

Subject: : Odyssey

Topic: : fastfix for 1.23

Re: fastfix for 1.23

Author: : kas1e

Date: : 2014/4/21 7:41:15

URL:

@all

New beta then:

<http://www.sendspace.com/file/km3s26>

What new:

- default useragent have "Macintosh" back now (as on morphos), instead of "Amiga" (which we previously change in hope to be "more teh omg true"), so some sites (like google.com) will not switch you to mobile modes now, and you have no needs to setup manually user-agent envs.

- ringhio notification support with fancy icon image (so not flat/empty look).

- support now and URLOpen and OpenURL. As URLOpen come with os by default, that will be first one in use (so you will have all those launcher-windowses, etc). And if you still want openurl by any of reasons (arexx support and co), you can or just rename DEVS:Dosdrivers/URL to something else (so openurl will be in use), or do redirection to openurl from urlopen as xenix do: setup URL prefs set to pass the URL to OpenURL instead of a browser like this: C:OpenURL "URL=\*"http://%s\*"

Btw, if you for example have some apps (old one for example) which support only openurl, but you want inbuild os4 urlopen, then you can setup redirection in openurl prefs to urlopen instead , so you will always have that launcher-window and all will looks clean and the same (tested, and it works).

You may want also add some arexx functionality to URLOpen (to have open webpages in new tabs, or to write mails without running new instance of yam or simplemail, etc), so you just can follow that way:

**---mailto---**

**simplemail:**

client name: simplemail

client path: rexx:simplemail

commandline format: "MAILTO=%s"

and rexx:simplemail script will be:

```
/*
 * SimpleMail mailto: script for URLOpen
 *
 * Check if simplemail already running, and:
 *
 * -- if not running, run new instance of simplemail and create mail
 * -- if running, not run new instance of simplemail, just create mail in current one
 */
```

```
parse arg incomingbuffer
```

```
if ~show('PORTS','SIMPLEMAIL.1') then do
address command 'APPDIR:simplemail' incomingbuffer
end
else do
address SIMPLEMAIL.1
MAILWRITE incomingbuffer
end
```

## YAM

**WARNING, YAM SCRIPT DONE FOR BETA URLOpen I USE NOW, THE WAY PARSING OF INCOMING BUFFER DONE SHOULD BE DONE FOR PUBLIC ONE DIFFERENT (minimal changes, just split mailto/subject pieces correctly to make it works on public launcher-handler)**

```
client name: YAM
client path: rexx:yam
commandline format: "MAILTO=%s"
(i.e. the same as for simplemail)
```

```
and rexx:yam:
```

```
/*
 * YAM mailto: script for URLOpen
 *
 * WARNING : launch-handler 53.38 need it for correct parsing
 *
 * Check if YAM already running, and:
 *
 * -- if not running, run new instance of YAM and create mail
 * -- if running, not run new instance of YAM, just create mail in current one
 */
```

```
parse arg incomingbuffer 'MAILTO=' mailto ' Subject=' subject ''
```

```

if ~show('PORTS','YAM') then do
address command 'APPDIR:YAM' 'MAILTO='mailto' 'Subject='subject''
end
else do
address YAM
'Show'
'MailWrite'
'WriteMailTo "'|mailto|"'
'WriteSubject "'|subject|"'
end

```

---http--- (the same for https/file/www, just change http on what you need)

## Odyssey

```

client name: Odyssey
client path: rexx:odyssey
commandline format: "*"http://%s*"

```

and rexx:odyssey will be:

```

/*
* Odyssey's http/https/www/file script for URLOpen
*
* Check if Odyssey already running, and:
*
* -- if not running, run new instance of Odyssey with given url
* -- if running, not run new instance of Odyssey, just create new tab with given url
*/

```

```

parse arg url

```

```

if ~show('PORTS','ODYSSEY.1') then do
address command 'APPDIR:Odyssey' url
end
else do
address ODYSSEY.1
OPEN NAME url NEWPAGE
end

```

Of course mailto settings will cover all your system, that not only related to odyssey, so from any browser you will handle them nice by that. And odyssey script to cover all http/https/file/etc can be reused with minimal changes for any other browsers. Probably for TW will be need to write another script, python based or something, but logic will be the same: check if , then, if not, then.