEARTOP")
Message(title,"First we show drawing objects with the
        default(code=1) mode of BoxUpdates")
gosub drawalot
Message(title,"You could see the objects being drawn.  Ok, but
        users could see objects being built.  Next we are clearing
        the screen with a BoxDataClear and redrawing it with a
        BoxUpdates code=3")
BoxDataClear(1,"NEARTOP")
```

```
BoxUpdates(1,3)
BoxUpdates(1,0)
gosub drawalot
Message(title,"Next we show update off processing followed by a
        catch-up (code = 2) request.  Note that it draws faster once
        it gets started")
BoxUpdates(1,2)
Message(title,'Faster.  It can make complicated objects just
        "appear"   on the screen.')
Message(title,"Now, we are going to redraw the screen with
BoxUpdates code=3.  Should be quick.  Don't blink.")
BoxUpdates(1,3)
Message(title,"That should have been pretty quick.  Next some
        quick, repetitive drawing using the code=3 technique.")
BoxUpdates(1,1)
BoxColor(1,"255,255,255",0)
BoxDrawRect(1,"0,0,1000,1000",2)
BoxDataClear(1,"TOP")
BoxUpdates(1,0)
BoxColor(1,"255,0,0",0)
BoxDrawRect(1,"100,100,200,200",1)
BoxDrawCircle(1,"300,100,500,200",1)
BoxDrawRect(1,"100,300,200,400",1)
BoxDrawCircle(1,"300,300,500,400",1)
BoxDrawRect(1,"100,500,200,600",1)
BoxDrawCircle(1,"300,500,500,600",1)
BoxDrawRect(1,"100,700,200,800",1)
BoxDrawCircle(1,"300,700,500,800",1)
BoxColor(1,"0,0,255",0)
BoxDrawRect(1,"100,100,200,200",1)
BoxDrawCircle(1,"300,100,500,200",1)
BoxDrawRect(1,"100,300,200,400",1)
BoxDrawCircle(1,"300,300,500,400",1)
BoxDrawRect(1,"100,500,200,600",1)
BoxDrawCircle(1,"300,500,500,600",1)
BoxDrawRect(1,"100,700,200,800",1)
BoxDrawCircle(1,"300,700,500,800",1)
BoxColor(1,"0,255,0",0)
BoxDrawRect(1,"100,100,200,200",1)
BoxDrawCircle(1,"300,100,500,200",1)
BoxDrawRect(1,"100,300,200,400",1)
BoxDrawCircle(1,"300,300,500,400",1)
BoxDrawRect(1,"100,500,200,600",1)
BoxDrawCircle(1,"300,500,500,600",1)
BoxDrawRect(1,"100,700,200,800",1)
BoxDrawCircle(1,"300,700,500,800",1)
BoxColor(1,"255,255,0",0)
BoxDrawRect(1,"100,100,200,200",1)
BoxDrawCircle(1,"300,100,500,200",1)
BoxDrawRect(1,"100,300,200,400",1)
BoxDrawCircle(1,"300,300,500,400",1)
BoxDrawRect(1,"100,500,200,600",1)
BoxDrawCircle(1,"300,500,500,600",1)
```

```
BoxDrawRect(1,"100,700,200,800",1)
BoxDrawCircle(1,"300,700,500,800",1)
BoxUpdates(1,2)
for x=1 to 100
BoxUpdates(1,3)
next
Message(title,"That's all folks")
exit

:DRAWALOT
BoxColor(1,"0,0,255",0)
BoxPen(1,"255,0,0",10)
for i=0 to 8
p1=50+i*100
p2=p1+75
BoxDrawRect(1,"%p1%,50,%p2%,125",1)
BoxDrawRect(1,"%p1%,150,%p2%,225",1)
BoxDrawRect(1,"%p1%,250,%p2%,325",1)
BoxDrawRect(1,"%p1%,350,%p2%,425",1)
BoxDrawRect(1,"%p1%,450,%p2%,525",1)
BoxDrawRect(1,"%p1%,550,%p2%,625",1)
BoxDrawRect(1,"%p1%,650,%p2%,725",1)
BoxDrawRect(1,"%p1%,750,%p2%,825",1)
BoxDrawRect(1,"%p1%,850,%p2%,925",1)
next
return
```

See Also:

BoxesUp, BoxNew

Drawing Stack Management

In general, WinBatch lets you draw objects in various boxes using simple linear programming as with true message-based Windows programming. However, there is a fundamental discrepancy between the message-based Windows programming methods, and the traditional linear method used by WinBatch.

In a normal Windows application, the application must be ready to redraw all or any portion of its window at any time. This adds considerable complexity to a true Windows program. In WinBatch, the programmer is shielded from the gory details of the dynamic redrawing required by Windows, while WinBatch maintains a simple, traditional linear programming style.

In order to do this, WinBatch maintains a small database of the Box commands requested by the programmer, and refers to this database when Windows requests a redraw. In general, and for simpler applications, the existence of this database is completely transparent to the programmer. There are cases, however, in which the database must be managed by the programmer to avoid reaching the

maximum limits of the database. If the maximum limits are reached, the program will die with a Box Stack exceeded error.

If there are some objects that constantly change, such that the limit of about 150 Box commands in the stack will be exceeded, then you must manage the Box Data. The idea is to draw all the fixed, non-changing objects first, and then place a "TAG" into the Data stack. Then draw the first version of the constantly changing object(s). When it comes time to update those objects, a **BoxDataClear** will erase all items below the "TAG", and all remaining data space will again be available for reuse.

The thermometer bar and the text for the note in the setup program use this feature. All of the examples that do continuous screen draws also use these functions.

BoxDataClear

Removes commands from a WinBatch box command stack.

Syntax:

BoxDataClear(box ID, tag)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) tag	tag to be removed.

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

This function removes all commands above "tag" from the command stack. "Tag" is not removed.

All buttons and Box commands after the tag are forever erased.

Example:

```
; sample script for BoxDataTag
BoxesUp("0,0,1000,1000",@zoomed)
;Changes the title of a WinBatch box.
BoxCaption(1,"Random Rectangles")
;Creates a push-button in a WinBatch box
BoxButtonDraw(1,1,    "E&xit",  "750,860,900,930")
;Creates a tag entry in a WinBatch box command stack
BoxDataTag(1,"ACORN")
while 1
   ;Removes commands from a WinBatch box command stack
   ;if BoxDataClear was commented out it would exceed
   ;the limit of commands in the stack and error
   BoxDataClear(1,"ACORN")
```

```
      if BoxButtonStat(1,1)==1 then break
      x=Random(1000)
      y=Random(1000)
      s=Random(1000)
      t=Random(1000)
      r=Random(255)
      g=Random(255)
      b=Random(255)
      color=strcat(r, ",",  g, ",", b)
      location=strcat(x, ",", y, ",", s, ",", t)
      BoxColor(1,color,0)
      BoxDrawRect(1,location,2)
   endwhile
   exit
```

See Also:

BoxesUp, BoxNew BoxDataTag

BoxDataTag

Creates a tag entry in a WinBatch box command stack.

Syntax:

BoxDataTag(box ID, tag)

Parameters:

(i) box ID	the ID number of the desired WinBatch box.
(s) tag	tag to be created.

Returns:

(i)	**@TRUE** on success; **@FALSE** on failure.

Places a tag into the data stack for the specified box. Usually one tag per box is all that is needed. Multiple tags are allowed, but not advised. The tag "TOP" is automatically placed at the top of the data stack .

Example:

```
   ; sample script for BoxDataTag
   BoxesUp("0,0,1000,1000",@zoomed)
   ;Changes the title of a WinBatch box.
   BoxCaption(1,"Random Rectangles")
   ;Creates a push-button in a WinBatch box
   BoxButtonDraw(1,1,    "E&xit",  "750,860,900,930")
   ;Creates a tag entry in a WinBatch box command stack
   BoxDataTag(1,"ACORN")
   while 1
      ;Removes commands from a WinBatch box command stack
      ;if BoxDataClear was commented out it would exceed
      ;the limit of commands in the stack and error
```

```
   BoxDataClear(1,"ACORN")
   if BoxButtonStat(1,1)==1 then break
   x=Random(1000)
   y=Random(1000)
   s=Random(1000)
   t=Random(1000)
   r=Random(255)
   g=Random(255)
   b=Random(255)
   color=strcat(r, ",",  g, ",", b)
   location=strcat(x, ",", y, ",", s, ",", t)
   BoxColor(1,color,0)
   BoxDrawRect(1,location,2)
endwhile
exit
```

See Also:

BoxesUp, BoxNew, BoxDataClear

Language Extenders

Network and other extenders are documented fully in the on-line help files. For more extensive information locate the appropriate .hlp file. For a brief overview, see below.

WIL extender Dlls are special Dlls designed to extend the built-in function set of the WIL processor. These Dlls typically add functions not provided in the basic WIL set, such as network commands for particular networks (Novell, Windows, and others), MAPI, ODBC, and other important Application Program Interface (API) functions, as may be defined by the various players in the computer industry from time to time. These Dlls may also include custom built function libraries either by the original authors, or by independent third party developers. An Extender SDK is available for you to write your own extender Dll's , if you are familiar with C programming. Custom extender Dlls may add nearly any sort of function to the WIL language. These range from the mundane network math or database extensions, to items that can control fancy peripherals, including laboratory or manufacturing equipment.

Most WIL extenders must be installed separately; they are not installed by default. To obtain any additional extender Dlls, either download them from our website, or copy them from the WinBatch CD. To install extenders from the CD, locate the 'Extenders' directory on the CD. The Extender directory will contain all the available extender subdirectories. Select the appropriate extender subdirectory and run the corresponding SETUP.WBT file.

Up to 10 extender Dlls may be added to a single WIL script. The total number of added items may not exceed 500 functions and constants. The **AddExtender** function must be executed before attempting to use any functions in the extender library. The **AddExtender** function should be only executed once per extender in each WIL script that requires it.

At the top of each script in which you use a WIL extender add the appropriate extender with the **AddExtender** ( ) command.

```
AddExtender("extender.dll")
```

Remember you can add up to 10 extender Dlls or a combined total of 500 functions.

The following is an abbreviated summary of the network extenders. Refer to the extenders in the on-line help file for function names and more details.

Novell Network Extenders

In order to use any of the Novell extender Dlls, you must have the Novell NetWare Client installed.

Novell 3.x Network Extender

This extender provides standard support for Novell 3.x networks.

Add the following line to the top of your script.

```
AddExtender("wwn3x34i.dll")
```

For more information and a list of functions see the Netware 3 Extender Help file.

Novell 4.x Network Extender

This extender provides standard support for Novell 4.x networks.

Add the following line to the top of your script.

```
AddExtender("wwn4x34i.dll")
```

For more information and a list of functions see the Netware 4 Extender Help file.

Netware X Network Extender

This extender is designed to supersede all other Novell extender Dlls. Support for NetWare 3.x is being integrated with support NetWare 4.x & 5.x in a single extender.

Add the following line to the top of your script.

```
AddExtender('WWNWX34I.DLL')
```

For more information and a list of functions see the Netware X Extender Help file.

Windows 32 Network Extender

This extender provides standard support for computers running 32 bit versions of Windows. It may be used in conjunction with other 32 bit Intel extenders.

This extender is only for 32 bit versions of Windows.

Basic DLL:

32 Bit Intel Version
AddExtender("wwnet34i.dll")

NT or newer specific DLL:

For use on Windows NT family (e.g. 4.0, 2000, XP, 2003, etc.) workstations. It can control Windows NT or newer servers.

32 Bit Intel Version
AddExtender("wwwnt34i.dll")

For more information and a list of functions see the Win32 Network Extender Help file.

ADSI Extender.

For use on all Windows platforms with the DS Client from Microsoft installed.

32 Bit Intel Version
AddExtender("wwads34i.dll")

For more information and a list of functions see the ADSI Extender Help file

Other Extenders

Here is a list of various other current extenders available.

Control Manager Extender - Perfect control over all Windows dialog boxes. See inside list boxes, interrogate check boxes, set radio buttons and handle tabbed dialogs.

CpuInfo Extender - CPU speed, benchmark and other CPU information.

EHLLAPI Terminal Emulator Extender - Terminal Emulator support. This extender allows working with terminal emulation programs. Allows screen-scraping, data transfers, and much more.

File Search Extender - High speed file and text search engine.

GPIB Extender - Control GPIB capable lab equipment.

Huge Math Extender - Performs arithmetic on huge (up to 2000 digit) numbers.

IP Address Grabber Extender - Get the machine's IP Addresses

LAFFDB Extender (**L**ight **A**scii **F**lat **F**ile **D**ata**B**ase Extender) - Real database operations with standard Ascii/Ansi files. This includes CSV and tab delimited files among others.

MAPI Extender - Perform MAPI Operations.

ODBC Extender – A basic set of Open Database Connectivity (ODBC) commands.

Pixie Image Extender - Manipulate various image files, such as JPG, BMP, etc. Rotate, Crop, Resize, Blur, Convert Formats, and more.

Postie Extender - The Ultimate Internet Email extender. Sends and receives POP3, IMAP4, and NNTP (newsgroup) email. Able to send an receive mime or uuencoded attachments. Supports SMTP, ESMTP, POP3 and IMAP4.

Printer Control Extender - Assists in working with printer drivers. Sets default printer. Changes printer properties, Installs and removes printers, etc.

Process Information Extender - Retrieve information about processes and modules.

RAS Extender - Create, manage, modify, rename and copy the Dialup RAS entries used in dial-up networking.

Registry Search Extender - Registry Searcher. This extender, in combination with a few build-in WIL Registry functions, can perform a search and replace of most registry items.

Serial Port Extender - Talk to serial ports. Communicate with modems, X-10 household controllers, lab equipment, pretty much any serial device. Supports USB COM ports and custom baud rates.

Shell Operations Extender - Performs Explorer-style file operations with animated graphics. Can also copy, delete, and move entire directory structures.

Terminal Server Extender - Enumerate, interrogate and manipulate terminal services sessions on a Windows NT or newer systems that has terminal services enabled.

WILX Utility Extender - Various utility functions.

WinInet Extender – Internet Extender. Supports HTTP and FTP. Grab web pages, post form data to web servers, automate FTP sessions, and more.

WinSock Extender - Our older Internet extender.

Zipper Extender - ZIP and UNZIP files.

UTILITIES

DIALOG EDITOR

Visual programming of dialog boxes is quick and accurate. Use generic variable names so you can reuse your favorite dialogs.

The WIL Dialog Editor (see Filenames: Appendix A, page 111 for filename) provides a convenient method of creating dialog box templates for use with the **Dialog** function.

It displays a graphical representation of a dialog box, and allows you to create, modify, and move individual controls which appear in the dialog box.

After you have defined your dialog box, the Dialog Editor will generate the appropriate WIL code, which you can save to a file or copy to the Clipboard for pasting into your WIL program.

Note: The WIL Dialog Editor comes with an on-line help section in the WinBatch help file, as well as detailed instructions in the next section. Also see the Windows Interface Language Reference Manual for more details on how to use the **Dialog** function to further customize your dialogs, including adding callback procedures within user-defined functions / subroutines to make your dialogs dynamic.

You can have as many as 200 controls in a WinBatch dialog. However, too many controls can be confusing. Aim for simple dialogs with a consistent appearance between different ones.

The WIL Dialog Editor offers quick production of custom dialog boxes for your WinBatch programs.

The WIL Dialog Editor allows you to create dialog box templates for WIL into a file with the .WDL file extension. The Dialog Editor will write the WIL script statements necessary to create and display the dialog.

You can visually design your dialog box on the screen and then save the template either as a .WDL file or to the Windows Clipboard.

You can include the dialog template code directly in your batch code, or you can use the batch language "Call" command to execute the dialog template. For example:

