

***MAGICwindows V2.1***  
***User's Guide***

© 1987-2002 by  
EMETEK  
9701 W Pico Blvd Suite 115  
Los Angeles, California 90035  
U.S.A.

(310) 552-1172

info@emetek.com  
<http://www.emetek.com>

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## TABLE OF CONTENTS

<b>BASICS</b> .....	<b>1</b>
Starting MAGICwindows.....	1
Control Keys.....	1
The Magic Key.....	1
Data Entry.....	1
Refreshing The Main Menu.....	2
<b>RUN PROGRAMS</b> .....	<b>3</b>
Resuming A Program.....	4
Switching Between Programs.....	4
<b>TERMINAL LOCK</b> .....	<b>5</b>
<b>PRINT SCREEN</b> .....	<b>5</b>
Multi-screen Printing.....	6
<b>AUTOPILOT</b> .....	<b>6</b>
Saving An Autopilot Command.....	6
Replacing An Autopilot Command.....	7
<b>NONSTOP</b> .....	<b>7</b>
Turning Nonstop On Or Off.....	7
<b>EDIT MENU</b> .....	<b>8</b>
Defining Programs.....	9
Special Constructs In A Program Command.....	9
Building Commands On The Fly.....	9
Specifying Options.....	10
Enabling Control Y and T.....	10
Interactive DCL Slots.....	10
Pausing Before The Main Menu.....	10
Defining A Nonstop Program.....	10
Setting The Directory For A Slot.....	10
Set Defaults.....	11
Time Delay Before Menu is Displayed.....	11
Default Print Command.....	11
Terminal Setup.....	12
Delete Program.....	13
Move Program.....	13
Examples Of Program Definitions.....	14
<b>FINISH</b> .....	<b>15</b>
<b>WARRANTY</b> .....	<b>16</b>

# **BASICS**

## **Starting MAGICwindows**

To start MAGICwindows enter MAGIC at the DCL prompt.

## **Control Keys**

Control keys are shown as Ctrl ? where "?" is a letter or special character. If you are asked to press Ctrl Z, for example, hold down the key marked "Ctrl" and press "Z".

## **The Magic Key**

When you are running one of the programs on the menu and you want to break out of the program and get back to MAGICwindows you must press the Magic Key.

The default assignment for the Magic Key is ` (grave, top-left corner of the keyboard).

However, the definition may have been changed at your site. Please check with the system manager.

## **Data Entry**

When the program needs you to press a key it will prompt like this:

Press option:

You must respond by pressing a valid key. The return key is not required.

When the program needs you to enter a line of text it will prompt for it like this:

Enter data: OLD DATA

where

"Enter data:" is the prompt for data, and

"OLD DATA" is data, if any, that was entered for the same item at some previous time.

At this point you should type in a new data value or edit the old data value if one is displayed and press Return when done.

The following keys are valid while entering data:

<b>Key</b>	<b>Function</b>
Delete	Deletes the last character you typed.
Ctrl E	Moves the cursor to the end of the data field.
Exit F10 Ctrl Z	Terminates data entry. No changes are recorded. Takes you to the previous menu. Use this key at any time that you start to make changes but subsequently change your mind.

Left Arrow Ctrl D	Moves the cursor one position to the left.
Right arrow Ctrl F	Moves the cursor one position to the right.
Backspace Ctrl H	Moves the cursor to the beginning of the data field.
Ctrl X	Deletes the entire data field and positions the cursor at the beginning.
Return	Sends the data value to the program.
Ctrl A	Changes between overstrike and insert mode. In overstrike mode what you type writes over the previous characters. In insert mode the new characters are inserted into the data field at the cursor position and the rest of the field moves right.

### ***Refreshing The Main Menu***

To refresh the main menu press Return alone at the option prompt.

## ***RUN PROGRAMS***

When MAGICwindows is first started the main menu is displayed as follows:

Licensee: EMETEK / LOS ANGELES	MAGICwindows V2. 0- 03 10- FEB- 1994	
-----		
* 1s CALL TRACKER	E Edit Menu	S Switch
2 WORD PROCESSING	N Nonstop	R Resume
3 PRINT INVOICE	A Autopilot	L Lock
* 4r ACCOUNTS RECEIVABLE	M Maintain	P Print
5	V View	H Help
* 6 DATATRIEVE		
7 DCL		F Finish
8 DCL		
+ 9 DCL		
Press option:		

The main menu will list different options depending on what kind of user is running the program:

- Managers see all the options listed.
- Non-managers will not see the *Maintain* or *View* options.
- Users whose menus are locked or who are assigned to a special menu will not see the *Edit*, *Nonstop*, *Autopilot* and *Maintain* functions.

