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Replacement for system.Exec()

Crisp quick guide to replacing the undocumented system.Exec()

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The system.Exec() command can be used to call system functions from HomeMatic scripts. However, this has a number of disadvantages:



- the command is not officially supported and not documented
- the logic layer of the 3. CCU remains in place until the called program has been executed
- Repeated calls and long program durations lead to the CCU becoming unstable: programs are no longer executed, the user interface no longer reacts or similar

The CUx daemon offers an alternative function for executing system commands. The corresponding system device must be installed for this, as described **here** . Then the *system.Exec()* function can be replaced.

The virtual device (like the entire CUx daemon in general) offers many more functions than I present here. At this point, however, it should only be about the simplest possible replacement of system. Exec().

Calling a command without feedback

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```
select / copy entire script
dom.GetObject("CUxD.CUX2801001:4.CMD EXEC").State ("ether-wake 00:00
```

The CCU accesses the fourth virtual channel of the *Exec* device and issues a command via the data point CMD EXEC. In this case, ether-wake is executed. The script does not wait for the program to end, but continues execution immediately.

The command can also be written directly into the data point in a WebUI program, like I did with my Etherwake program.

Evaluation of a console output

Of course, commands that are executed at the system level can also return information. You can evaluate them.

In the following script, a command is executed and the result is written to a variable:

```
select / copy entire script
dom.GetObject("CUxD.CUX2801001:2.CMD_SETS").State("uptime");
dom.GetObject("CUxD.CUX2801001:2.CMD_QUERY_RET").State(1);
var x = dom.GetObject("CUxD.CUX2801001:2.CMD_RETS").State();
```

I am addressing the second channel of my virtual CUxD device here.

line 1 The command to be executed is specified by writing it to the data point CMD SETS, here *uptime* .

line 2 If CMD QUERY RET is set to 1, the output can then be queried with CMD RETS.

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the result returned - but only if CMD QUERY_RET was previously set to 1

Script execution on the CCU will wait for the command to complete. So you should make sure that you only use this function if it doesn't run for too long.

I slap my script into the **script parser** and actually get the expected result.

```
Ausgabe:
            "x": "00:21:54 up 12:13, load average: 0.39, 0.33, 0.36",
            'httpUserAgent":
```

Here is what the uptime is all about.

Asynchronous evaluation of the exit code

With the CUxD you can have a program run by a script, which in turn starts another program when it is finished.



The command is started in the first program.

CMD SETS

Here, too, the command to be executed is first saved in CMD SETS.

key press briefly



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The virtual device also offers a long button press. The command that would be executed with a long keypress would have to be written in CMD SETL.

When the command triggered by the first program has completed, its exit code is written to CMD RETS (CMD RETL on a long key press). The second program can respond to this: When CMD RETS is updated, the command is complete.



Here I'm checking if the command from the first program ran without errors (exit code 0 means no error occurred). How to use this feature to automatically determine presence is here.

At this point you can see the different behavior of CMD RETS:

- In any case, the program to be executed must be in *CMD SETS*.
- If CMD QUERY RET was set to 1 within the last 10 seconds, the program is executed with CMD RETS and the output is returned.
- If CMD QUERY RET was not set to 1, the short keystroke must be executed to run the program . After that, CMD RETS contains the exit code.

The same applies to CMD SETL, CMD RETL and the long keystroke.