```
Call("Sample.WDL", "")
```

Getting Started

Using the Dialog Editor is easy. Once it is loaded, these hints offer a quick way to become comfortable with dialog box construction.

The dialog editor filename is: WIL Dialog Editor.exe.

Launch the dialog editor executable, (see Filenames: Appendix A on page 111 for filename).

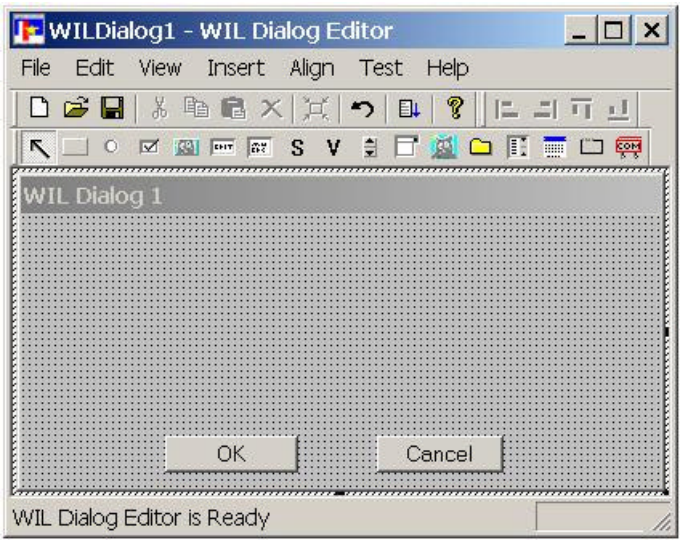
Run the Dialog Editor

Via the Windows Explorer: Locate and double click on the file 'WIL Dialog Editor.exe', in your WinBatch\System subdirectory.

or

Via WinBatch Studio: Click on the following tool bar icon

The editor will look like the following:



To control the size of your dialog box, resize the WIL Dialog Editor, by dragging the corners of the box with the mouse. Your dialog will be the same size as the editor's window.

Menu Commands

Familiarize yourself with the six standard menus in this program; FILE, EDIT, VIEW, INSERT, ALIGN, TEST and HELP..

File

New	Creates a new dialog template. The new template is created with two default buttons labeled "OK" and "Cancel".
Open	Displays the standard open file dialog. Use this dialog to open an existing dialog template.
Save	Use this dialog to saves the currently open template to a file. Dialog Editor will display the save file dialog box, if you haven't specified a file name yet.
Save As	Saves the currently open template to a file. This command differs from the Save menu in that you are always prompted for a file name and location with the system Save dialog box.
Revert	Reloads the dialog template from disk. Use this item with care because, you will loose all changes since the last time the template was saved to disk.
Open from Clipboard	Loads a dialog template from the clipboard.
Save to Clipboard	Copies the dialog template to the clipboard.
Recent Files	List of most recently opened templates files. Click on the file name to open the file.
Exit	Terminates the Dialog Editor.

Edit

Undo	Reverses the last edit. This command will not undo changes made to control attribute values with the attribute dialog box.
Cut	Removes the active control from a dialog and places it in the paste buffer. If a control already exists in the paste buffer, it is destroyed before the copied control is added.
Copy	Places a copy of the active control into the paste buffer. If a control already exists in the paste buffer, it is destroyed before the copied control is added.
Paste	Inserts a control in the paste buffer into the dialog.
Delete	Removes the active control from a dialog.
Rescale	Expands or shrinks the dialog and all controls so that the dialog just fits in the Dialog Editor's current viewing area.

	Note: Because of limits on the granularity of controls and fonts, the adjustments are only approximate and you may need to make additional edits.
Options	Launches the options dialog. The options dialog allows you to control how Dialog Editor loads and saves your dialog template.
	Load Tab The Load Tab options let you control what Dialog Editor does at startup and while reading your dialog templates.
	***Load Bitmap Files**:* When this box is checked, Dialog Editor will search for and display the bitmaps you have specified for the dialog background, bitmap buttons and picture controls. When this box is not checked, Dialog Editor will not attempt to find or display bitmaps. If you change this option after you have already loaded a bitmap file into your dialog, Dialog Editor will not unload the bitmap. It will not, however, attempt to find and display any additional bitmap you may specify.
	***Load Last Template at Startup**:* Check this box to have Dialog Editor load your previous work the next time you start it. If this box is not checked, Dialog Editor will start with the default new dialog template.
	***Display Warnings When Loading Template**:* Use this check box to turn off warning messages while loading dialog templates. Dialog Editor displays warnings when it cannot find bitmap files or finds a malformed or missing attribute value in a controls definition. When this option is checked, Dialog Editor gives you the opportunity to continue or abort the loading process when problems are found. It may or may not be able to load the problematic control when you tell it to continue but it always attempts to load the next line in the template. When this option is not checked, Dialog Editor behaves as if you pressed the Continue button at each warning.
	Save Tab ***Prompt Before Saving Templates:*** When this box is checked Dialog Editor will always ask you before it saves your changes to a dialog template. Even if you do not check this box, Dialog Editor will still prompt you to save a new template, if you have not saved it before.
	Save to clipboard same as save to file *: This option only

	applies to templates loaded from the clipboard and when checked it increases the possibility of data loss.
Restore Defaults	This command will return all user preferences under the Options menu to their original settings. It will also make all toolbars visible and positioned at either the top or bottom of the main application window.

View

Edit Bar	Check to make the Edit toolbar visible and uncheck to remove the Edit toolbar from the screen.
Status Bar	Check to make the Status bar visible and uncheck to remove the status bar from the bottom of Dialog Editor's main window.
Control Bar	Check to make the Control Palette toolbar visible and uncheck to remove the Control Palette toolbar from the screen.
Align Bar	Check to make the Control Align toolbar visible and uncheck to remove the Control Align toolbar from the screen.
Grid	Check to show the positioning grid in your dialog's background. This does not affect the appearance of your dialog when you use your template in a script. The grid is provided to assist you with control placement. When the menu item is unchecked, Dialog Editor displays a background bitmap, a selected background color, or the system default background color. The background displayed when this menu item is unchecked is determined according to following rules:
	• A bitmap is displayed if the Bitmap menu item is checked. • If you have selected a background color and the Bitmap item is not checked the selected background color is displayed. • The system default dialog background color is displayed, if you have not selected a background color and the Bitmap menu item is not checked.
	Note: the Bitmap item cannot be checked until you have selected a bitmap for your dialog template.
Bitmap	This menu item allows you to display or hide the dialogs bitmap background.
Attributes…	This menu item launches the Attributes property dialog. Selecting the dialog or one of its controls enables this menu item. The Attributes property dialog allows you to set the values that define your dialog and the controls it contains. The

	information you entered in this dialog becomes the comma-delimited list of values for each control variable and other template variables that define your dialog. You will see from two to four tabs when you launch this dialog. The tabs you see depend on the attributes of the visual object that is selected when the Attributes Dialog is launched. The contents of each tab of the Attributes Dialog also vary depending on the attributes of the selected object.
	General Tab The general tab can contain one or more of the following edit boxes:
	***Tab Order**:* This edit box controls the order of the control definitions in your dialog template. For example, if you give a control the tab order value of "1", it will be the first control listed in the dialog template. This position is important because it determines the tab order of the controls in your dialog and the tab order determines the sequence in which the controls are selected when a user presses the TAB key to move through the dialog. The Tab Order also affects the appearance of your dialog, if you have overlapping controls. When two or more controls overlap, the control with the smallest Tab Order number will hide the overlapping portion of any control with a bigger Tab Order number.
	***Variable Name**:* Type the name of a WIL variable in the Variable Name edit box. Values assigned to this variable will be used to set the displayed value(s) or initial state of the control. The variable can also contain selection or state information after the dialog is dismissed. This variable can be shared by more than one control when it makes sense to do so. It can also be used in WIL scripts, like any other WIL variable, so it must conform to WIL identifier rules.
	***Text**:* A control displays the text entered in this edit box.
	***Value**:* This value is the number returned by the WIL dialog function when the user presses the button control to close your dialog. For this reason each Push or Picture button in your dialog template must have a unique value. The value of a selected Radio Button is placed in the Variable associated with a group of Radio Button controls. You should, therefore, assign a unique value to each Radio Button that shares a common Variable.
	Caption: Enter the title of your template dialog here. The title appears on the bar at the top of your dialog.

	Pre-selected Item: Use the Pre-selected Item edit box to enter a default selection for controls that can display multiple values. When a dialog is dismissed, the pre-selected item will be placed in a controls variable, if the user has not selected an item.
	Procedure*:* Place the name of your User-Defined-Callback procedure in this edit box. See the discussion of the User-Defined-Callback procedure in the **Dialog** function (WIL reference manual) for more information. You do not need to supply a value, if you do not wish to use a User-Defined-Callback procedure.
	Style Tab Use the Style Tab to choose the styles for your control. This Tab only displays styles that are applicable to the selected control. Check any style you wish the control to have.
	Invisible*:* Check this style and the control will not initially be visible in the dialog.
	Disabled*:* When this style is selected the controls appearance will change to indicate that it can not receive user input
	Center Text*:* This style causes a VARYTEXT or STATICTEXT control to display text centered horizontally in the control's rectangle. This style can not be used with the Center Text style.
	Right Align Text*:* A VARYTEXT or STATICTEXT with this style displays text flush-right in the control’s rectangle. This style cannot be used with the Center Text style.
	Numbers Only*:* Check this style for an EDITBOX and MULTILINEBOX and the control will only accept digits. Note that, even with this set, it is still possible to paste non-digits into the control.
	Read Only*:* This style prevents a user from changing a control’s text by typing new or editing existing characters. Although this style can be applied to SPINNER controls, the user can still change the value displayed by using the controls up and down arrows.
	Password*:* Check this style and an EDITBOX control will displays all characters as an asterisk (*) as they are typed into the control.
	List Only*:* A DROPLISTBOX control will only accept values already in the drop down list portion of the control when this

	style is checked.
	***Default Button**:* A PUSHBUTTONs or PICTUREBUTTONs with this style is the default button when no other button has the input focus. Because it is the default, your dialog user can select this button by pressing the enter key, if no button has the input focus. You should only give one button this style. If this style is checked for more than one button, only the first button (in the tab order) will have the style. Generally, apply this style to the button that is the most likely option in your dialog.
	***Flat Appearance**:* A PUSHBUTTONs or PICTUREBUTTONs with this style, creates a button with a flat appearance. All aspects of the button's boarder are removed including the 3D shadowing.
	***No Auto Height Resizing**:* A FILELISTBOX or ITEMBOX with this style, turns off automatic height adjustment feature. Normally, these controls adjust their height so that they do not display partial items.
	Position Tab The Position Tab is used to control the location of your dialog on the screen.
	***X Position**:* Use this box to specify the location of your dialog's upper left hand corner along the horizontal axis. This value is expressed in dialog units.
	***Y Position**:* Use this box to specify the location of your dialog's upper left hand corner along the vertical axis. This value is expressed in dialog units.
	***Use the Current Screen Location**:* Press this button to set the location of your dialog's upper left hand corner to its current position on the screen. If the current values of X Position and Y Position correspond to the current screen position, pressing the button has no affect.
	Configuration Tab The Configuration Tab allows you to control how the Dialog Editor creates the **Dialog** statement.
	***Use the default return variable name**:* Select this option and Dialog Editor will use *Pushbutton* as the name of the **Dialog** statement's return variable.
	***Use a unique return variable name**:* If you select this option, Dialog Editor will prefix the name of the **Dialog** statement's return variable with the name of the dialog. For example, if

	your dialog is named *mydialog*, the return variable will be named *mydialogpushbutton*.
	***Create a dialog function that WinBatch will process**:* Select this option and the Dialog Editor will create a **Dialog** command with the second parameter set to one (1). This tells WinBatch to process the **Dialog** command by loading the dialog template listed in the commands first parameter.
	***Create a dialog function that WinBatch will ignore**:* Use this option to have the Dialog Editor create a **Dialog** command with the second parameter set to zero (0). When the second parameter is zero WinBatch will ignore the command by neither loading nor displaying your template and continuing to the next statement in your script.
	Background Tab Use the Background Tab to set your preferences for a control's or dialog's background color or background bitmap.
	***Use Default Background**:* Check this box if you want your control or dialog to display the system default background. The system default background depends on the type of control and the system settings. For some controls the default background is transparent so that the underlying dialog background becomes the control's background.
	***Background Color**:* This edit box is used to indicate the background color of a control. Color is expressed as three vertical bar (|) delimited numbers representing red, green and blue. Valid red, green, and blue values range from 0 through 255, with 0 indicating minimum intensity and 255 indicating maximum intensity. Controls that support background color do not support bitmap background. This button launches the color selection dialog. Use the dialog to select one of the preset colors or press the Define Custom Color button to create your own color. When you press the Add to Custom Color button, the Dialog Editor will remember the color the next time you use the color selection dialog. If you select a predefined or custom color with a mouse click, the RBG values will be placed in the Background Color edit box for you.
	***Bitmap File**:* Use this edit box to enter the name and path of a Bitmap file. The bitmap will become the background image for your control or dialog. Colors that support bitmaps do not support solid background colors directly. It is possible, however, to create the same affect by specifying a solid color bitmap for the control. This button launches a file selection

	dialog. You can use this dialog to navigate your local file system or network to find a bitmap file. When you select a file and press the ok button, the complete bitmap path and file name will appear in the Bitmap File edit box.
	Text Appearance Tab Use this tab to control the font and color of a control's text.
	***Use Default Font and Color**:* Check this button if you want your control to use the current system font and text color or the dialog font or text color. A control will use the system font and color when the dialog text appearance is defaulted, otherwise, a defaulted control will use the system font and color.
	Font and Color Selector…: Press this button to display the font and text color selector. The selector dialog allows you to view examples of and select available fonts and colors. When you press the selector's OK button, your selections will be placed in the font and text color edit boxes. Note: When you press the OK button, the selection dialog will replace the DEFAULT setting with a specific font and text color. If you do not wish to have specific values for both font and color, simple replace the unwanted value by typing the DEFAULT key word in the appropriate edit box.
	Font: This edit box contains four bar delimited (|) fields that describe the font used to render text in a control. Although it is possible to manually construct a font description, it is recommended that you select your font with the Font and Color Selector dialog and let Dialog Editor create the description for you. If this attribute is set to DEFAULT, the control will use your Dialog's font or the system font for that control when your dialog does have a font.
	***Text Color**:* This edit box is used to indicate the text color of a control. Text color is expressed as three vertical bar (|) delimited numbers representing red, green and blue. Valid red, green, and blue values range from 0 through 255, with 0 indicating minimum intensity and 255 indicating maximum intensity. When this attribute is set to DEFAULT, either the system text color or your dialog's text color will be used.
Show Script/Show Dialog	This menu item toggles between the script view mode and the editor mode of Dialog Editor. The menu item's text is Show Script when the editor is displaying your dialog and Show Dialog when editor is showing the script. Note: you cannot change the script directly while in show script mode; all changes must be made from edit mode.

Insert

Each menu item, with the exception of the Unselect item, represents one of the controls supported by the WIL dialogs. When you select one of the menu items and move the mouse cursor of your dialog, the cursor will change to a crosshairs. The cursor indicates where the selected control will be created when you left click or press the Enter key. Click the Unselect menu to cancel your selection and restore normal function and appearance to the cursor. The Control toolbar provides another way to access this same functionality.

Unselect
Calendar
Check Box
Com Control
Drop-down Combo Box
Edit Box
File List Box
Group Box
Item List Box
Multiline Edit box
Picture
Picture Button
Push Button
Radio Button
Spinner
Static Text
Variable Text

Align

The align menu items allow you to align the sides of two or more controls along one of their sides. You can select controls for alignment by pressing the Control (Ctrl) key and left clicking on each control you wish to align. All selected controls will be aligned to the last control you select, when you perform the alignment. All alignment menu items have corresponding buttons on the Alignment toolbar.

Right	Use this menu item to align selected controls along their right side.
Left	This menu item will align selected control along their left side.
Top	Use this menu item to align selected controls along the top.
Bottom	This menu item will align selected controls along the bottom.

Test

Allows you to launch your dialog for testing.

Run Dialog	Use this menu item to run your dialog from within the editor. You can see how the finished dialog looks and test the tab order. You can terminate the dialog when you are finished by clicking a button or by pressing the Return or Escape key. Dialog Editor will not allow you to run your dialog, if you do not have at least one button defined.

Help

If you are reading this, you probably already understand the help system but here is a brief description of each menu item.

Dialog Editor Help	This menu item launches Dialog Editor help's table of contents page in the WinBatch help file.
Using Help	This menu item provides general information about using the help system.
About Dialog Editor…	You will find version information here, along with a handy link to the WinBatch web site.

User Interface

Here are the techniques for designing your titles and controls.

Dialog Box Caption

Dialog boxes have both an internal and external name. The dialog Caption is the title of the dialog box as it appears in the title bar. The Variable Name is the name of the dialog as seen in the script. This information can be entered or changed at any time. However, we suggest specifying it whenever you start a new dialog box. To display the caption dialog:

✍ Right click on the workspace background, (not on a control), and select the attributes menu item

Or

✍ From the **View** menu (with the dialog highlighted) select the **Attributes...** menu item.

Size the Dialog Box

The dialog that gets generated by the WIL Dialog Editor will be the same size as the dialog that you create in the editor's window. To control the size of your dialog box, select the entire dialog by clicking on the title bar. The dialog should now be highlighted. Next, move your mouse cursor to the highlighting at the edge of the dialog. When the mouse cursor changes to an arrow, you can drag and drop that sides of the dialog to the necessary size.

Setting Control Attributes

The Dialog Editor has a variety of controls which can be selected to create a customizable user interface.

To add a control:

Select the control from the icons on the Control toolbar. Or from the **Insert** menu, select the appropriate control. When you select one of these menu items and move the mouse cursor of your dialog, the cursor will change to a crosshairs. The cursor indicates where the selected control will be created when you left click or press the Enter key. Click the Unselect menu to cancel your selection and restore normal function and appearance to the cursor.

Define attributes for a control:

Right-click on the control. Select **Attributes...** and fill in the information in resulting dialog box about the control. The control may need a **Variable** name, a **Value** or **Text**. Not all information will be needed for each control. When you've finished, select the OK button.

After a control has been created in your dialog box you can move it, size it, or delete it. To **MOVE** the control, click on it and drag it to a new position with the left mouse button. To **SIZE** a control, click on the edge and drag with the left mouse button. To **DELETE** a control, position the mouse over the control and press the delete key.

Note: Some of the Controls require extra knowledge or special handling.

You can have a maximum of 200 controls in a dialog.

Controls and Their Attributes

	Variable/ License String ***	Text/ pre-sel/ progid/ classid/ moniker *	Value	Style	Tab	font	text color	back ground **
Pushbutton		T	✍	✍	✍	✍	✍	C
Picture		T		✍	✍			B
RadioButton	V	T	✍	✍	✍	✍	✍	C
CheckBox	V	T	✍	✍	✍	✍	✍	C
PictureButton		T	✍	✍	✍			B
EditBox	V	T		✍	✍	✍	✍	C
MultiLineBox	V	T		✍	✍	✍	✍	C
GroupBox		T		✍	✍	✍	✍	C
ItemBox	V	P		✍	✍	✍	✍	C
FileListBox	V	P		✍	✍	✍	✍	C
RadioButton	V	T	✍	✍	✍	✍	✍	C
Spinner	V	T		✍	✍	✍	✍	C
StaticText		T		✍	✍	✍	✍	C
VaryText	V	T		✍	✍	✍	✍	C
EditBox	V	T		✍	✍	✍	✍	C
Calendar	V	P		✍	✍	✍		
DropListBox	V	P		✍	✍	✍	✍	C
ComControl	L	M			✍	✍	✍	C

**T = control text, P = pre-selected value, M = progid/classid/moniker*
*** B = bitmap, C= color spec.*
**** V = variable, L = license string*

Setting Variables

Any information which is needed by the Dialog Box Controls should be set up in the script prior to the dialog code. By setting the variables, you can pass lists, files, and set which options are chosen by default.

Control Attribute Specifics

For more details about the specific control attributes, see the **Dialog** command in the Windows Interface Language reference manual. Some of the Controls require extra knowledge or special handling, as in the following:

Calendar

The Calendar control has a calendar-like user interface. This provides the user with a very intuitive and recognizable method of entering or selecting a date. A

user can select a day from the current month and year by simply clicking on a day number. A user can scroll the months of the year by clicking the arrow buttons in the top left or top right of the control.

To select a non-adjacent month, the user can click the name of a displayed month and a pop-up menu appears that lists all months within the year. The user can select a month on the list. If the user clicks the year displayed next to a month name, a Spinner control appears in place of the year. The user can change the year with this control.

Note: You can change the control's font by providing a font string in the *Font* attribute. However, you cannot change the text or background color of this control.

The Calendar control will return the user's selection in the variable you supply as the *Variable* attribute in the control's definition. The date will be returned in the standard WIL YYYY:MM:DD:HH:MM:SS date time format

CheckBox

A Checkbox is a square box, in which an "X" appears when selected. The checkbox offers a way to present a variety of options. Each checkbox has its own specific information. *Variable*, *Value* and *Text* are all different, allowing the user to select more than one. Any number may be marked or left unmarked.

A checkbox can have a value of 0 (unchecked) or 1 (checked). Each checkbox in a dialog should use a unique *Variable*. The checkbox control will return the user's selection in the variable you supply as the *Variable* attribute in the control's definition. The value 1 indicates the control was checked, and 0 indicates the control was not checked.

Normally when a dialog box opens, every checkbox defaults to being unchecked. **However, the checkbox can be checked by default, by assigning a value of 1 to the variable before calling the Dialog function.**

COM Control

The COMCONTROL is used to host an ActiveX, OLE, VB, or COM component control. You indicate the specific control by placing a programmatic identifier (progid), class identifier (classid) or moniker in the text attribute of the COMCONTROL definition string.

If the control requires a license, place the license string in the *Variable* attribute. If all computers that execute your script have a machine license then you can set the *Variable* attribute to an empty string ("""). The DEFAULT keyword should be used as a placeholder in the *Variable* attribute position when the control does not require a license.

You can include text font, text color and background color information in the appropriate attribute fields of the control definition string. However, many COM

based controls ignore this information. As an alternative, many controls provide properties and methods to change the appearance and behavior of the control. To use these properties and methods you can use the **DialogObject** function to obtain a reference to the control in the initialization (0) call to a user defined dialog callback procedure. Once you have the control reference, you can directly access the properties and methods of the control using standard COM dot notation.

Many COM controls support COM events. Events are notifications passed back to the control's container when a use action occurs or a control's state changes. COM events often provide detailed information about the event and some even allow you to pass information back to control. You can receive COM events and related information in your dialog's callback procedure by using the **DialogObject** function to indicate which control events should cause your dialog callback procedure to be invoked by the control. You can find more information about event handling, including an example, under the **DialogObject** help topic in the Windows Interface Language manual.

DropListBox

The DropListBox control is made up of two parts: an EditBox and a drop-down Item Select List Box. A user can enter a value in the editbox or select a suggested value from the list of drop-down menu items. The DropListBox is displayed by clicking on the arrow next to the editbox.

To size the editbox: Drag the left or right edge of the control to the necessary width.

To size the drop-down item select list box: Click on the arrow next to the editbox. You will notice the highlighting changes on the control. You can now drag the top or bottom edge of the control to the necessary height.

Generally, a DropListBox is appropriate when there is a list of suggested choices, and an Item Select List Box is appropriate when you want to limit input to what is on the list. In addition, a DropListBox saves space on your dialog because the full list is not displayed until the user clicks the down arrow. You specify the items for the DropListBox list by placing a delimited list of values in the variable named in the control's *Variable* attribute. You can give the editbox portion of the control an initial value by placing a string in the *Text* attribute of the control’s definition.

DropListBox returns the user’s choice in the variable named in the *Variable* attribute.

Edit Box

A box in which text can be typed. Normally, when a dialog box opens, edit boxes are empty. You can specify a default string to display by assigning a value to the *Variable* before calling the **Dialog** function.

Whatever the user types in the Edit Box is placed in the variable named in the *Variable* attribute

Note: Variable names that begin with "PW_", will be treated as password fields causing asterisks to be echoed for the actual characters that the user types.

File Listbox

A file selection list box that allows the user to select a file from any directory or drive on the system.

In combination with the FILELISTBOX, you can include an EDITBOX control, which has the same variable named in the controls *Variable* attribute, as the file list box. If you do, the user can type a file mask into the edit box (e.g., "*.TXT"), which will cause the file list box to be redrawn to display only those files which match the specified file mask.

Also in combination with the file list box, you can include a VARYTEXT control which has the same variable named in the controls Variable attribute, as the file list box. If you do, this control will show the name of the directory currently displayed in the file list box.

For FILELISTBOXes, *Text* should be DEFAULT. Normally, when a dialog box opens, file list boxes display files matching a file mask of "*.*" (i.e., all files). You can change this by assigning a different file mask value to the variable before calling the **Dialog** function. Set your variable to display a directory path and file mask, i.e. wbtfiles="C:\WINBATCH*.WBT". Upon returning the value of the variable will be set to the selected filename; if you need to know what directory the file is in, use the **DirGet** function after the **Dialog** exits.

For multiple selections or to display pre-defined lists, use the Dialog Editor's Item List Box or Drop List Box option.

Note: When File List Box is used, the dialog editor assumes that a file must be chosen before it proceeds. Add the following WIL command to the top of your script if you wish to allow the dialog to proceed without a file selection.