The main menu lists up to 9 different programs that you can run from MAGICwindows. These are numbered from 1 to 9.

When you first start MAGICwindows no programs are active. To start a program on the menu just press its number. For example, if you need to start your accounting program and it is in position 4 then press 4.

The accounting program will be started. If you need to get back to MAGICwindows, just press the Magic Key. You will be brought back to the main menu. Now there will be a \* or + next to the 6 indicating that the accounting program is active.

### ***Resuming A Program***

You can resume an active program either by pressing its number or by using the Resume command. To resume with the accounting program in position 4, press 4.

Since, in our example, the accounting program was the last program interrupted you can use the Resume command to continue working with it:

⇒ Press R for Resume Program.

The last program interrupted is marked by the letter **r** to the right of its number on the Main Menu.

### ***Switching Between Programs***

MAGICwindows remembers the last two programs that were active and allows you to switch between them without entering their program numbers. The second last program that was active is marked by the letter **s** to the right of its number on the Main Menu.

To switch between programs:

⇒ Press the MAGIC key to get to the Main Menu.

⇒ Press S for Switch.

## ***TERMINAL LOCK***

The terminal lock feature allows you to temporarily lock your terminal. No one else will have access to your work in progress until you unlock the terminal with your VMS password. You do *not* need to exit from all your active programs to lock your terminal.

⇒ Start at the main menu.

⇒ Press L for Lock.

MAGICwindows will clear the screen and display the following message:

**TERMINAL LOCKED.**

Enter password:

⇒ When you want to continue working enter your VMS password.

## ***PRINT SCREEN***

This option allows you to print any application program screen to a system printer or to a file. It is not available to all users and might not appear on the Main Menu.

When you are running a program and see a screen you want to print, press the Magic key.

⇒ Start at the main menu.

⇒ Press P for Print.

You will be shown the print command and allowed to change it.

⇒ Press Return to accept the command or enter a new one.

MAGICwindows will print the screen and then return you to your application program.

## ***Multi-screen Printing***

If the print command included the /MULTI option, the next time you issue the print command you will get the following prompt:

Press **m**ulti-**s**creen **p**rint **o**ption:

There are two options: Capture and Print.

If you want to add the current screen to the screens captured so far, then:

⇒ Press C for Capture.

To print all the screens captured:

⇒ Press P for print.

## ***AUTOPILOT***

This feature is not available to all users and might not appear on the Main Menu.

You may find yourself typing the same sequence of keystrokes each time you start a particular program in order to initialize it. Maybe your program presents itself as a menu and you always choose the same item from that menu when you first start it. Those keystrokes can be learned and played back with Autopilot. A maximum of 190 characters can be recorded.

### ***Saving an Autopilot Command***

The program whose Autopilot command you wish to save must not be active.

⇒ Start at the main menu.

⇒ Press A for Autopilot.

MAGICwindows will then ask for a program number.

⇒ Press a program number from 1 to 9.

If there was no previous Autopilot command saved, the program will be started.

⇒ Now start typing commands to your program.

Your keystrokes will be recorded. When your program is at the point you want it to be:

⇒ Press the MAGIC key.

Recording will be turned off and the keystrokes will be saved.

### ***Replacing an Autopilot Command***

If MAGICwindows finds that an Autopilot command already exists for the program you specify, then you are given the option of replacing or deleting the old command.

⇒ Press R to replace the old command, or

⇒ Press D to delete the old command, or

⇒ Press Exit or Ctrl Z to keep the old command.

## NONSTOP

This feature is not available to all users and might not appear on the main menu.

When you press the MAGIC key to leave a program, it continues to run and might need to output to the screen. You can decide whether it stops and waits until you return to it, or continues to update the screen image in the background.

Programs that continue to output to the screen image in the background are called nonstop programs. They are identified on the main menu by a + before the program number. Regular programs that are active are identified by \*.

### Turning Nonstop On Or Off

Once a program is active, you can turn nonstop on or off.

