

Applixware Anyware ELF Reference

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AA_CLIENT_ID@

Returns the client id of the current task

Format id = AA_CLIENT_ID@()

Description Returns the ID number of the *Anyware* client. The client id will increment if more than one client attaches to the same axmain. With *Anyware* Office, each client that logs in launches a new axmain. .

Typically, the client ID starts from 10000. *Anyware* Office reserves a small block of ids for itself.

This macro is designed for use under *Anyware*. Running this macro on *Applixware* returns 0.

AA_CHANNEL_STATS@

Returns activity statistics for the current *Anyware* session

Format info = AA_CHANNEL_STATS@()

Description Returns activity statistics for the current *Anyware* session.

In *Anyware*, a *message* is an internal command (a command code with information) sent from the server to the client or a macro call (name and arguments) sent from the client sent to the server. Even internal information requests from client to server are made using macros.

Information moved from the server to the client is referred as a *write* and information moved from the client to the server is referred as a *read*.

The information returned is in the form of an array. The array contains the following values:

- Bytes written - the number of bytes sent in the last packet. (A *packet* is one or more messages sent in the same write request.)
- Messages written - total count of messages sent so far
- Minimum message written - The size of smallest message
- Maximum message written - The size of the largest message
- Bytes read - the number of bytes in the last packet received from client
- Messages read - total number of messages received from client

- Minimum message read - size of the smallest message received from client
- Maximum message read - size of the largest message received from client

AA_COPY_PASTE_WIZARD@

Brings up the Anyware Clipboard Access Dialog

Format AA_COPY_PASTE_WIZARD@()

Description The *Anyware* Clipboard Access dialog allows you to cut and paste text between *Anyware* and other programs in X-windows and Windows environments.

AA_DOWNLOAD_FILE@

Downloads a file from the Anyware Server to your Browser

Format AA_DOWNLOAD_FILE@(pathname)

Arguments pathname The absolute path name of a file on your server's file system.

Description Downloads a file from the *Anyware* server to your browser. Typically, your browser will launch a dialog box, and ask you to specify the target location of the file.

AA_INFO_MESSAGE_ALL@

Send a message to all users connected to an axmain process

Format AA_INFO_MESSAGE_ALL@(message, is_error)

Arguments message A string representing the message to be displayed in the dialog box. The newline character, \n, may be included in message to display text on multiple lines.

is_error A Boolean. If TRUE (-1), the message box that appears says Error in the window bar. If this value is FALSE, the message box that appears says Info Message in the window bar.

Description Displays a message dialog box with the message you specify on the screen of every user that has an active session with axmain. This message is effectively broadcast to every user attached to the same axmain as the sender. The information message box includes an OK button.

AA_POST_URL@

Displays a URL on the screen in a browser window

Format AA_POST_URL@(url, target_frame)

Arguments url The url to display on the screen.
target_frame The frame in which to display the URL. This is one of the following values:
 _self means show in current frame
 _parent means show in parent frame
 _top means show in top-most frame
 _blank means show in new unnamed frame

Description Displays the target url on the screen, in a browser window. The type of frame is specified in the target_frame argument.

AA_RESET_STATE@

Returns the client id of the current task

Format AA_RESET_STATE@()

Description Resets all of the statistics returned by the AA_CHANNEL_STATS@ macro to zero.

AA_SHOW_HTML@

Displays a file in the Docs directory of the Anyware server

Format AA_SHOW_HTML@(html)

Arguments html The name of a file in the docs directory of the *Anyware* server.

Description Opens a browser window and displays a file in the docs directory of the *Anyware* server. The HTML file name is assumed to be a file in the docs directory.

AA_SHOW_URL@

Displays a URL on the screen in a browser window

Format AA_SHOW_URL@(url)

Arguments url The url to display on the screen.

Description Displays a URL on the screen.