```
IntControl(4, 0,0,0,0)
```

When no file is selected, the return value of the filename variable is:"NOFILESELECTED". For more information on **IntControl**, see the Windows Interface Language manual or on-line WIL help file. **Note:** You can have only one file list box in a dialog.

Group Box

The Group Box control is a rectangle that surrounds a set of controls, such as CHECKBOXES or RADIOBUTTONS, with text in its upper left corner. The

sole purpose of a Group control is to organize controls related by a common purpose (usually indicated by the text).

Along with text, you can specify *Font*, *Text color* and a *Background color* for the control. The *Background color* applies to the area immediately behind the text in the upper left corner. It does not change the background in the majority of the control.

Item Listbox

An Item Listbox is a selection list box. The Item Listbox allows the user to choose an item from a list box. This option is similar to the WIL function **AskItemList**. The variable, defined in the controls *Variabl*e attribute, is assumed to contain a tab delimited list. The user may choose none, one, or more items in the list. When the dialog box is closed, the selected items are returned via the variable, defined in the controls *Variable* attribute, as a tab delimited list. If the user selects more than 99 items, an error will occur.

Note: The list is loaded into the list box in the original order (Use the WIL **ItemSort** function if a sorted list is desired.). By default, the Item Listbox allows multiple selections. To disable this feature use **IntControl 33**.