- ⇒ Start at the main menu.
- ⇒ Press N for nonstop.
- ⇒ Press the program number.

If nonstop was set on, it will be turned off and vice versa. The mark to the left of the program number will change between + and \*.

You can also designate which programs should always start out as nonstop programs. See *EDIT MENU*.

## EDIT MENU

You must use this option to install programs on the menu and to set up default parameters.

- ⇒ Start at the main menu.
- ⇒ Press E for Edit Menu.

If you are not assigned to a special menu and your menu is not locked, then you may edit it and the Edit Menu will be shown as follows:

```
License:                               MAGICwindows V2. 0-03
EMETEK / LOS ANGELES                   10- FEB-1994
-----
Editing menu for user EMETEK.
Defaults: Delay: 5  Print: Y  Printer: /QUE=SYSSPRINT

  S Set defaults                        1 CALL TRACKER
  G Get menu                            2 WORD PROCESSING
                                         3 PRINT INVOICE
  D Delete program                      4 ACCOUNTS RECEIVABLE
  M Move program                        5
                                         6 DATATRIEVE
  F Finished                            7 DCL
                                         8 DCL
                                         9 DCL

Press option or program number: 9

Description: DCL

Command: *(/i)
```

```
dcl_command *(Prompt for parameter) *(/Y /T /I /P /N /D=default_dir)
```

## ***Defining Programs***

To define a new program or to change an existing definition:

- ⇒ Start at the Edit menu.
- ⇒ Press program number from 1 to 9.

You will be prompted for the program description. This is the description that will appear on the main menu beside the program number. It should describe the program being defined.

- ⇒ Enter program description.

If the program is not active, then you will be prompted to enter the command to be used to start the program being defined.

- ⇒ Enter command.

The command should be the DCL command you would normally issue to start the program.

## ***Special Constructs in A Program Command***

MAGICwindows recognizes certain special constructs in a command. This allows you to embed instructions that only MAGICwindows will recognize into the DCL command.

### **Building Commands On The Fly**

Use the following construct to build parts of the command when the program is started:

\*(Your prompt for data)

MAGICwindows will prompt you (using your prompt) and put your response where the \* is.

## **Specifying Options**

Use the following construct to specify options for the program being defined:

\*(/Y /T /I /P /N /D=default\_dir)

The following options are recognized:

### **Enabling Control Y and T**

/Y                    Enable control Y for the program started.

/T                    Enable control T.

### **Interactive DCL Slots**

/I                    Execute the DCL command (if any) then start an Interactive DCL session. /I implies /Y and /T.

### **Pausing Before The Main Menu**

/P                    Pause after the program exits before the main menu appears.

### **Defining A Nonstop Program**

/N                    The program starts out as a nonstop program. This will allow it to perform terminal output and update the screen image in the background.

### **Setting the Directory for A Slot**

/D=default\_dir      Set a new default directory before starting the program.

## ***Set Defaults***

The following defaults can be set:

- The time delay between when the Magic key is pressed and when the main menu is displayed
- The default print command

### **Time Delay before Menu is displayed**

It may be desirable to suppress the main menu after the Magic key is pressed if you already know which command to issue next. If nothing is typed within the time period specified, or, if you press the Return key, the main menu will be displayed.

⇒ Start at the Edit menu.

⇒ Press S for Set Defaults.

You will be prompted for the main menu delay.

⇒ Enter a number between 0 and 9.

Enter 0 for no delay. Delays shorter than 3 seconds are not recommended.

### **Default Print Command**

This feature allows you to specify the default print command used to print screens. You may override this default during printing.

⇒ Start at the Edit menu.

⇒ Press S for Set Defaults.

You will be prompted for the main menu delay.

You will then be prompted for the default print command.

The print command is specified as

device\_name:

or

/QUEUE=queue\_name

The following options can be specified in the print command:

/QUEUE=queue_name	The name of a queue to which the screen will be spooled for printing.
/FORM=form_name	The form that must be loaded when the screens are printed.
/MULTI	Specifies that you will be capturing more than one screen at a time and printing them all together.
/FEED	When /MULTI is specified, this option causes the screens to be separated by the form-feed character thus placing each screen on a new page. Otherwise, no demarcation is made.
/NOBANNER	This option suppresses the banner that MAGICwindows puts at the beginning of every screen.

