## TxWin enhanced scripting

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TX enhanced scripting language (as available in DFSee 9.03 and up)







#### Presentation contents

- DFSee scripting history, design goals and alternatives
- High level layout of TxScript programs
- Script parameters and variables
- Expressions, available operators
- Built-in functions
- Control structures, program flow
- Expression substitution in commands
- Example scripts fragments, from DFSee usage







#### Who am 1?

## Jan van Wijk

- Software Engineer, C, Rexx, Assembly, PHP
- Founded FSYS Software in 2001, developing and supporting DFSee from version 4 to 14.x
- First OS/2 experience in 1987, developing parts of OS/2 1.0 EE (Query Manager, later DB2)
- Used to be a systems-integration architect at a large bank, 500 servers and 7500 workstations
- Developing embedded software for machine control and appliances from 2008 onwards

Home page: http://www.dfsee.com







### Disee scripting history

- Over time, to automate repeating and more complex tasks, several scripting methods have been (and still are!) used with DFSee:
  - BAT/CMD/SHELL scripts, calling DFSee
  - Rexx subcmd environment for OS/2 version
  - Native scripting, being a simple list of DFSee commands, executed sequentially, with simple error handling and parameter substitution







### TxScript design goals

- Backwards compatible with existing .DFS scripts as far as possible, allowing re-use
- Direct access to much DFSee internal info, including disk sectors from a script
- Powerful expressions, variables and functions
   Can be used from and in the DFSee command-line too
- Conditional and looping control to allow more intelligent and powerful scripts

Note: For 'DFSee' you can read any hosting program

that uses the TxScript engine from the TxLib library







#### Do we need another language?

- Trying to avoid re-inventing yet another wheel, some alternatives have been considered:
  - Rexx, as used in OS/2 version already
  - Python, clean OO type language
  - Perl, very powerful, hackers heaven :-)
  - PHP, Ruby etc as used in WEB environments
- All had problems with integration in the hosting program (DFSee), availability on all required platforms, or added complexity for install etc.
- Developing a new language is fun, so YES :-)







## High level layout of TxScript

- LINE-oriented, but ignores whitespace usage within and between lines. Each line is either:
  - A comment line (ignored mostly :-)
  - An interpreter 'pragma' altering its behaviour
  - Program flow statements like IF or WHILE
  - An assignment to one or more script variables
  - A command to be passed to the host (DFSee) to be executed, including substitution of expressions







## Example for script layout

;script example

A comment line

;;defaultparam 1 5

A pragma

IF \$1 < \$\_parts

 Control statement with an expression

Say \$1 is OK!

 A command to be executed by DFSee

**ENDIF** 

 End of the Control statement







#### Script parameters and variables

- Parameters to the script are positional, and named \$1 through \$9, \$0 is the scriptname
- Variables follow the 'Perl' syntax where possible, with a subset of the functionality

\$variable

\$array[index]

%array

\$hash{key}

#hash

a scalar variable

scalar taken from an array

whole array

scalar taken from a hash

whole hash variable







#### System variables

- Variablenames starting with '\$\_' are system variables (DFSee) and are read-only
  - They come as scalar and scalar-from-array variants
- Some examples (there are dozens :-)

```
$ parts
```

\$ disk

\$ this

\$\_d\_size[X]

\$\_p\_fsform[Y]

\$ b sector[Z]

total number of partitions, 1..n current opened disk number sector number for current sector

size in sectors for disk nr X

FS-format for partition nr Y

Contents of sector nr Z, in a (512 byte) binary string







#### Expression and variable values

- Variable and expression values are either:
  - A character string of arbitrary length, may contain any value from 0..255, allowing binary data manipulation
  - A 64-bit signed integer value, allowing huge numbers while maintaining the exact integer value
- Expression operators and built-in functions automatically convert between these
  - Other types like floating-point may be added later







#### Expressions, operators, functions

- Expression syntax and semantics are pretty close to those defined in 'Perl' and 'C' but are not exactly identical
- Operators work on 1, 2 or 3 operands:

```
Unary, like + -! NOT 1 operand
```

- Binary, like + \* < =</li>2 operands
- Ternary, (cond) ? exp1 : exp2 3 operands
- Textual operators like 'AND' must be uppercase!
- Functions take zero or more arguments and return a value (in an expression)







## Operator precedence, high to low

Atom, Term

EQ NE LT GT LE GE

- Variable, indexed, auto increment/decrement
- String, number, function nested-expr or ternary
- Unary operators
- Binary multiply/division
- Binary plus/minus
- String replication
- String concatenation
- Numeric bit-shift
- Numeric compare
- Same value AND type
- String compare







#### Operator precedence, part 2

& &&

NOT **AND** OR

- Bitwise AND
- Bitwise XOR
- Bitwise OR
- Logical AND (C-style)
- Logical OR (C-style)
- Assignment
- Comma, multi-expression
- Logical NOT (Perl style)
- Logical AND (Perl style)
- Logical OR (Perl style)





#### Built-in functions, A-F

abs

b32

b2asc

b2int

chr

canceled

confirmed

defined

drivefs

drivelabel

drives

drivespace

exists

filext

**fnbase** 

- Absolute value, numeric
- Clip to 32-bit unsigned
- Binary string to ASCII
- Binary string to reversed int
- ASCII value for number
- Test for canceled last operation
- Confirmation Yes/No/Cancel
- Is variable defined
- FS-name for drive letter
- Label string for drive letter
- All drive letters in string
- Freespace in KiB for drive
- File exists
- Set default file extension
- Extract filename without ext







#### Built-in functions, G-M

fnfile fnpath getcwd h2asc h2int i2dec i2hex index IC left length makedir max min

message

Extract filename without path Extract path only, no filename Get current working directory Get string from hex-ascii str Get integer from hex-ascii str Convert int to decimal str Convert int to hexadecimal str Find substring in string Return lowercased string Left adjust string, pad/clip Get length of string Create full directory path Ret maximum of values Ret minimum of values Message popup, until [OK] 





#### Built-in functions, O-Z

ord
prompt
replace
sec2gib
sec2kib
sec2mib
reverse
right
rindex
strip

substr uc undef

- Numeric value 1<sup>st</sup> char in str
- Popup question, return string
- Replace characters in string
- Get GiB value for #sectors
- Get KiB value for #sectors
- Get MiB value for #sectors
- Reverse characters in string
- Right adjust string pad/clip
- Reverse find substring in str
- Strip leading/trailing chars from a string (default spaces)
- Extract substring from string
- Return uppercased string
- Undefine (free) a variable releasing any used storage







#### Control structures, branching

IF (condition)

statement-list

**ELSEIF** (condition)

statement-list

**ELSE** 

statement-list

**ENDIF** 

- Like the Perl IF, not using a {} block but an ENDIF keyword
- () parenthesis on conditions optional
- Any number of the ELSEIF clause
- ELIF, ELSIF and ELSEIF accepted







## Control structures, looping

WHILE (condition) statement-list ENDWHILE label

FOR init; condition; iterator statement-list ENDFOR label

DO label Statement-list UNTIL (condition)

- 'C' like, explicit END replaces any {} block
- () parenthesis on conditions optional
- 'break' exits the loop, can take a 'label' too
- 'continue' skips code upto the loop iterator
- Labels are optional







## Control structures, more looping

LOOP Statement-list ENDLOOP

Endless loop, no condition at all

LOOP

EXIT label WHEN (cond1) •

Statement-list

IF (condition2)

Statement-list

break label

**ENDIF** 

Statement-list

EXIT label WHEN (cond3)

**ENDLOOP** label

LOOP with one or more exit conditions at arbitrary positions

Mainly useful when using the LABELS in nested loops:)







#### Command expression substitution

 Transparent, replacing expressions by the result of the expression, when starting with a variable:

```
$ this + 100
```

- Wipe z \$start \$\_d\_cylsize \* 25
- Say You have \$\_parts partitions on \$\_disks disks
- Explicit, enclose in double curly brackets if NOT starting with a variable, or any conflicting syntax:

```
    Restore {{$imgfile}} -P:$partition ; -P conflicting
```

Say we are in: {{getcwd()}}; not a variable







#### Miscellaneous comments

- Keywords are case-insensitive (IF, WHILE)
- Parenthesis on conditions are optional
- Conditions must be on a single line, or use explicit line continuation
- Lines are 'continued' using '\' as last char allowing long expressions to be spread over more than one physical line







#### Miscellaneous comments

- Script syntax is checked BEFORE running any statement, except expressions to be substituted in commands (to be refined :-)
- Single '\$' characters in commands will be left 'as-is' so can be used freely, but when directly followed by any alphabetic a-z/A-Z it could be mistaken for a variable and you need to escape that by doubling the '\$' character as: '\$\$'
- There may be application level mechanisms too, that allow switching variable substitution on/off.
   Would result in better readable commands ...







### Considered improvements

- User defined functions or subroutines
- More/better array and hash variable handling and manipulation (perl like)
- Floating point variables
- Basic file-I/O, read/write text and binary







#### Set default parameters, in named variables

```
;;defaultparam 1 0 ;disk to work on, 0 = auto
;;defaultparam 2 '$0' ;default image name
;;defaultparam 3 2 ;minimum number of disks
;;defaultparam 4 99 ;maximum number of disks
log $0
              ;same as scriptname
stick = $1
simage = $2
dmin = 3
4 = 4
$stickmsg = "bootable multi-ISO, (USB) disk"
```







Check DFSee version and number of disks

```
if $ version >= 1000
 if ($ disks >= $dmin) && ($ disks <= $dmax)
  ; ... do the real work ...
 else
  confirm Need $dmin to $dmax disks, got: $ disks
 endif
else
 confirm Script needs DFSee 10.x (this is $ version)
endif
```







Get size + number smallest accessible disk (taken from the DFSUSB32.DFS script)







#### ;Create a FAT32 partition on a memory stick

```
cr -d:$stick pri fat32 -M -o -L:"-v:Sdata -p:Stick2 -I:*"
if $ rc == 0
 'format' -f:32 -v:DfStickdata
 if $ rc == 0
  lvm -n:DFSeeUSBStickBIG -d:$stick
  $exitmsg = FAT32 created and formatted."
 else
  $exitmsg = Create FAT32 partition failed!"
 endif
endif
part -d:$stick
```







#### Example - recovery script core

```
confirm -y Recreate $parts partitions on disk $work
if $ rc == 0
 $done = 0
 while (1); single pass, allow break from section
   ; ... multiple recovery sections here (see next slide)
   break
 endwhile
 part -d -n
 if $done == $parts
  confirm $done partitions done~Press a key to exit
 endif
else
 confirm Recovery canceled by user
endif
```







#### Example - recovery script section

```
;add one section for every partition, with specific message
cr pri bmgr 1 -a:0,c -F -I-
if $ rc == 0
 $done++
else
 confirm Create partition $done +1 failed $abortmsg
 break
endif
cr log hpfs 2000 -at:6001,c -L:"-v:eCS -p:Boot -I:C -menu"
if $ rc == 0
 $done++
else
 confirm Create partition $done +1 failed $abortmsg
 break
endif
```





## TxWin enhanced scripting

# Questions?