```
IntControl(33, 0, 0, 0, 0)
```

For more information on **IntControl**, see the Windows Interface Language manual or WIL help file.

Multiline Box

A Multiline Box is an edit box type of control which allows a user to enter multiple lines of text.

To resize the Multiline Box, simply click on the edge and drag with the left mouse button. You can specify a default string to display, by assigning a value to the *Variable*, named in the *Variabl*e attribute, before calling the **Dialog** function. Whatever the user types in the Multiline Box is placed in the variable named in the *Variable* attribute.

Picture

The Picture control is a simple control you use to display a bitmap. You indicate the bitmap to display by placing the bitmap file name and, optionally, the file path in the *Background Bitmap Attribute* of the control.

If you supply a file path, WinBatch will check the supplied path for the bitmap file, before checking other locations. If it does not find the file or if you do not supply a path, WinBatch will search the current directory, the windows directory and the WinBatch directory for the bitmap file.

Although the control does not normally display text, you can still place text in the *Text* attribute. WinBatch will display the text when it cannot find the bitmap indicated in the *Background* attribute while loading the dialog template.

Your bitmap does not need to be the same size as the Picture control. The appropriate stretch or compress is applied to the bitmap, so that the entire image is displayed. However, if the aspect ratio of your control is significantly different from the bitmap's aspect ratio, your image may appear distorted.

To resize the Picture control, simply click on the edge and drag with the left mouse button.

Picture Button

The Picture Button control is a push button that displays a bitmap on its face instead of text and a background color. You indicate the bitmap to display by placing the bitmap file name and, optionally, the file path in the *Background Bitmap* Attribute of the control.

If you supply a file path, WinBatch will check the supplied path for the bitmap file, before checking other locations. If it does not find the file or if you do not supply a path, WinBatch will search the current directory, the windows directory and the WinBatch directory for the bitmap file.

Although the control does not normally display text, you can place a text string in *Text* attribute. WinBatch will display the text when it cannot find the bitmap indicated in the *Background* attribute while loading the dialog template. Also, if you include an ampersand in the text, your users will be able to use an accelerator key to navigate to button just like they can with regular push buttons.

Your bitmap does not need to be the same size as the Picture Button control. The appropriate stretch or compress is applied to the bitmap, so that the entire image is displayed. However, if the aspect ratio of your control is significantly different from the bitmap's aspect ratio, your image may appear distorted.

To resize the Picture Button control, simply click on the edge and drag with the left mouse button.

Push Button

A button, which can be labeled and used as desired. When creating Push Buttons, each button must have a separate value.

We recommend assigning the value of 1 to your "OK" button equivalent and the value of 0 to your "Cancel" button equivalent.

When the user presses a pushbutton, the **Dialog** function will exit and will return the *Value* assigned to the button which was pressed. Therefore, you should assign a unique *Value* to each pushbutton in a dialog.

A Push Button with the *Value* of 0 has special meaning. If the user presses a pushbutton which has a *Value* of 0, the WIL program will be terminated (or will go to the label marked ":CANCEL", if one is defined); this corresponds to the behavior of the familiar Cancel button. For more information on "Cancel", see the Windows Interface Language manual or WIL help file.

The default Push Button that is selected if the user presses the Enter key is the Push Button with the focus or, if no button has the focus, the default button specified with the style bit of that control.

For pushbuttons, the *Variable* attribute should be DEFAULT.

The Dialog Editor adds a line to the end of your script which helps to test return values.

```
Buttonpushed=Dialog("MyDialog",1)
```

To test the return value do the following:

```
If Buttonpushed == 1 then goto label
```

Note: Every dialog box must contain at least one pushbutton.

Radio Button

Radio Buttons are used to select one item over another. The *Variable* assigned to the Radio Button should be the same for each of the choices but the *Values* should be different. For example, the script in a **Dialog** may look like:

```
MyDialog03=`33,9,84,14,RADIOBUTTON,music,"Blues",1,DEFAULT,DEFAULT,
                                                          DEFAULT`
MyDialog04=`33,31,84,14,RADIOBUTTON,music,"Jazz",2,DEFAULT,DEFAULT,
                                                          DEFAULT`
```

The *Variable* "music" is the same on both lines but the *Text* and the *Value* attributes are different.

Note: Radio Button cannot have a value of 0.

To test the return value, the variable can be placed in an **If** structure.

```
If music == 1
Message("Music", "Let's play the blues.")
else
Message("Music", "Let's play the Jazz.")
endif
```

Don't limit yourself to using **If/Endif** statements. The **Switch** structure provides a more efficient way to test multiple values. For more information on **Switch**, see the Windows Interface Language manual or on-line WIL help file.

Spinner

The Spinner control has a pair of arrow buttons which the user can click to increment or decrement a value displayed in a small edit box connected to the arrow buttons. Use the control's *Variable* attribute to set the range of values that the control will display. The *Variable* should contain a vertical bar (|) delimited list with two or three items. Make the first item the minimum value and the second the maximum value. The minimum value can be greater than the maximum value but both values must be in the range of –32768 to 32767 and the difference between the values cannot exceed 32767. The third value indicates the amount to add or subtract from the displayed number each time the user clicks an up or down arrow (or presses the arrow keys when the control has the input focus.) The control adds or subtracts one (1) each time, if you do not supply the third value.

```
var = "{minimum} | {maximum} | {increment}"
```

The final *Value* selected by the user is placed in the *Variable* when the **Dialog** function returns. You can indicate the initial value for your control by placing a number in the in the *Pre-Selected Item* attribute of the control definition. The control will default to the minimum value if you do not indicate an initial value or if your initial value does not fall within the range you have selected in the *Variable* attribute.

Static Text

Use the Static Text control to display labels, descriptions, explanations, or instructions. The Control Attribute box will let you type an endless amount of information into the text box. However, its display capability is limited by the defined coordinates (bounding rectangle). If you want to display text, greater than approximately 150 characters, you should simply create several Static Text fields. Otherwise, you could receive the error: 3101: Substituted line too long (>2048 Characters)

Varying Text

Varying Text is used to display data which may change, like a date or a password.

Saving WDL Scripts

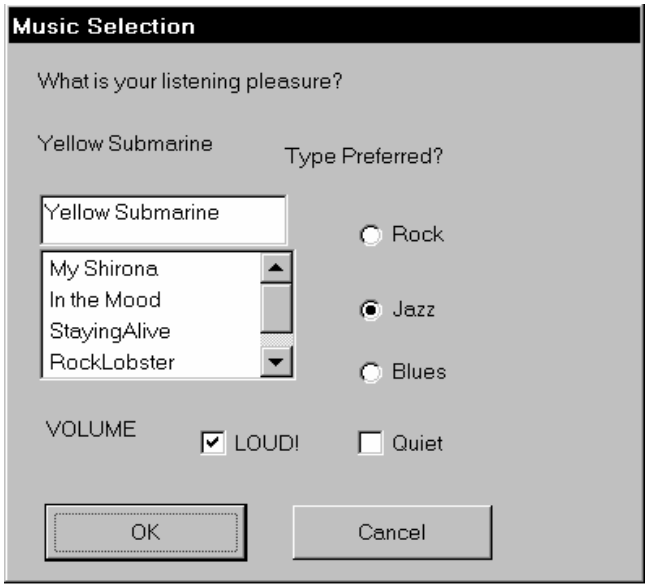
Once you are happy with your work, choose "**Save**" or "**SaveAs**" from the File menu to save your work to a file. Choose "**Save to Clipboard**" to put the work into the clipboard so that it can be easily pasted into one of your WIL scripts.

View the Script

To view the script code that gets generated by the WIL Dialog Editor, select the View | **Show Script** menu item.

Analyze the Script

The Dialog Editor follows a specific format when creating your script. For example, here is a dialog box we created.



The first line of a script sets the format and specifies the version of the Dialog Editor being used. As you can see in the example code below, the dialog variable name, in this case "Example" precedes all of the keywords.

```
ExampleFormat=`WWWDLGED,6.1`
```

The next section establishes the caption which will appear in the title bar of the dialog box along with the coordinates, procedure information, font, background and number of controls in the dialog box.

```
ExampleCaption=`Dialog Editor Example`
ExampleX=002
ExampleY=050
ExampleWidth=158
ExampleHeight=139
ExampleNumControls=013
ExampleProcedure=`DEFAULT`
ExampleFont=`DEFAULT`
ExampleTextColor=`DEFAULT`
ExampleBackground=`DEFAULT,DEFAULT`
ExampleConfig=0
```

The third section contains the code for the actual controls. Each line has specific information. There will be one line for every control in the dialog box.

```
Example001=`010,118,059,010,PUSHBUTTON,DEFAULT,"OK",1,1,
DEFAULT,DEFAULT,DEFAULT,DEFAULT`
```

The table below shows what the first line (Example01...) means.

Code	Definition
Example	Dialog Variable Name
01	Control Number
010,118,059,010	Coordinates of the control
PUSHBUTTON	Control type
DEFAULT	Variable name
OK	Text
1	Value
1	Tab-order
DEFAULT	Style
DEFAULT	Font
DEFAULT	Text color
DEFAULT	Background
0	Use the default return variable name

Each Dialog script will end with the following line, making it easy to test the push-button return values.

```
ButtonPushed=Dialog("Example",1)
```

The variable "ButtonPushed" will be equal to the value of whichever button was pushed by the user. So in the example below, if ButtonPushed == 1, then the user pushed the OK button. If ButtonPushed == 0, then the user pushed the cancel button.

Put all the parts together and the completed script looks like the following.

```
;preset variables
;the list for the item box.
tunes = StrCat("My Shirona",@tab,"In the
Mood",@tab,"StayingAlive",@tab,"RockLobster",@tab,"Tequila")
song = "Yellow Submarine" ; the contents of the varytext.
music = 2 ; sets this radiobutton as default
volume = 1 ; pre-selects checkbox.

ExampleFormat=`WWWDLGED,6.1`
ExampleCaption=`Music Selection`
ExampleX=002
ExampleY=050
ExampleWidth=158
ExampleHeight=139
ExampleNumControls=013
ExampleProcedure=`DEFAULT`
ExampleFont=`DEFAULT`
ExampleTextColor=`DEFAULT`
ExampleBackground=`DEFAULT,DEFAULT`
ExampleConfig=0

Example001=`009,118,049,014,PUSHBUTTON,DEFAULT,"OK",1,DEFAULT,DEFAULT,
DEFAULT,DEFAULT,DEFAULT`
Example002=`070,118,049,014,PUSHBUTTON,DEFAULT,"Cancel",0,DEFAULT,
DEFAULT,DEFAULT,DEFAULT,DEFAULT`
Example003=`086,076,034,016,RADIOBUTTON,music,"Blues",1,DEFAULT,DEFAULT
,DEFAULT,DEFAULT,DEFAULT`
Example004=`086,060,034,016,RADIOBUTTON,music,"Jazz",2,DEFAULT,DEFAULT,
DEFAULT,DEFAULT,DEFAULT`
Example005=`086,041,034,015,RADIOBUTTON,music,"Rock",3,DEFAULT,DEFAULT,
DEFAULT,DEFAULT,DEFAULT`
Example006=`047,095,035,014,CHECKBOX,volume,"LOUD!",1,DEFAULT,DEFAULT,
DEFAULT,DEFAULT,DEFAULT`
Example007=`086,095,034,014,CHECKBOX,volume2,"Quiet",2,DEFAULT,DEFAULT,
DEFAULT,DEFAULT,DEFAULT`
Example008=`009,095,035,014,STATICTEXT,DEFAULT,"VOLUME",DEFAULT,DEFAULT
,DEFAULT,DEFAULT,DEFAULT,DEFAULT`
Example009=`007,006,110,014,STATICTEXT,DEFAULT,"What is your listening
pleasure?",DEFAULT,DEFAULT,DEFAULT,DEFAULT,DEFAULT,DEFAULT`
Example010=`007,052,064,040,ITEMBOX,tunes,DEFAULT,DEFAULT,DEFAULT,
DEFAULT,DEFAULT,DEFAULT,DEFAULT`
Example011=`068,025,056,014,STATICTEXT,DEFAULT,"Type
Preferred?",DEFAULT,DEFAULT,DEFAULT,DEFAULT,DEFAULT,DEFAULT`
Example012=`007,022,057,014,VARYTEXT,song,"Choose a
title",DEFAULT,DEFAULT,DEFAULT,DEFAULT,DEFAULT,DEFAULT`
Example013=`007,038,062,014,EDITBOX,song,"Edit
1",DEFAULT,DEFAULT,DEFAULT,DEFAULT,DEFAULT,DEFAULT`

ButtonPushed=Dialog("Example",1)
```

Note: The songs that appear in the ItemSelect Listbox are listed earlier in the script on one continuous line as the variable, *tunes*. i.e.

