

ooRexxTry.rxj

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ooRexxTry.rxj is based on ooRexxTry.rex by Lee Peedin and is part of the BSF4ooRexx distribution. It features several enhancements to the original ooRexxTry and leverages Java technology. Hence, ooRexxTry.rxj can be run virtually on every platform!

No need for command prompt

Just provide keyboard input at the “Input” area on the GUI which is automatically focused when waiting for input. Complete such keyboard input by pressing the ENTER key just as you would do when using the command prompt.

Output from “say”, “charout” and “lineout” instructions is appended to the “Output/Says” area while all error data (including tracing protocols) is redirected to the “Errors/Information” area on the GUI.

Extensions

Previously run code is stored with a time stamp in a **history** which is displayed at a respective dialog. Click “Get History” (or press ALT-H on Windows) to open the history dialog and select a code item to retrieve it to the “Code” area. The size of the history can be adjusted at any time via Settings -> Set History Capacity.

The destination streams of the input, output and error **monitor** can be dynamically **switched** by using Settings -> Set Monitors ... This opens up the possibility to read/write from/to files instead of the default GUI areas.

ooRexxTry.rxj listens for **socket connections**. So, a client may connect via socket to remotely provide input to the program and to get output and error data from it. Use Settings -> Socket Config ... to set the host and port and to block or allow inbound and outbound data streams from/to clients.

New fonts are available. Settings -> FontName displays OS-dependent fonts to choose from.

Config Data Management

Configuration data is loaded from ooRexxTry.rc and saved to it. Have a look at Settings -> Current Settings ... or ooRexxTry.rc to see all configuration variables.

Unlike with ooRexxTry.rex, settings adjustments made at runtime are only saved via Settings -> Save Settings.