

DDE Commands within RxView and RxHighlight R6

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Introduction

RxView is capable of handling DDE commands from other applications. This document describes the DDE capabilities of RxView.

DDE and Plugins

If RxView does not recognize a DDE command, it will send the command further to any plugins that may be included in the RxView application. If a plugin then recognizes the DDE command it will perform the instruction; if no plugin recognizes the command then the command will be ignored.

DDE Server

RxHighlight registers itself as a DDE server with the service name **RxView**. The DDE client can send commands to RxView using the **DDE Execute** command, and can request information from RxView using the **DDE Request** command. When the client application sends an **execute** or **request** command, it must provide two strings (**topic** and **item**) with the command. The topic string must be one of the following eight topics:

File
Print
Zoom
Pan
Set
Get
Draw
System

Item

The **item** string has the following syntax: "**command**[**value**]".

The command part of the string is a set of predefined commands.

The command may optionally be followed by a value string enclosed in square brackets.

Depending on the command, the value itself may be a name string such as a filename or a set of values separated by commas.

RxView Commands

DDE Activate

Activate an Opened file.

Topic: **File**
Item: Activate[filename]

DDE Cascade

Cascade all image windows.

Topic: **System**
Item: Cascade[]

DDE Close

Close active file.

Topic: **File**
Item: Close[]

DDE Exit

Force RxHighlight to exit.

Topic: **System**

Item: **Exit[]**

DDE Get Active File

Get the name of active file.

Topic: **File**

Item: **Active[]**

Result string: Path and name of currently active file.

DDE Get Display Position

Get current display position of active file.

Topic: **Get**

Item: **DspPos[]**

Result string l,t

Where: l = the leftmost displayed position of the active file.

t = the topmost displayed position of the active file.

DDE Get Displayed Page Number

Get current displayed page number of active file.

Topic: **Get**

Item: **DspPage[]**

Result string p

Where: p = the current displayed page no. (0-based).

DDE Get First File

Get the name of first loaded file.

Topic: **File**

Item: **First[]**

Result string Path and name of first loaded file.

DDE Get Next File

Get the name of next loaded file.

Topic: **File**

Item: **Next[]**

Result string Path and name of next loaded file if any.

DDE Get Rotation

Get current rotation of active file.

Topic: **Get**

Item: **DspRot[]**

Result string a

Where: a = the current rotation angle (0, 90, 180 or 270).

DDE Get Scaling

Get current scaling of active file.

Topic: **Get**

Item: **DspScale[]**

Result string s

Where: s = the current scaling (1 = unscaled, 1.5 = 50% up).

DDE Get Signature

Get User Signature.

Topic: **Get**

Item: **Sign[]**

Result string Signature of current user.

DDE Get Size

Get size (in dots) of active file.

Topic: **File**

Item: **Size[]**

Result string w,h

Where: w = width extent of active file.

 h = height extent of active file.

DDE Get Type

Get the type of active file.

Topic: **File**

Item: **Type[]**

Result string t

Where: t = one of the following values:

 1 = color picture.

 2 = monochrome raster.

 4 = vector drawing.

 8 = document.

 16 = spreadsheet.

 32 = hybrid.

DDE Get no of Pages

Get no. of pages in active file.

Topic: **Get**

Item: **Pages[]**

Result string No of pages in active file.

DDE Maximize

Maximize RxHighlight.

Topic: **System**

Item: **Maximize[]**

DDE Minimize

Minimize RxHighlight.

Topic: **System**

Item: **Hide[]**

DDE Open

Open a file for viewing/redlining.

Topic: **File**

Item: **Open[filename]**

DDE Pan to Bottom Left

Pan active file to bottom left corner.

Topic: **Pan**

Item: **BottomLeft[]**

DDE Pan to Bottom Right

Pan active file to bottom right corner.

Topic: **Pan**

Item: **BottomRight[]**

DDE Pan to Center

Pan active file to center.

Topic: **Pan**

Item: **Centre[]**

DDE Pan to Page

Pan active file to a page no.

Topic: **Pan**

Item: **Page[pageno]**

Where: pageno is the (0-based) page number to pan to.

DDE Pan to Position

Pan active file to a top/left display position.

Topic: **Pan**

Item: **DspPos[l,t]**

Where: l = leftmost display position.

 t = topmost display position.

DDE Pan to Top Left

Pan active file to top left corner.

Topic: **Pan**

Item: **TopLeft[]**

DDE Pan to Top Right

Pan active file to top right corner.

Topic: **Pan**

Item: **TopRight[]**

DDE Print Current

Print current displayed portion.

Topic: **Print**

Item: **Current[filename]**

If no filename is specified within the topic brackets, the active file is printed.

DDE Print All

Print file (all pages scaled to fit paper).

Topic: **Print**

Item: **[filename]**

If no filename is specified within the topic brackets, the active file is printed.

DDE Print Page

Print file (current page scaled to fit paper).

Topic: **Print**

Item: **Page[pageno]**

Where: pageno = the (0-based) page number to be printed.

If no filename is specified within the topic brackets, the active file is printed.

DDE Rename

Rename caption of active file.

Topic: **File**

Item: **Name[name]**

DDE Restore

Restore (from minimize) RxHighlight.

Topic: **System**

Item: **Show[]**

DDE Rotate File

Rotate current page of active file.

Topic: **Set**

Item: **DspRot[v]**

Where: v = rotation angle.

Only the values 0, 90, 180 and 270 are accepted.

DDE Set Signature

Set user signature.

Topic: **Set**

Item: **Sign[name]**

DDE Tile

Tile all image windows.

Topic: **System**

Item: **Tile[]**

DDE Zoom

Zoom active file to scale 1 to 1.

Topic: **Zoom**

Item: **Scaled[x]**

Where: x = scaling factor.

1 = unscaled.

1.5 = zoomed in 50 %.

0.5 = zoomed out 50%.

DDE Zoom 1 to 1

Zoom active file to scale 1 to 1.

Topic: **Zoom**

Item: **Unscaled[]**

DDE Zoom All

Zoom active file to fit paper.

Topic: **Zoom**

Item: **[]**

DDE Zoom Up

Zoom active file 50% up.

Topic: **Zoom**

Item: **Up[]**

DDE Zoom Down

Zoom active file 50% down.

Topic: **Zoom**

Item: **Down[]**

DDE Zoom Width

Zoom active file to fit paper width.

Topic: **Zoom**

Item: **Width[]**

RxHighlight Commands

DDE Colors

A draw command color index is a reference to the RxHighlight color table as follows:

Index	Color:
0	Red
1	Green
2	Blue
3	Yellow
4	Magenta
5	Cyan
6	Dark Red
7	Dark Green
8	Dark Blue
9	Dark Yellow
10	Dark Magenta
11	Dark Cyan
12	Black
13	White

Note RxHighlight can now use any color as the comment and layer color.

Old DDE calls using color indexes will still work, but new functions using true color have been added.

DDE Flush

Use this command to force a screen update.

Flush DDE Draw

Topic: **Draw**
Item: **Flush[]**

DDE Font

Set the desired text font to be used in DDE StringDDE_String commands.

Topic: **Draw**
Item: **Font[height,width,.....,facename]**

I.e. all members of a Windows LOGFONT structure.

Height
Width
Escapement
Orientation
Weight
Italic
Underline
StrikeOut

CharSet
OutPrecision
ClipPrecision
Quality
PitchAndFamily
FaceName

DDE Line

Draw a line.

Topic: **Draw**
Item: **Line[linewidth,color,startx,starty,endx,endy]**
Where: linewidth = the line width of an outlined oval.
color = one of the DDE draw colors.
startx,starty = the line start coordinates.
endx,endy = the line end coordinates.

Note Drawing on the screen on top of the viewed file has nothing to do with commenting, and the drawn objects will be lost when the user closes the file.

Note RxHighlight can now use any color as the draw color.

To draw with a color other than the standard indexed colors, use the new function below:

Topic: **Draw**
Item: **NewLine[linewidth,r,g,b,startx,starty,endx,endy]**
Where: linewidth = the line width of an outlined oval.
r = red component of the draw color (0-255).
g = green component of the draw color (0-255).
b = blue component of the draw color (0-255).
startx,starty = the line start coordinates.
endx,endy = the line end coordinates.

DDE Marker

Set marker draw mode on or off.

Topic: **Draw**
Item: **Marker[state]**
Where: state = 0 set marker mode off.
state = 1 set marker mode on.

Note Marker mode is default off. DDE marker mode gives the same effect as described for comment marker modeDRAW_ICON_Marker_on_off.

DDE Oval

Draw an oval.

Topic: **Draw**
Item: **Oval[linewidth,color,filled,left,top,right,bottom]**
Where: linewidth = the line width of an outlined oval.
color = one of the DDE draw colorsDDE_Colors.
filled = 0 means outlined oval.
filled = 1 means filled oval.
left,top,right,bottom = the enclosing oval coordinates.

Note Drawing on the screen on top of the viewed file has nothing to do with commenting, and the drawn objects will be lost when the user closes the file.

Note RxHighlight can now use any draw color.

To draw with a color other than the standard indexed colors, use the new function below:

Draw an oval

Topic: **Draw**
Item: **NewOval[linewidth,r,g,b,filled,left,top,right,bottom]**
Where: linewidth = the line width of an outlined oval.
r = red component of the draw color (0-255).
g = green component of the draw color (0-255).
b = blue component of the draw color (0-255).
filled = 0 means outlined oval.
filled = 1 means filled oval.
left,top,right,bottom = the enclosing oval coordinates.

DDE Rectangle

Draw a rectangle.

Topic: **Draw**
Item: **Rect[linewidth,color,filled,left,top,right,bottom]**
Where: linewidth = the line width of an outlined rectangle.
color = one of the DDE draw colorsDDE_Colors.
filled = 0 means outlined rectangle.
filled = 1 means filled rectangle.
left,top,right,bottom = the enclosing rectangle coordinates.

Note Drawing on the screen on top of the viewed file has nothing to do with commenting, and the drawn objects will be lost when the user closes the file.

Note RxHighlight can now use any draw color.

To draw with a color other than the standard indexed colors, use the new function below:

Draw a rectangle.

Topic: **Draw**
Item: **NewRect[linewidth,r,g,b,filled,left,top,right,bottom]**
Where: linewidth = the line width of an outlined rectangle.
r = red component of the draw color (0-255).
g = green component of the draw color (0-255).
b = blue component of the draw color (0-255).
filled = 0 means outlined rectangle.
filled = 1 means filled rectangle.
left,top,right,bottom = the enclosing rectangle coordinates.

DDE Relative Draw

Set relative drawing mode on or off.

Topic: **Draw**
Item: **Relative[state,width,height]**
Where: state = 0 sets marker mode off.
state = 1 sets marker mode on.
width = the relative width of active file.
height = the relative height of active file.

Note Relative drawing mode is default off.

Example If you set Relative Drawing Mode to On and set the width and height to 100, a draw line commandDDE_Line with start coordinates 0,0 and end coordinates 100,100 will draw a diagonal line across the entire displayed file page irrespective of the real size of the page.

DDE Save

Save Comments for all files.

Topic: **File**
Item: **Save[]**

DDE String

Draw string.

Topic: **Draw**
Item: **String[color,rotation,left,top,string]**
Where: color = One of the DDE draw colors.
rotation = 0-359 clockwise.
left,top = the upper left start coordinates of the text draw position.
string = the string to draw.

The string is drawn using the current font.

Note Drawing on the screen on top of the viewed file has nothing to do with commenting, and any drawn objects will be lost when the user closes the file.

Note RxHighlight can now use any color as the draw color.

To draw with a color other than the standard indexed colors, use the new function below:

Draw string

Topic: **Draw**
Item: **NewString[r,g,b,rotation,left,top,string]**
Where: r = red component of the draw color (0-255).
g = green component of the draw color (0-255).

b = blue component of the draw color (0-255).

rotation = 0-359 clockwise.

left,top = the upper left start coordinates of the text draw position.

string = the string to draw.

The string is drawn using the current font.