```
tunes = StrCat("My Shirona",@tab,"In the
Mood",@tab,"StayingAlive",@tab,"RockLobster",@tab,"Tequila")
```

Variables can be defined above the dialog script or in another WBT file above the statement which calls the dialog file.

Window Information Utility

The **Window Information utility** can grab window position settings from windows displayed on your monitor. This utility can be launched from the WinBatch Navigator (WinBatch.exe). Under the heading "Utilities" select the "Window Information" button.

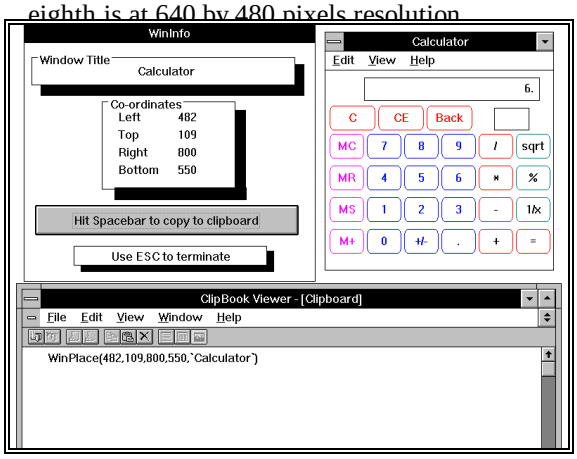
Using the Window Information Utility

The Window Information utility is a handy window name and position grabber

The **Window Information utility** lets you take an open window that is sized and positioned the way you like it, and automatically create the proper **WinPlace** statement for you. (**WinPlace** is a WIL function, useful for repositioning or resizing windows.) It puts the text into the Clipboard, from which you can paste it into your WIL program.

The **Window Information utility** captures coordinates in a 1000 by 1000 format that is relative to the current screen size. Since WinBatch considers every screen to have a 1000 by 1000 size, your sizing will always take up the same percentage of the user's screen. One eighth of a screen at 1024 by 768 screen resolution is actually much larger than the same eighth is at 640 by 480 pixels resolution.

Design your dialog boxes to be about 250 by 250 in size or larger. Then they will be prominent at all resolutions.



The **Window Information utility** captures relative screen coordinates. You'll need a mouse to use the **Window Information utility**. While the **Window Information utility** is the active window, place the mouse cursor over the window you wish to create the **WinPlace** statement for, and press the spacebar. The new statement will be copied into the Clipboard. Then press the **Esc** key to close the dialog.

WinBatch FILEMENU

Menu Utility for the Windows Explorer

Description

FILEMENU is a menu-based WIL (Windows Interface Language) application.

FILEMENU is a menu utility Dll for the Windows Explorer. FileMenu allows you to add custom menu items to the context menus (that appear when you right-click on a file in the Windows Explorer). Two types of menus are supported:

1. A global menu, which is added to the context menu of every file.
2. A file-specific "local" menu, whose entries depend on the type of file that is clicked on.

System Requirements

FILEMENU requires a version of Windows supporting the Windows Explorer.

Installation

FILEMENU is installed during the normal setup of WinBatch.

Operation

FILEMENU can add menu items to the following types of context menus:

1. The context menus that appear when you right-click on a file (but not a folder) in the Windows Explorer.

2. The context menus that appear when you right-click on a file (but not a folder) in a browse window (for example, if you select **Start** **Run** from the Taskbar, and then press **Browse**).

3. The Explorer **File** pull-down menu, when a file (but not a folder) is highlighted in the Explorer window.

4. Files (or Shortcuts to files) on the Windows desktop.

Menu Files

FILEMENU can add two menu files onto a file's context menu: the "all filetypes" menu, which is added to the context menu of every file, and a file-specific menu, whose entries depend on the type of file selected.

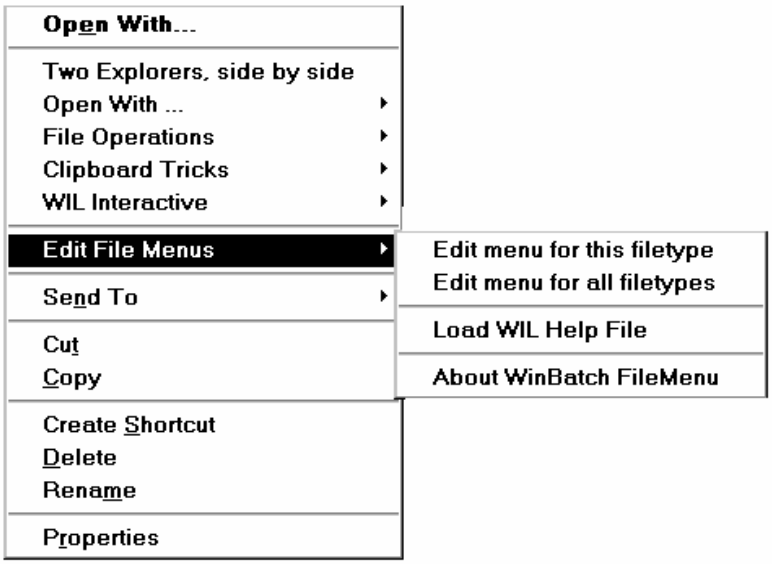
A menu file can be created or edited by selecting **Edit File Menus** from **Filemenu.** This option opens the Windows Notepad and loads either a file-specific menu or the "all filetypes" menu. Modifications to menu files are made once the file is saved.

Menu files are discussed in the Windows Interface Language manual under the topic Menu Files.

Using the "all filetypes" File Menu

The "all filetypes" menu adds additional menu choices to the context menu which appears when you right click on ANY file in an Explorer window, or any file on the desktop.

The following is a sample context menu. The menu options displayed are samples of the file operations which can be performed.



With FILEMENU, the sample "all filetypes" menu starts with **Two Explorers, side by side** and continues down to **Edit File Menus**. When a pop out option is highlighted, an additional explanation of what the option does will be displayed on the status bar of the Windows Explorer.

The "all filetypes" menu can be modified with the context menu option **Edit File Menus | Edit menu for all filetypes**. This option opens Notepad with the "all filetypes" menu loaded. Changes are effective when the file is saved.

Note: The contents of the "all filetypes" menu file may vary from release to release as we continue to improve the sample menus.

Creating/Modifying File-Specific Menus

A file-specific menu allows you to create custom menus for any file type. These menus are shown only when a file of that file type is right-clicked on in the Windows Explorer.

File-specific menu files can be created or modified using the context menu item **Edit File Menus / Edit menu for this filetype.** When this option is selected, FILEMENU looks for an existing file type menu in the file: FILEMENU.INI. If the type menu is found, it is opened in Notepad. If no file is found, FILEMENU creates a new menu file for that file type. FILEMENU.INI is automatically updated and the new menu file is opened in Windows Notepad. The new file-specific menu will have a sample menu to help you get started.

FileMenu.ini

The menu file names used by FILEMENU are defined in the file FILEMENU.INI, which is located in your WINBATCH\SYSTEM directory. A sample FILEMENU.INI is provided. The menu files can be located anywhere on your path. Or, you can specify a full path in FILEMENU.INI.

By default, the "all filetypes" menu is named "FileMenu for all filetypes" (the short filename will be something like; FILEME~1.MNW). This default can be changed by editing the "CommonMenu=" line in the [FileMenu] section to point to a different menu file. If you do not wish to use the "all filetypes" menu file, specify a blank value to the right of the equals sign; i.e., "CommonMenu= ".

To use a file-specific menu, add a line of the form "ext=menuname" to the [Menus] section, where "ext" is the extension of the file type, and "menuname" is the name of the menu file you wish to associate with that file type. For example, if you wish to add the contents of the menu file TXT.MNW to the context menus of .TXT files, add the line "txt=txt.mnw". To specify a menu file to associate with files that do not have an extension, use an extension of ".". For example, ".=menufile".

Note: Extensions can be longer than three characters.

There is a limit on the number of menu items that can be added to a context menu. This limit seems to be 163 menu items, but it may vary from system to

system and in different releases of Windows. FILEMENU shares these resources with other menu extender programs you may have on a first-come, first-served basis. If the maximum available menu items is 163, and you have other menu extender programs installed that use 10 menu items, your FILEMENU menus (global + local) could contain no more than 153 menu items. Of course, FILEMENU only loads one local menu at a time. If your global menu contained 100 items, each of your local menus could contain up to 53 items.

If you exceed the limit of available menu items, a menu extender program will not be able to add additional items. If FILEMENU is unable to load one of its menus completely, it will display an error message.

Please refer to the Windows Interface Language Reference Manual, Menu Files section, for information on menu file structure.

Functions

In addition to the standard WIL functions, FILEMENU supports the following functions (which are documented in the WIL Reference Manual):

CurrentFile
CurrentPath
CurrFilePath

The following functions are NOT supported:

IsMenuChecked
IsMenuEnabled
MenuChange
Reload

Usage Tips, Known Problems and Limitations, etc.

FILEMENU processes the "Autoexec" (initialization) section of a menu file every time an item from that file is executed.

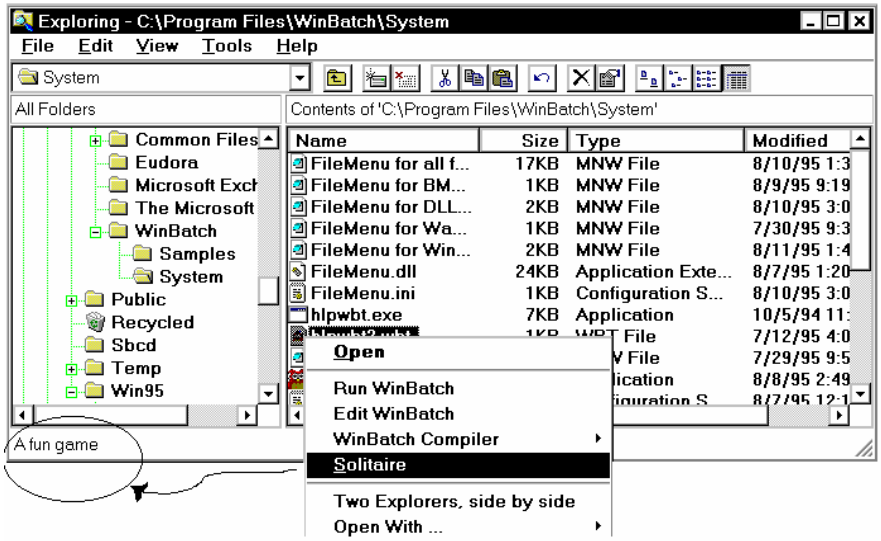
Hotkeys are not supported.

Menu extensions can be loaded and unloaded rather frequently by the operating system, so there is little benefit in using the "Drop" function.

You can specify a comment to display in the Windows Explorer status bar. This works only for top level menu items. The comment must be on the same line as the top level item. For example, the menu item below is a main menu for running the program Solitaire.

```
&Solitaire              ; A fun game
    Run("sol.exe", "")
```

The following dialog shows how the comment appears on the Explorer's status bar.



WinBatch POPMENU

Pop-up menu for the Windows Taskbar

Description

POPMENU is a WinBatch desktop interface for Windows batch files written in WIL. POPMENU batch files are used to automate PC operations and application specific procedures from a systray icon. (FILEMENU, the other WinBatch menu utility, is used in manipulating files in the Windows Explorer.)

POPMENU appears as an icon in the systray area of the Windows Taskbar. The Taskbar extends along one edge of the Windows desktop and includes the "START" Button. A click on the POPMENU (owl) icon brings up a menu of WIL batch files. Samples are included, but you can completely modify these to meet your needs.

(POPMENU is a menu-based WIL (Windows Interface Language) application.)

System Requirements

POPMENU requires 32 bit Windows.

Installation

To install POPMENU:

POPMENU can be installed during the initial install of WinBatch. Make sure the checkbox option is checked on the setup screen.

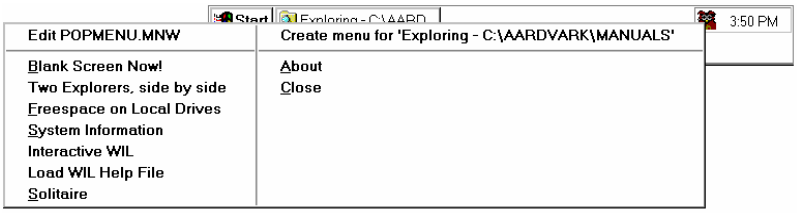
Operation

POPMENU is launched at start-up by default. If the POPMENU icon is not displayed in the Systray on the Taskbar, you can start POPMENU by running POPMENU.EXE.

Activate POPMENU by clicking on its icon (you may have to click twice).

De-activate POPMENU by clicking anywhere outside of the menu.

Close POPMENU by selecting "Close" from its menu. Selecting "Close" will actually exit POPMENU.



Menu Files

POPMENU allows you to specify two menu files: (1) a global menu file, and (2) a window-specific local menu file.

The default global menu file is named POPMENU.MNW. You can change this by editing the INI file (see "INI Settings" below).

The name of the window-specific local menu file is based on the class name (a specific Windows program identifier) of the most-recently-active parent window, with an extension of .MNW added. So, for example, the local menu file for Explorer (whose class name is "Progman") would be "PROGMAN.MNW". POPMENU will add a menu item at the top of each menu, allowing you to create or edit the appropriate menu file for that window, so in general you do not need to know the actual class names.

Each menu file can contain a maximum of 1000 menu items.

POPMENU searches for menu files using the following sequence:

1.) If the menu name contains a path, use it as-is and don't search.
2.) Menu directory ("MenuDir=" INI setting), it uses this directory if set in Popmenu.ini.
3.) Home directory ("HOMEPATH" environment variable), if set in Windows.
4.) Windows directory.
5.) PopMenu directory.
6.) Other directories on your path.

By default, new menu files created by POPMENU will be placed in your Winbatch\System directory (the directory where POPMENU.EXE is located)

Please refer to the Windows Interface Language Reference Manual, Menu Files section, for information on menu file structure and how to create the appropriate menu files.

INI Settings

The following settings can be added to the [PopMenu] section of POPMENU.INI:

MenuDir=d:\path

where "d:\path" is the directory where you want POPMENU to place menu files that it creates. This will also be the first place POPMENU looks for menus. The default is the POPMENU directory, unless you are running POPMENU from a network drive (see "Menu Files", above, for further information).

Editor=editor

where "editor" is the editor you wish to use to edit your menu files. The default is "NOTEPAD.EXE".

GlobalMenu=menufile.mnw

where "MENUFILE.MNW" is the name of the global menu file you wish to use. The default is "POPMENU.MNW".

SkipGlobalMenu=1

Causes POPMENU not to load the global menu file. By default, the global menu file will be loaded.

SkipLocalMenu=1

Causes POPMENU not to load the window-specific local menu file. By default, the local menu file will be loaded.

SkipGlobalEdit=1

Causes POPMENU not to add a "Create/Edit menu" item at the top of the global menu. By default, the menu item will be added.

SkipLocalEdit=1

Causes POPMENU not to add a "Create/Edit menu" item at the top of the local menu. By default, the menu item will be added.

Functions

In addition to the standard WIL functions, POPMENU supports the following functions (which are documented in the WinBatch User's Guide):

BoxOpen
BoxShut
BoxText
BoxTitle

The following optional WIL menu functions are NOT supported by POPMENU:

CurrentFile
CurrentPath
CurrFilePath
IsMenuChecked
IsMenuEnabled
MenuChange
Reload

Usage Tips, Known Problems and Limitations, etc.

You can only run one POPMENU menu item at a time (if you click on the POPMENU icon while a menu item is currently executing, it will beep).

Sometimes you may have to click on the POPMENU icon twice for the menu to pop up.

POPMENU reloads the menu files every time you bring up its menu. You can dynamically change the current global menu file while POPMENU is running by updating the "GlobalMenu=" setting in the [PopMenu] section of POPMENU.INI (you can even do this from within a menu script using the **IniWritePvt** function).

POPMENU processes the "Autoexec" (initialization) section of a menu file every time an item from that file is executed.

Status bar comments are not supported.

WinMacro

WinMacro is included as part of the PopMenu utility.

To start up WinMacro, click on the PopMenu icon and select WinMacro menu command. WinMacro should appear on your screen.

WinMacro can help you cut down on repetitious and time-wasting tasks, by recording your keystrokes and/or mouse movements. Here are a few of WinMacro's many uses.

- Automating a dialup connection.
- Automating software installs.
- Launching programs.
- Inserting repetitive text into documents. For example, dates and contact information
- Script generation, allowing the user to get a running start at writing a

WinBatch script.
With a simple command or keyboard stroke, your macro can whiz through tedious tasks like these, giving you more time and less heartache.

See the WinMacro help file for more details.

APPENDIX A: Filenames

WinBatch and Accessories

There are several different platforms on which WinBatch and its utilities may be run. When a file name is generated, it is made up of four or five characters which specify WHAT the file is, three characters which specify which platform the PC is running under and an .EXE or .DLL file extension.

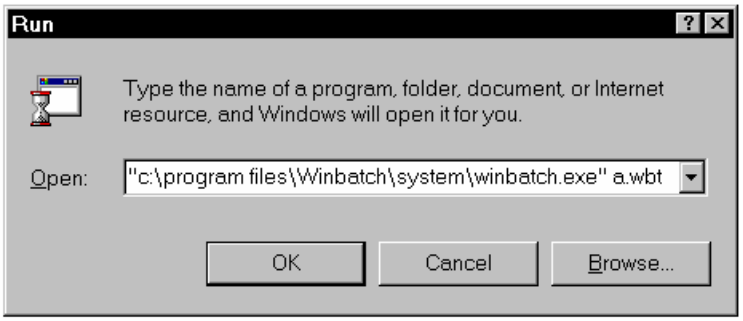
File Name Summary

File names are important in these areas:

1. Running WinBatch scripts.

WinBatch scripts are text files the WinBatch interpreter translates into action. To do this from a program launcher such as the **Start** **Run** menu item on the Taskbar, the file name of WinBatch has to be entered followed by a space and the name of a script.

Start **Run** from the Windows Taskbar produces this dialog:



2. Compiling WinBatch files with WinBatch Compiler.

If you have the WinBatch Compiler, you have the option of including in the executable batch file; all, or just the minimum, number of files WinBatch needs to run a particular script. The Compiler includes selection dialogs for choosing options. The file name tables are here for general information.

3. Using Accessories.

WinBatch comes with a window position and name grabber called **Window Information.exe**. And, WinBatch comes with a Dialog Editor. The filenames for these utilities as well as filenames for WinBatch, Compiler, and WinBatch Dlls are listed below.

WinBatch and Compiler Programs: File Names

Environment	WinBatch	Compiler
Windows 3.1, 3.11	WBAT16I.EXE	WBC-16I.EXE
Windows 32 bit -Intel long filenames disabled.	WBAT34I.EXE	WBC-34I.EXE
Windows 32 bit -Intel with long filenames	WINBATCH.EXE	WBCOMPILER.EXE

WinBatch Required DLL's: File Names

(The ?? stands for a two letter code unique to the version of WinBatch your running.)

Environment	WinBatch WIL DLL
Windows 3.1, 3.11	WBD??16I.DLL
Windows 32 bit -Intel	WBD??44I.DLL

WinBatch Accessories: File Names

Environment	Dialog Editor	WinInfo
Windows 3.1, 3.11	WWDLG16I.EXE	WINFO16I.EXE
Windows 32 bit -Intel long filenames disabled.	WWDLG34I.EXE	WINFO34I.EXE
Windows 32 bit -Intel with long filenames.	WIL DIALOG EDITOR.EXE	WINDOW INFORMATION.EXE

Win32 Network Extender: File Name

Environment	Extender
Windows NT client	WWWNT34I.DLL

File Naming Conventions

The following tables show how the filename, minus the extension, is broken down and defined.

WinBatch for Windows running on a PC with an Intel, or compatible, microprocessor (the majority of installed PCs) will have the file name, WINBATCH.EXE. WinInfo is WINDOW INFORMATION.EXE. The Dialog Editor is WIL DIALOG EDITOR.EXE. The WinBatch Compiler is WBCOMPILER.EXE.

First few Characters in the File Name

Program/Utility	Filename
WinBatch	WINBATCH
WinInfo	WINDOW INFORMATION
Dialog Editor	WIL DIALOG EDITOR
WinBatch Compiler	WBCOMPILER
Network Extender	**Filename**
Novell 3.x extender	WWN3X
Novell 4.x extender	WWN4X
NetWare X extender	WWNWX
Win32 network extender	WWWNT

The Second 3 Characters in the File Name

Platform	Filename
Intel 16-bit version (Windows 3.1)	16I
Intel 32-bit version (NT+)	34I or 44I

If you have Windows and ordered the single-user version of WinBatch, the executable files you received are WINBATCH.EXE, WIL DIALOG EDITOR.EXE, and WINDOW INFORMATION.EXE. By default, WinBatch installs the files that are suitable to the platform. If you need access to the old 16 bit legacy version of the WinBatch and it's Dlls, you can copy them from the CD-ROM or download them from our website.

WinBatch DLLs

WinBatch uses the WBD DLL for all standard WIL functions. In order for WinBatch scripts or compiled EXEs to find and use this DLL, it must be either in the directory where the WinBatch script file is, or on a system or network search path. It can be copied there manually, or will be automatically written to disk at runtime, with the 'Large EXE—standalone option of the Compiler'.

When a script is compiled with the 'Large EXE' option, all the necessary Dlls will be bundled into to the executable. When the EXE starts up, it scouts around looking for its DLLs. If it cannot locate a copy either in the current directory or anywhere along the path or in the Windows directory then it un-stuffs the emergency copy of the DLL and places it in the same directory as the EXE. If located on a fixed hard drive, it will make the DLLs in the same directory as the EXE. If executing on removable media (floppy, zip, jaz drives), it will create the DLLs in the Windows directory.

To decrease file sizes, the Compiler also has a 'Small EXE' option.

Small WinBatch executables needs to be able to find the all the necessary DLLs. They can be located in the current directory, on the DOS path, on the search path, or in the Windows directory. The easiest way to get the initial copies of the DLLs there is to create a simple WinBatch utility that uses all the DLLs, extenders, and so forth. Run this once in any directory on the DOS or network search path.

Once the DLLs are extracted, they can be copied anywhere they will be needed. A convenient place for them is often in the Windows directory since it is always on the search path.

Name for the WinBatch DLL

The WinBatch DLL name is made up of 3 parts.

The first three digits identify the DLL type.

WBD - WIL Language Interpreter DLL

The second two digits are used for version identification purposes. The letters are chosen at random and will change for each new version of the DLL.

XX = DA, or DD, (some combination of letters)

The final three digits reference the operating environment of the DLL.

16I - 16-bit Windows (Windows 3.1/WFW 3.11)
34I or 44I - 32-bit Windows (Windows NT+)

Here is an example of a Dll for use on 32-bit versions of Windows on Intel class processors.

WBDEI44I.DLL

APPENDIX B: WinBatch+ Compiler

Installing and Using WinBatch+Compiler

NOTE: This section is applicable only if you purchased WinBatch+Compiler. This is NOT a "shareware" software product. The Compiler is a separate product and is NOT included in the purchase of WinBatch, the single-user version. If you would like additional information on the Compiler and its capabilities, please call Customer Service.

Because WinBatch+Compiler includes both WinBatch and the WinBatch Compiler, registered users of WinBatch can always upgrade to WinBatch+Compiler at a special price.

The WinBatch Compiler can change a WinBatch .WBT file into any one of the following:

- ? A small Windows EXE file.
- ? A large standalone Windows EXE file.
- ? An encoded and encrypted WinBatch script file.
- ? A password protected WinBatch script file.

No royalties of any kind are required for distribution of any file created by this compiler.

Compiler Installation

WinBatch and the Compiler install from the CD-ROM in your WinBatch+Compiler package. The installation program is itself a Windows application, so make sure Windows is running, when you are ready to install.

Make sure that NO WinBatch WBT files are currently running. Insert WinBatch + Compiler CD-ROM on your workstation. If you have your CD-ROM

configured to "Auto-Start", the setup will run automatically. Otherwise, open the Explorer to your CD-ROM drive and double click on SETUP.EXE.

You will be prompted for the directory to install WinBatch + Compiler into. The default will be C:\PROGRAM FILES\WINBATCH. You may change the directory if you wish, but you cannot install WinBatch on a network drive. *To install WinBatch on a server, you need to have purchased a site license.*

The first time you run the Compiler you will be asked to enter your license number. The license numbers can be found in the inside back cover of this WinBatch User's guide.

Compiler Usage

The compiler may be run in interactive mode. In interactive mode, the user is prompted to provide all necessary information via a popup dialog box.

Before you can do anything useful with the Compiler, you must use the WinBatch file interpreter to create and test a WinBatch script file. Each WinBatch script file should have a file extension of .WBT, or .WIL.

Notes about the compiler:

The compiler allows you to specify version information strings to be embedded in the EXE (under "Version Info").

The compiler also creates a configuration file for each source file you compile. It will be placed in the same directory as the source file, and will have the same base name with an extension of ".CMP". For example, if you compile "C:\UTIL\TEST.WBT", it will create a configuration file named "C:\UTIL\TEST.CMP". Make sure you do not delete the .CMP files, if you plan to reuse or remember the previous compiler settings. The .CMP file is basically a record of the compiled files' last compile settings.

Compile multiple files

If you have a number of files that you simply want to recompile with all the previous settings,

You can use the Compiler dialog
Launch WBCOMPILER.EXE. Select the 'Multi' button, Choose a directory, then choose the .CMP files, you want to recompile with all the previous settings.

You can execute a command line.
Specify a directory name as the first parameter to the compiler. A dialog will appear that prompts you to select from a list of project configuration (.CMP) files in that directory to be compiled in 'batch' mode.

Example:

```
WBCOMPILER.EXE C:\COMPILE
```

Note: the .CMP files must contain a "Src=" setting in the [Main] section to identify the source file to be compiled, and this setting was not written by earlier versions of the compiler, but can be added manually. The source file must be located in the same directory as the .CMP file.

#Include

The "**#include**" is a pre-processor directive. This command gives you the ability to embed external WBT files when running or compiling a WinBatch script.

Any of the following are permitted:

