



ORGANISATION EUROPÉENNE POUR LA RECHERCHE NUCLÉAIRE
EUROPEAN ORGANIZATION FOR NUCLEAR RESEARCH
Laboratoire Européen pour la Physique des Particules
European Laboratory for Particle Physics



SCREEN_COPY

Jean-Noël Albert / ALEPH Online

February 1989

Abstract

SCREEN_COPY is a tool for VAX Stations running VWS. This tool enables the user to select the destination for a print (portion) of screen.

Usage

```
$ RUN ALEPH$SYSTEM:SCREEN_COPY
```

Description

SCREEN_COPY displays a menu containing the print destinations for the station and waits for a choice. The user can select one of usual printers, a file, or the default printer †.

The printer names are read from a file, defined by the system logical name SCREEN_COPY_DATA_BASE. It is the responsibility of the system manager to create this file. For example, on the Online cluster, the printers are accessed using print queues. Many of these printers are PostScript printers, and we use a special print symbiont. The printer names are, in fact, queue names.

If the user selects the default destination, this definition remains in use. If the user selects another choice, the programme modifies the print destination and waits. The user can use the Print (portion) of Screen option from the main menu of the station. When he finished its prints, he exists from SCREEN_COPY. SCREEN_COPY resets the print destination to the initial value.

† This is useful when a previous user resets the station parameters, because the print destination is reseted to OPA0.

SCREEN_COPY

Select the Print (portion) of Screen destination

If the user wants to keep the portion of the screen in a file, he uses the *File* option. The file is created in the login directory. The default name is SCREEN_COPY.SXL . The user can modify the file name and file type, but cannot create the file in another directory.

Exemple 1: Select the default destination

```
$ RUN ALEPH$SYSTEM:SCREEN_COPY
```

```
      Select Screen Copy destination
      =====
```

```
Current destination: <NONE>
```

```
Default destination: LWDAQ$FULL_SCREEN
```

```
1 LWDAQ$FULL_SCREEN : Pit 4 - ONLINE Floor :Reduced      - Landscape
2 LWDAQ$TEXT        :                      :Resolution 1x1 - Portrait
3 LWACR$FULL_SCREEN : Pit 4 - Control Room :Reduced      - Landscape
4 LWACR$TEXT        :                      :Resolution 1x1 - Portrait
5 LWONL$FULL_SCREEN : Bldg 2 - Room R-006  :Reduced      - Landscape
6 LWONL$TEXT        :                      :Resolution 1x1 - Portrait
```

```
F : Keep the hard copy in a file
```

```
D : Keep select default destination
```

```
New destination ? D
```

```
The default Print Destination is: LWDAQ$FULL_SCREEN
```

In this case, the definition remains in use.

Exemple 2: Select a printer

```
$ RUN ALEPH$SYSTEM:SCREEN_COPY
```

```
      Select Screen Copy destination
      =====
```

```
Current destination: LWDAQ$FULL_SCREEN
```

```
Default destination: LWDAQ$FULL_SCREEN
```

```
1 LWDAQ$FULL_SCREEN : Pit 4 - ONLINE Floor :Reduced      - Landscape
2 LWDAQ$TEXT        :                      :Resolution 1x1 - Portrait
3 LWACR$FULL_SCREEN : Pit 4 - Control Room :Reduced      - Landscape
4 LWACR$TEXT        :                      :Resolution 1x1 - Portrait
5 LWONL$FULL_SCREEN : Bldg 2 - Room R-006  :Reduced      - Landscape
6 LWONL$TEXT        :                      :Resolution 1x1 - Portrait
```

```
F : Keep the hard copy in a file
```

```
D : Keep select default destination
```

```
New destination ? 5
```

```
The new print destination is: LWONL$FULL_SCREEN
```

When SCREEN_COPY exits, it resets the Print Destination to: LWDAQ\$FULL_SCREEN

If you want to Print (portion) of Screen, select this option, from the main menu, select your portion of screen, and exits.

```
Enter return to EXIT RETURN
```

```
The default Print Destination is: LWDAQ$FULL_SCREEN
```

SCREEN_COPY resets the print destination to the initial value before exiting.