## ***Terminal Setup***

It is possible to send escape sequences to the terminal whenever a program is first started, or, whenever a program is resumed. This feature is useful if a particular program needs the terminal to be set up in some special way. For example, you are running on a VT200 series terminal and a program needs the terminal to be in VT100 mode. Or, every time you return to a program, you need a key defined a particular way.

This is done by defining logicals that contain the escape sequences to be sent to the terminal. The logicals MAGIC\_INI\_0 through MAGIC\_INI\_9 are translated when a program is first started. MAGIC\_INI\_0 is common to all the programs. If, for example, the program in slot 5 is started, then MAGICwindows will try to translate MAGIC\_INI\_0 and MAGIC\_INI\_5 in that order.

The logicals MAGIC\_SET\_0 through MAGIC\_SET\_9 are translated whenever a program is first started or resumed.

The logicals must be set up through a command procedure, typically LOGIN.COM. For example, to put the terminal into VT100 emulation mode for all slots started, put the following line into the command procedure:

```
$ DEFINE MAGIC_INI_0 "<ESC>[61"p"
```

### **Note:**

<ESC> is the escape character and in EDIT/EDT is entered by typing the following keys:

```
<PF1> 2 7 <PF1> <KPD3>
```

To embed the quotation mark " in a string type two quotation marks together.

## ***Delete Program***

Use this option when you want to delete a program entry.

⇒ Start at the Edit menu.

⇒ Press D for Delete Program.

You are prompted for the program number.

⇒ Press program number from 1 to 9.

The program must not be active. The description and command for the program selected will be deleted from the menu.

## ***Move Program***

You can move a program from one position to another.

⇒ Start at the Edit menu.

⇒ Press M for Move Program Entry.

Now you must say which program you want to move. The program will make sure that the program you specify is defined and is not active.

⇒ Press program number from 1 to 9.

You will be prompted for a destination. The program will make sure that the destination is blank.

⇒ Press program number from 1 to 9.

## ***Examples of Program Definitions***

### **EXAMPLE 1.**

Press option or program number: 1

Enter description: DIRECTORY

Command: DIR \*(/P)

A directory listing will be displayed and MAGICwindows will wait for you to press Return before clearing the screen and displaying the main menu.

### **EXAMPLE 2.**

Press option or program number: 9

Enter description: DCL

Command: SET PROCESS/PRIV=(NOALL, TMPMBX, NETMBX) \*(/I)

When this program is started the new process privileges will be set and an interactive DCL session (option /I) will follow. Control Y and T will be enabled. You will get the modified DCL prompt:

9\$

If this program were in position 6, then the prompt would be 6\$.

### **EXAMPLE 3.**

Press option or program number: 2

Enter description: ACCOUNTING

Command: @SYSSSYSTEM ACCOUNTS\_MENU.COM \*(/D=DISK1: [ACC])

The default directory is set to DISK1:[ACC] and then the command procedure is run.

#### **EXAMPLE 4.**

Press option or program number: 3

Enter description: EDITOR

Command: EDIT/EDT \*(Enter filename to edit) \*(/Y)

When the program in position 3 is first started it will display the prompt in parenthesis (Enter filename to edit). The program will then read your response and substitute the \* with what you typed and issue the resulting command to DCL. Control Y will be allowed.

#### **EXAMPLE 5.**

Press option or program number: 7

Enter description: FMS

Command: FMS/\*(Enter TEST or EDIT) \*(Enter form-name)

When program 7 is started for the first time MAGICwindows would prompt as follows (notice the colon and space that are added to your prompts):

Enter TEST or EDIT: TEST

Enter form-name: SCREEN1

The resultant command is: FMS/TEST SCREEN1

## ***FINISH***

MAGICwindows will not let you finish and return to DCL if any programs are currently active.

Identify all the active programs (with \* or + next to their numbers). Return to each one of them and exit the way you normally would. If you were running DCL as one of the programs then you must LOGOUT at the DCL prompt.

When you exit from a program you will return to MAGICwindows. When no more programs are active

Press F for Finish.

## ***WARRANTY***

MAGICwindows is supplied with a ninety (90) day warranty against errors in the program. If the error is correctable, then users who are within the warranty period will be supplied with a new version of the program at no charge.

EMETEK makes no other warranty of any kind with regard to this program, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose.

EMETEK assumes no responsibility for any loss that this program might incur to a user, including, but not limited to, data loss. 0