```
#include "filename"
#include 'filename'
#include `filename`
#include filename
```

The file name may contain path information. Nothing else should appear on the line, including comments.

Each line containing a **#include** directive will be replaced by the contents of the specified WBT file. If the file cannot be found, an error will occur.

When using the WinBatch compiler, the "included" file(s) must be present at compile time; they will be embedded in the compiled EXE, and therefore do not need to be distributed as separate files.

When using the interpreted version of WinBatch, the "included" file(s) must be present at the point in time when the script is launched (they cannot be created "on-the-fly" from within the script).

You can have as many **#include** directives as you wish, and they may be nested (i.e., "included" files may themselves contain **#include** directives).

Running the Compiler in Interactive Mode

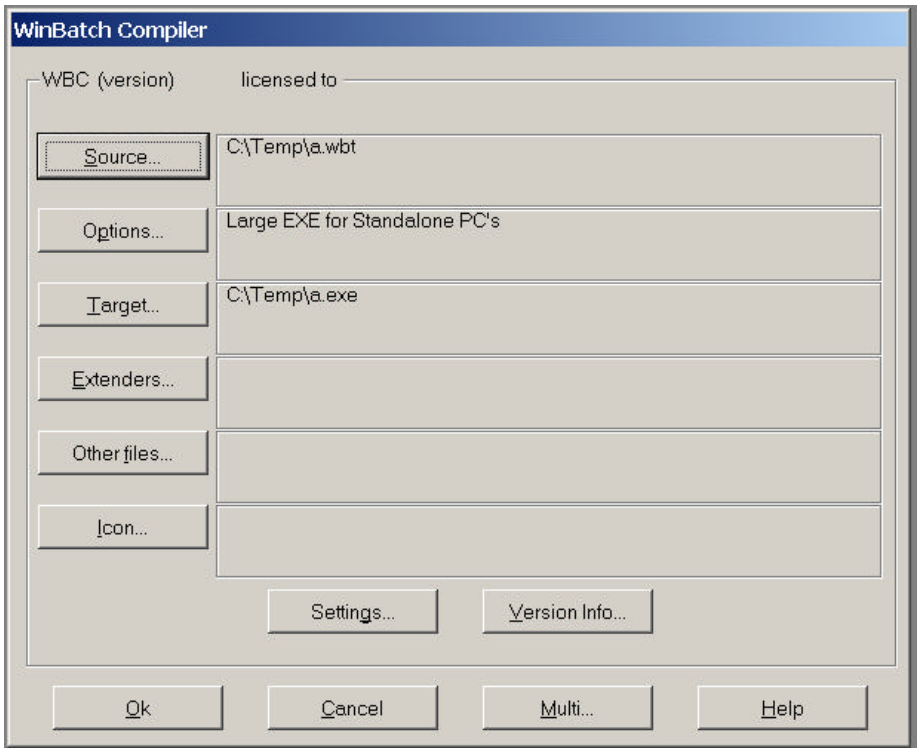
Start the compiler by double-clicking the compiler icon or the WBCOMPILER.EXE file name (or by choosing the appropriate item in any menu system you may be using).

The compiler also supports "Drag and Drop" compiling. Select the Winbatch source file (WBT or WIL File) and drag it over the WBCOMPILER.EXE icon and drop the source file. A dialog box will be displayed asking for input. The source file you specified will be automatically displayed as the source file for the compile.

Select the type of compile desired (large EXE, small EXE, encoded or encrypted), choose the source .WBT file, and supply an output file name. If you wish, choose an icon along with any necessary extenders. Press the OK button. The compiler will process for 5 to 10 seconds, and then report that the file has been compiled. The compiler does not perform error checking. It is assumed the WBT file has been properly debugged with the WinBatch interpreter prior to the compile step.

Interactive Mode

When you launch the Compiler EXE, a dialog box similar to the following will be displayed:



Options

The OPTIONS button allows you to select which type of executable file you would like to create from your WBT file.

Large Executable Utilities for Standalone PC's (includes accessory DLLs, Extenders, OLE 2.0, etc.)

This option creates an EXE designed for Standalone PC's and does not require any extra Dlls, unless you specify additional Dlls in your script with the **AddExtender** function. When a Standalone EXE is launched on a PC, the necessary Dlls are automatically written into the current directory. If for some reason, they cannot be written to that directory (perhaps the directory is set to be "Read Only"), the large compiled file will not run.

The Dlls can also be copied into a directory on a computer's PATH where the compiled EXE will find them there and execute successfully. The Compiler has a small EXE option that takes advantage of this configuration.

The Dlls need to be placed on the PATH only once. Subsequent EXE files installed on this same machine can be compiled with the Small EXE option, so that multiple compiled EXEs can use a copy of the WinBatch Dll located in a single place, resulting in easier file maintenance.

If Network commands have been used, you will need to compile the Network Extender Dlls into the EXE, by clicking on the "Extenders" button. This is explained more specifically in the section, EXTENDERS, see page 122.

Small Utilities for Networked PC's (without accessory files)

This option is suitable for network file server installation, and for distribution with separate Dll files. It makes a smaller exe that loads faster over a network. You also know what copies of the Dlls are being used as you have to manually place them.

One trick is to compile the setup program with the Large EXE option, and have it create the required Dlls. Subsequent EXEs can all be compiled with the small EXE option, because the Dlls already exist. For Network installations we recommend the small EXE with copies of the required Dlls in the same directory.

You have a couple of choices in terms of where to locate the Dlls:

1. Place a copy of the Dll in some directory that is on your path (windows directory?). The exe will use that copy instead of making a new one.

   OR

2. Make a directory for the exe and just put a shortcut to it from the desktop.

When a small WinBatch utility is run, it will look in the Windows directory and the directories in the environment PATH variable for the Dll's. Place the WinBatch Dll's, and network extender Dll's on the path or search drive. If you launch this utility on a PC in which a large standalone utility has been run previously, the small utility can use the same Dlls the large one installed.

> **Hint:** You can automatically install the Dll's on the PATH in a computer. Create a large executable containing only a single statement:

Display(1,"WinBatch","WinBatch installed. Thank You."). You can change this statement as you like. Then, compile this as a large EXE with all the Dll's your scripts are ever likely to need. Copy it into the Windows System directory, and run it from there. The Dll's will be installed once and for all. Any subsequent batch files run on that computer can be small compiled EXEs that don't need the Dll's already installed on that computer.

Encode for Call's from EXE files

This option makes files that can be "called" from a compiled EXEs. It creates an encoded WBT file.

Encoded WBT files provide the following:

- Source code that is protected from unauthorized or accidental modification.
- Encoded WBT files may be CALL'ed from compiled files.

If your code has a Call to another WBT file, the called WBT must be compiled with this option. Otherwise, when you run your EXE, you will get an "Encrypted/Encoded Verification Failed" Error.

Note: When you compile your file, a new target filename will be created with a .WBC extension. It is necessary to have a different filename from the original filename. You cannot compile a file to its own name without corrupting the file. To protect the innocent, the default Target extension is .WBC. After compiling, edit the uncompiled script file and change the Call statement to reflect the new filename extension .WBC. Then recompile the main EXE.

Encrypted with Password

This option encrypts a WBT file and uses a default Target extension of .WBE. The WinBatch interpreter (WINBATCH.EXE, or version specific WinBatch interpreter) is needed to access the encrypted file. During compilation, you must input a password in to the compiler dialog. The same password must be supplied when the WBT file is run. The purpose of an encrypted WBT file is to prevent unauthorized personnel from executing it.

Since encryption is easily added to WinBatch utilities, this option is rarely used. In fact, no one has ever been known to use it. Like the human appendix, it reminds one of evolutionary events, while avoiding the performance of any useful function.

Extenders

The EXTENDERS button displays a list of extenders which can be chosen and compiled into a Standalone EXE option. More than one extender may be chosen. If any of the Network extender functions are used, the corresponding extender must be compiled into the Standalone, or placed in the Windows directory, or on the network path for a Small EXE to access. The extenders will be displayed in the WinBatch Compiler Dialog box when you click on the EXTENDERS button. After you make a selection of all the extenders you would like to include, they will be displayed next to the extenders button on the dialog box.

Source

The SOURCE button displays a File Selection Box. Select your file or type the filename and path into the File Name box and press OK. The path and filename will be displayed in the WinBatch Compiler dialog box next to the SOURCE button.

Note 1: Source and Target names:

After you select a SOURCE file, a default TARGET name will be generated and displayed next to the TARGET button. To change the default name, click on the TARGET button.

Target

The TARGET button displays a File Selection Box. Select your file or type the filename and path into the File Name box and press OK. The path and filename will be displayed in the WinBatch Compiler dialog box next to the TARGET button.

Note: A default target filename and path will generally be generated from the SOURCE filename and path.

Other Files

The OTHER FILES button displays a File Selection Box of files which can be selected and compiled into a Standalone EXE. More than one file may be chosen. The selected files will be displayed in the WinBatch Compiler Dialog box next to the OTHERFILES button.

Icon

The ICON button displays a File Selection Box which allows you to choose an icon. Select your .ICO file and press OK. The path and icon filename will be displayed in the WinBatch Compiler dialog box next to the ICON button.

WinBatch+Compiler comes with icons you can use. These are in an ICONS subdirectory of your WinBatch directory.

Note:

1. Icon files must be named with the standard .ICO file extension.

2. The icon (.ICO) file can contain a single icon group. An icon group is a set of one or more associated icon images, of different dimensions and color depths.

3. The icon must have all six definitions of the following icons. If the icon doesn't have all six definitions, some of the icons will not get replaced and the wrong icon can get displayed.

Dimensions	Color depth
16x16	4 bit (16 color) 8 bit (256 color)
32x32	4 bit (16 color) 8 bit (256 color)
48x48	4 bit (16 color) 8 bit (256 color)

Note: 32 bit (True color) color depth is not currently supported in the compiled EXEs.

4. Consult the tech support area of our website for some links to icon format tools. Go to http://techsupt.winbatch.com, and search for 'Icon Formatting Tools'.

Settings

The SETTINGS button displays a dialog for configuration settings. The "Modify Configuration Settings" dialog allows you to specify a URL (i.e., http://www.example.com) for technical support, which will be displayed in WinBatch error messages. You also have the option to select a check box to "run the script hidden". If this option is selected the WinBatch icon will not appear on the desktop or in the Taskbar, when the EXE is executed. The selected modifications are not displayed in the WinBatch Compiler Dialog box next to the SETTINGS button.

Version Info

The VERSION INFO button displays a dialog that allows you to specify Version information strings. These are the version strings that will be displayed in the Properties dialog, that is displayed when you right-click, and select "Properties",

on the compiled EXE. The selected modifications are not displayed in the WinBatch Compiler Dialog box next to the VERSION button.

FileVersion and ProductVersion fields match the corresponding string fields. The strings should be specified as a series of up to four numeric fields, delimited by periods or commas or spaces (eg, "3.01" or "5,1,2,0" or "2000 1 2". Any missing or non-numeric fields will be converted to 0.

Multi

The MULTI… button displays a dialog that allows you to select from a list of project configuration (.CMP) files in that directory to be compiled.

Note that these .CMP files must contain a "Src=" setting in the [Main] section to identify the source file to be compiled, and this setting was not written by earlier versions of the compiler, but can be added manually. The source file must be located in the same directory as the .CMP file.

Run as a Native Service

It is possible to create a compiled WinBatch program that will run as a native service under Windows NT or newer. To do this, compile the WinBatch script as usual using the 'Small EXE for Networked PC's' option in the WinBatch Compiler, but make sure to specify an output file with an extension of ".EXS" instead of ".EXE". Alternatively, you can simply rename an existing WinBatch program (version 2001 and higher) by changing its extension from ".EXE" to ".EXS".

You can install a WinBatch service (or any service) using the **wntSvcCreate** function in the WIL Windows NT extender (see the Win32 Network Extender help file).

A WinBatch service can be configured in the Service Manager (in Control Panel) to run automatically on system startup, or manually on demand.

In either case, when the WinBatch service starts up, it processes the script just like a normal WinBatch program.

If you want the WinBatch service to wait for a particular time or event to occur, you can use any of the normal WIL methods (**TimeDelay**, **TimeWait**, **WinWaitExist**, etc.). You can also use any of the following service functions: **SvcSetAccept, SvcSetState, SvcWaitForCmd.**

You can also use loops or branching (**For**, **While**, **Goto**, etc.) to cause the WinBatch service to continue running for an indefinite period of time. When processing reaches the end of the script (or a **Return** or **Exit** command, or a **Cancel** event), the WinBatch service will automatically stop. You can force a WinBatch service to stop prematurely by using the "Stop" function in the Service

Manager (in Control Panel), or using another service control program (such as the **wntSvcControl** function in the WIL Windows NT extender). A WinBatch service will exit automatically on Windows shutdown.

If you are making a WinBatch service that will not be installed as an interactive service, you should use **IntControl(38)** at the beginning of the script to prevent WIL from displaying any unexpected error message boxes. If a non-interactive service attempts to interact with the desktop, it can cause the script to hang.

Notes: A service that is running under the LocalSystem account cannot access network resources.

To have a service access the desktop, that service must log on as the LocalSystem account, and be allowed to interact with the desktop.

Example:

```
;Initialize variables for the SvcSetAccept function
SERVICE_ACCEPT_STOP = 1 ;The service can be stopped
SERVICE_ACCEPT_PAUSE_CONTINUE = 2 ;service can be paused & continued
SERVICE_ACCEPT_SHUTDOWN = 4 ;service notified of system shutdown
SERVICE_ACCEPT_LOGOFF = 32768 ; service notified of user logoff

;Initialize variables for the SvcSetState function
SERVICE_STATE_STOPPED = 1 ;The service is not running
SERVICE_STATE_STOP_PENDING = 3 ;The service is stopping
SERVICE_STATE_RUNNING = 4 ;The service is running
SERVICE_STATE_CONTINUE_PENDING = 5 ;The service continue is pending
SERVICE_STATE_PAUSE_PENDING = 6 ;The service pause is pending
SERVICE_STATE_PAUSED = 7 ;The service is paused

