

Subject: : Dopus 5

Topic: : Resolving issues

Re: Resolving issues

Author: : xenic

Date: : 2015/11/20 18:15:38

URL:

@Severin

Quote:

Could a 'Debug' flag be added to the function editor to stop Dopus(RT)5 from deleting the script in T:? This would be very useful so the user can see exactly what dopus5 is actually doing.

The current version of DopusRT5 doesn't execute or delete scripts. Scripts are launched by a function in the program itself. The launching function deletes the script if it can and there is a janitor function in Dopus5 that operates on a timer to clean up scripts and temp files. I don't have time to alter the config and launching function right now but I can tell you how I check the scripts:

1. Run a copy of Dopus4 and open T: in one window and RAM: in the other.
2. In the Dopus5 function editor add the AmigaDOS command "Wait 10" below the command you want to check.
3. Execute the command using the menu or button it's assigned to.
4. Switch to DOpus4 and copy the script from T: to RAM: