PYRUSH USER GUIDE

Written By: Andrew Knickman

COSC 439 Project

Set Up

Setting up Pyrush is only a matter of pulling the code from the Git repository (https://github.com/andrew-knickman/pyrush/blob/master/pyrush.c) and then compiling and running the program.

1. Compile the Pyrush shell (pyrush.c) in a Linux operating system with the following command:

   ```
   gcc -o pyrush pyrush.c -lreadline
   ```

2. Then, run Pyrush in the system console with the following command:

   ```
   ./pyrush
   ```

Built-In Commands

Pyrush features a number of built-in commands that are passed with Papyrus syntax. The following is a list of functions, their associated commands in the command console and their formatting, the variants of those commands, and a short description of their effect.

1. pyrushCOC
   Command: Debug.CenterOnCell() /directory
   Changes the user's current working directory
2. pyrushHelp
   Command: Help
   Returns a list of Pyrush commands and links to a Creation Engine reference page.
3. pyrushQQQ
   Command: QuitGame
   Exits the Pyrush shell.
4. pyrushMoveTo
   Command: Ref.MoveTo() file.txt /dir
   Command: Ref.MoveTo() file.txt filecopy.txt
   Moves the file to a new directory or copies that file in the current directory.
5. pyrushTime
   Command: GetCurrentTime
   Returns the current system date and time.
6. pyrushGetPlayer
   Command: GetPlayer()
   Returns the system user name.
7. pyrushGetLoc
   Command: GetCurrentLocation()
   Returns a list of files and directories in the current working directory.

8. pyrushGetCell
   Command: GetParentCell()
   Returns the current working directory of the user.
9. pyrushEquip
   Command: EquipItem() r file.txt
   Reads the contents of a file
   Command: EquipItem() w file.txt text
   Writes user text to a file

Running User Commands

Pyrush is also capable of running user programs as one would in a normal Linux system.

1. Compile user programs as one typically would in a Linux system:
   `gcc -o program program.c`
2. Run programs in the Linux system style as well:
   `./program`