;Initialize variables for the SvcWaitForCmd function
SERVICE_CONTROL_NOT_SERVICE = -1 ;Script not running as a service
SERVICE_CONTROL_TIMEOUT = 0 ;Timeout occurred or no codes to process
SERVICE_CONTROL_STOP = 1 ;Requests the service to stop
SERVICE_CONTROL_PAUSE = 2 ;Requests the service to pause
SERVICE_CONTROL_CONTINUE = 3 ;Requests the paused service to resume
SERVICE_CONTROL_SHUTDOWN = 5 ;Requests the service to perform
                             ;cleanup tasks, because the system
                             ;is shutting down
SERVICE_CONTROL_USER128 = 128 ;User command 128
SERVICE_CONTROL_USER129 = 129 ;User command 129
SERVICE_CONTROL_USER130 = 130 ;User command 130
SERVICE_CONTROL_USER131 = 131 ;User command 131
;More user commands as needed
SERVICE_CONTROL_USER255 = 255 ;User command 255
SERVICE_CONTROL_LOGOFF = 32768 ;logoff notification

;Setup debugging prompt strings....
debugcodes="0: Timeout|1: Stop|2: Pause|3: Continue|5: Shutdown|128:
User Cmd 128|129:User Cmd 129|32768: Logoff"

;Tell system that we want all notifications
flag=SvcSetAccept( SERVICE_ACCEPT_STOP |
SERVICE_ACCEPT_PAUSE_CONTINUE | SERVICE_ACCEPT_SHUTDOWN |
SERVICE_ACCEPT_LOGOFF)
If flag== -1
   DoingDebug=@TRUE
   Pause("Debug Mode","Not currently running as a service")
```

```
Else
   DoingDebug=@FALSE
   ;Set up error handling
   IntControl(12,2+8,0,0,0) ;Tell WinBatch to not honor terminate and
                            ;not complain on Windows exit
   IntControl(38,1,"errorlog.txt",0,0) ;Route errors to log file
EndIf

;Now for the main service loop
;in this service we respond to all control messages
BoxOpen("Initializing","main service loop")
While @TRUE
   If DoingDebug==@FALSE
    code=SvcWaitForCmd(5000) ;Timeout in 5 seconds
   Else
    ;For Debugging.
    ;Prompt tester to see what code should be pretended here
    code=AskItemlist("Service Debug", debugcodes, "|", @UNSORTED,
                                                                @SINGLE)
    If code=="" Then Continue
    code=ItemExtract(1,code,":")

   EndIf


   Switch code
          Case SERVICE_CONTROL_TIMEOUT
               ;Timeout occurred
               BoxTitle("SERVICE_CONTROL_TIMEOUT")
               ;!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
               GoSub DoWork
               ;!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
               Break
          Case SERVICE_CONTROL_STOP
               ;Stop command received
               BoxText("Stop command received")
               SvcSetState(SERVICE_STATE_STOP_PENDING)
               ;do stop cleanup work here
               TimeDelay(5)
               SvcSetState(SERVICE_STATE_STOPPED)
               Exit    ;Goodbye
               Break
          Case SERVICE_CONTROL_PAUSE
               ;Pause command received
               BoxText("Pause command received")
               SvcSetState(SERVICE_STATE_PAUSE_PENDING)
               ;do pause cleanup work here
               SvcSetState(SERVICE_STATE_PAUSED)
               Break
          Case SERVICE_CONTROL_CONTINUE
               ;Continue command received
               BoxText("Continue command received")
               SvcSetState(SERVICE_STATE_CONTINUE_PENDING)
               ;do resume from pause state initialization here
               SvcSetState(SERVICE_STATE_RUNNING)
               Break
          Case SERVICE_CONTROL_SHUTDOWN
               ;Shutdown notification received
               ;Approx. 20 seconds to process
               BoxText("Shutdown notification received")
               SvcSetState(SERVICE_STATE_STOP_PENDING)
               ;do stop cleanup work here
               SvcSetState(SERVICE_STATE_STOPPED)
```

```
                Exit    ;Goodbye
                Break
           Case SERVICE_CONTROL_USER128
                ;User command 128 received
                BoxText("User command 128 received")
                Break
           Case SERVICE_CONTROL_USER129
                ;User command 129 received
                BoxText("User command 129 received")
                Break
           Case SERVICE_CONTROL_LOGOFF
                ;Logoff command received
                BoxText("Logoff command received")
                Break
          Case code
                ;Unrecognized command received
                BoxText("Unrecognized command received")
                Break
       EndSwitch

EndWhile

;Note.  The preceding loop never exits
Exit   ; Just a formality

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;The DoWork subroutine can be used to execute the code you want to
;run while the service has not control requests

:DoWork
   BoxText("WinBatch Services test is running")
Return
```

SvcSetAccept(codes)

Specifies the control codes that the service will accept.

Syntax:

SvcSetAccept(codes)

Parameters:

(i) codes — can be 0 to specify no code to process, or it can be one or more of the following control codes, combined using the bitwise OR ('|') operator:

Value	Controls accepted	Meaning
1	SERVICE_ACCEPT_STOP	The service can be stopped
2	SERVICE_ACCEPT_PAUSE_CONTINUE	The service can be paused and continued
4	SERVICE_ACCEPT_SHUTDOWN	The service is notified when system shutdown occurs
32768	SERVICE_ACCEPT_LOGOFF	The service is notified when the user logs off

Returns:

(i) previous value — the previous value for "codes", or -1 if not running as a service.

By default, a WinBatch service will accept and automatically process SERVICE_CONTROL_STOP commands. If you use the **SvcSetAccept** function, you will be responsible for processing any of the control codes that are received, including SERVICE_CONTROL_STOP (i.e., it will no longer be processed automatically).

See also:

SvcSetState, SvcWaitForCmd

SvcSetState(state)

Updates the service control manager's status information for the service.

Syntax:

SvcSetState(state)

Parameters:

(i) state — can be one of the following service states:

Value	Service state	Meaning
1	SERVICE_STOPPED	The service is not running
2	SERVICE_START_PENDING	The service is starting.
3	SERVICE_STOP_PENDING	The service is stopping
4	SERVICE_RUNNING	The service is running
5	SERVICE_CONTINUE_PENDING	The service continue is pending
6	SERVICE_PAUSE_PENDING	The service pause is pending
7	SERVICE_PAUSED	The service is paused

Returns:

(i) previous value — the previous value for "state", or -1 if not running as a service.

See also:

SvcSetAccept, SvcWaitForCmd

SvcWaitForCmd(timeout)

Waits or checks for receipt of a service control code.

Syntax:

SvcWaitForCmd(timeout)

Parameters:

(i) timeout timeout flag (in milliseconds)

Returns:

(i) control codes The following control codes may be returned:

Value	Control code	Meaning
-1		Script not running as a service
0		Timeout occurred or no codes to process
1	SERVICE_CONTROL_STOP	Requests the service to stop
2	SERVICE_CONTROL_PAUSE	Requests the service to pause
3	SERVICE_CONTROL_CONTINUE	Requests the paused service to resume
5	SERVICE_CONTROL_SHUTDOWN	Requests the service to perform cleanup tasks, because the system is shutting down
128-255		User-defined control code
32768	SERVICE_ACCEPT_LOGOFF	The service is notified when the user logs off

If any control codes have been received but not yet processed (using this function), this function immediately returns the value of that control code. WinBatch maintains a list of up to 16 unprocessed control codes that have been received, and this function returns the first (oldest) one in the list, then clears that code from the list, so the next time this function is called it will return the next control code in the list, if any.

If there are no unprocessed control codes in the list, the behavior depends on the value specified by "timeout". If "timeout" is -1, the function will wait until a control code is received, and then return its value. If "timeout" is zero, the function will immediately return a value of 0. If "timeout" is neither zero nor -1, then the function will wait until the timeout expires or a control code is received, whichever comes first.

See also:

SvcSetAccept, SvcSetState

Network Considerations

If you plan to put the compiled EXEs on a network, the following information will be helpful:

1) Set the compiled EXE files to read-only so that multiple users may access the same file.

2) Copy the Dlls from the WinBatch\System subdirectory in the Explorer, to a file server directory in the search path and set the Dlls as read-only. (see Filenames Appendix A)

3) When the compiler, or any compiled WBTs with the large Standalone option selected, are run, they will search the entire PATH for any required Dlls (see Filenames Appendix A). If the Dlls are not found, they will be created in the same directory as the compiled exe.

Restrictions

The compiler itself is licensed for a single user. A special license is required to operate the compiler on a network drive or from a diskless workstation. If you need a capability of this sort, please call Customer Service.

Error Appendix

10102: WinBatch - Unrecognized ParentProcess request code
10103: WinBatch Compiler - CallExt not available
10104: WinBatch: EnvironSet Var and/or Value too long
10105: WinBatch: EnvironSet - Failed. No space?
10106: WinBatch: EnvironGet - Failed. Name too long?
10107: WinBatch: EnvironGet - Failed. Value too long?
10108: Box functions: Box command stack full
10109: Box functions: Invalid box ID
10110: BoxButtonDraw: Invalid button ID
10111: BoxButtonDraw: Invalid 'rect' string
10112: BoxButtonStat: Invalid button ID
10113: BoxColor: Invalid color string
10114: BoxColor: Invalid 'wash' color
10115: BoxDrawRect: Invalid 'rect' string
10116: BoxDrawLine: Invalid 'rect' string
10117: BoxNew: Invalid 'rect' string
10118: BoxNew: Invalid 'style' flag
10119: BoxNew: Unable to create box
10120: BoxPen: Invalid color string
10121: BoxPen: Invalid pen width
10122: BoxTextColor: Invalid color string
10123: BoxTextFont: Invalid font size
10124: BoxTextFont: Invalid font style
10125: BoxTextFont: Invalid font family
10126: BoxDrawText: Invalid 'erase' flag
10127: BoxDrawText: Invalid 'alignment' flag
10128: BoxDrawText: Invalid 'rect' string
10129: BoxUpdates: Invalid 'update' flag
10130: BoxesUp: Invalid 'rect' string
10131: BoxesUp: Invalid 'show' mode
10132: BoxMapMode: Invalid map mode
10133: BoxDrawRect: Invalid style
10134: BoxDrawCircle: Invalid 'rect' string
10135: BoxDrawCircle: Invalid style
10136: BoxButtonDraw: Unable to create button
10137: BoxButtonKill: Invalid button ID
10138: BoxDataClear: Specified tag not found
10139: IntControl: Unrecognized Request
10140: BoxBitmap: Invalid 'stretch' mode
10141: ExtractAttachedFile: Function supported only in compiled version
10142: ExtractAttachedFile: Target file name must be specified
10143: ExtractAttachedFile: Error finding or extracting specified file
10144: ExtractAttachedFile: Invalid request

10145: IntControl 1006: Unable to allocate or lock memory

Glossary of Terms

(a)	a value that must be an array
(f)	A value that must be in floating point format. This means that the number must include a number, a decimal point, and another number as in 0.123 or 456.2256. Exponentials of the form 4.9e7 are always floating point. Floating point numbers can include signs before the entire number, or before the "e" that stands for exponent.
(i)	A value that must be an integer.
(r)	A value that must be a COM object reference
(s)	A string value is used here. A string is from one to many alphabetic and/or numeric characters enclosed in quotation marks, double quotes or single quotes are equally acceptable.
(t)	indicates special type information described in the function's text.
applications	Software programs that use one main window along with a menu bar. An example of an application would be a spreadsheet.
batch language	A programming language that automates a process, by processing events in a step-by-step fashion. Batch languages are interpreted at run time.
constant	A value that does not change. WinBatch has many built-in constants. Useful ones include **@CRLF** and **@TAB** for inserting these into lines of text in dialogs.
dynamic link libraries	Also called "Dlls". A Dll is an accessory file used by other Windows programs. Dlls can be actual program files without the EXE extension, libraries of executable routines, or even simple data files. The information in Dlls can be utilized through the WIL **DllCall**() function.
icon	A small picture that represents an application. Several sizes are available for use under Windows.
interpreter	A software program that reads a script file one line at a time. It examines the line, finds directives that indicate action, and then instructs the computer to carry out them out.
macro scripting language	A computer language that reads lines in a text file

and turns them into action on that computer. The term "macro" comes from the capability of completing numerous operations in sequence.

menu items
Selections from a list of items found at the top border of the main windows of a Windows application.

MS-DOS
A personal computer operating system produced and marketed by Microsoft Corporation.

OLE 2.0
A specific version of a scheme of inter-program data exchange called Object Linking and Embedding. It is an extension of DDE and the Windows Clipboard. There are several OLE capabilities. WinBatch and WIL support OLE 2.0 automation. This is the capacity of one program to automate anything that an application can do.

operators
Actions that transform one numeric value into another. An example is the addition operator "+". It takes one numeric value, adds it to a second and makes the result available for display or use by another operator.

plain text
Text containing only letters and numbers. It must not contain hidden codes for formatting or null characters. Word processors do not normally produce plain text. They can, however, be directed to do so. Windows word processors generally provide this option in the File SaveAs menu.

register
Obtain a license to use software.

script file
A computer file generated by a text editor. It contains a list of statements that can contain both directives and comments.

system management utilities
Short programs for manipulating any operations on a computer. Generally they automate activities that otherwise need to be done repetitively and manually.

utilities
Utilities manipulate applications, the operating system, and the Windows interface.

WINBATCHFILENAME
The WINBATCHFILENAME is WinBatch.exe.

WIL
Windows Interface Language (WIL) is the actual programming language used by WinBatch. WinBatch is a processor that interprets WIL directives and directs the computer to carry out these directives.