Exemple 3: Capture the screen in a file

```
$ RUN ALEPH$SYSTEM:SCREEN_COPY

          Select Screen Copy destination
          =====

Current destination: LWDAQ$FULL_SCREEN

Default destination: LWDAQ$FULL_SCREEN

1 LWDAQ$FULL_SCREEN  : Pit 4 - ONLINE Floor  :Reduced      - Landscape
2 LWDAQ$TEXT         :                               :Resolution 1x1 - Portrait
3 LWACR$FULL_SCREEN  : Pit 4 - Control Room  :Reduced      - Landscape
4 LWACR$TEXT         :                               :Resolution 1x1 - Portrait
5 LWONL$FULL_SCREEN  : Bldg 2 - Room R-006   :Reduced      - Landscape
6 LWONL$TEXT         :                               :Resolution 1x1 - Portrait

F : Keep the hard copy in a file
D : Keep select default destination

New destination ? F
The default file destination is DISK$GENERAL:[ALBERT]SCREEN_COPY.SXL

You can change the name and the type, but not the directory.
Enter the new name TEST
The new print destination is: DISK$GENERAL:[ALBERT]TEST.SXL

When SCREEN_COPY exits, it resets the Print Destination to: LWDAQ$FULL_SCREEN
If you want to Print (portion) of Screen, select this option,
from the main menu, select your portion of screen, and exits.

Enter return to EXIT RETURN
The default Print Destination is: LWDAQ$FULL_SCREEN
```

Installation

Privileges

This tool modifies the logical name *UIS\$PRINT_DESTINATION*. This logical name is defined in the system table, in executive mode. So, the required privileges are *SYSNAM* and *CMEEXEC*.

Environment

SCREEN_COPY searches the standard destinations from the file defined by the system logical name *SCREEN_COPY_DATA_BASE*.

```
$ DEFINE /SYSTEM SCREEN_COPY_DATA_BASE -
          ALEPH$SYSTEM:ALOW15_SCREEN_COPY.DAT
```

This file must be readable by all users.

```
$ SET FILE/PROTECTION=(G:R, W:R) SCREEN_COPY_DATA_BASE
```

For a general use, the tool can be installed with the required privileges, using the following command:

```
$ INSTALL ADD ALEPH$SYSTEM:SCREEN_COPY.EXE/PRIVILEGES=(CMEEXEC, SYSNAM )
```

The default destination is defined using the system logical name *SCREEN_COPY_DEFAULT*.

```
$ DEFINE /SYSTEM SCREEN_COPY_DEFAULT LWONL$FULL_SCREEN
```

SCREEN_COPY

Select the Print (portion) of Screen destination

Startup file

The file SCREEN_COPY_STARTUP.COM is provided to setup the requirements for this tool when a station reboots.

```
$!++
$!NAME
$!          SCREEN_COPY_STARTUP.COM
$!
$!ABSTRACT
$!  Install the SCREEN_COPY utility.
$!
$!USAGE
$!  At the startup time.
$!
$!DESCRIPTION
$!  SCREEN_COPY is a tool to modify the screen (portion) of screen destination
$!  of the VAX Station. This tool is copyied in ALEPH$SYSTEM. It uses a
$!  definition file, copyied in the same directory. This file is accessed using
$!  the system logical name SCREEN_COPY_DATA_BASE.
$!
$!  SCREEN_COPY requests the privileges CMEXEC and SYSNAM. For a general use,
$!  it must be installed.
$!
$!  SCREEN_COPY_STARTUP searchs two data bases. The first is the node
$!  specific data base. This name must be:
$!          <NODE>_SCREEN_COPY.DAT
$!  If this file does not exist, SCREEN_COPY_STARTUP searchs a general data
$!  base named SCREEN_COPY.DAT.
$!  These files are searched in ALEPH$SYSTEM:
$!
$!RESTRICTION
$!  This is a privileged tool.
$!
$!CREATION
$!  11 Feb 1989 : JNA
$!
$!MODIFICATION
$!
$!--
$  msg = "WRITE SYSS$OUTPUT"
$!
$!  Check if the image is at the righth place
$!
$  if f$search ("ALEPH$SYSTEM:SCREEN_COPY.EXE") .eqs. ""
$  then
$    MSG "%SCREEN_COPY_STARTUP: SCREEN_COPY.EXE is not found in ALEPH$SYSTEM"
$    exit
$  endif
$!
$!  Search the data bases
$!
$  node = f$getsysi("NODENAME")
$  db = f$search("ALEPH$SYSTEM:''node'_SCREEN_COPY.DAT")
$  if db .eqs. "" then $  db = f$search("ALEPH$SYSTEM:SCREEN_COPY.DAT")
$  if db .eqs. ""
$  then
$    MSG "%SCREEN_COPY_STARTUP: Data bases are not found in ALEPH$SYSTEM"
$    exit
$  endif
$!
$!  Define the logical name
$!
$  define/system SCREEN_COPY_DATA_BASE 'db'
$!
$!
```

SCREEN_COPY
Select the Print (portion) of Screen destination

```
$! Install the tool
$!
$  install add ALEPH$SYSTEM:SCREEN_COPY.EXE /PRIVILEGES=(SYSNAM,CMEXEC)
$!
$  exit
```

Acknowledgements

Lee Sawyer has been my victim during the tests of this programme. He translated this paper in real english.