

## TaskBrowser HELP

This document contains the same text as the `help` command in the TaskBrowser console.  
See also the official TaskBrowser Component Manual and the Component Builder's Manual.

### [Task Browsing]

To switch to another task, type '`cd <path-to-taskname>`'  
and type '`cd ..`' to go back to the previous task (History size is 20).  
Pressing <tab> multiple times helps you to complete your command.  
It is not mandatory to switch to a task to interact with it, you can type the  
peer-path to the task (dot-separated) and then type command or expression :

```
PeerTask.OtherTask.FinalTask.countTo(3) [enter]
```

Where 'countTo' is a method of 'FinalTask'.

The TaskBrowser starts by default 'In' the current component. In order to watch  
the TaskBrowser itself, type '`leave`' You will notice that it  
has connected to the data ports of the visited component. Use '`enter`' to enter  
the visited component again. The '`cd`' command works transparently in both  
modi.

### [Task Context Info]

To see the contents of a task, type '`ls`'

For a detailed argument list (and helpful info) of the object's methods,  
type the name of one of the listed task objects :

```
this [enter]
```

Command : `bool factor( int number )`

Factor a value into its primes.

number : The number to factor in primes.

Method : `bool isRunning( )`

Is this TaskContext started ?

Method : `bool loadProgram( const& std::string Filename )`

Load an Orocos Program Script from a file.

Filename : An ops file.

...

### [Expressions]

You can evaluate any script expression by merely typing it :

```
1+1 [enter]
```

```
= 2
```

or inspect the status of a program :

```
myProgram.isRunning [enter]
```

```
= false
```

and display the contents of complex data types (vector, array,...) :

```
array(6)
= {0, 0, 0, 0, 0, 0}
```

#### [Changing Attributes and Properties]

To change the value of a Task's attribute, type '`varname = <newvalue>`'

If you provided a correct assignment, the browser will inform you of the success with '`= true`'.

#### [Commands]

A Command is 'sent' to a task, which will process it in its own context (thread).

A command consists of an object, followed by a dot ('.'), the command name, followed by the parameters. An example could be :

```
otherTask.bar.orderBeers("Palm", 5) [enter]
```

The prompt will inform you about the status of the last command you entered.

It is allowed to enter a new command while the previous is still busy.

#### [Methods]

Methods 'look' the same as commands, but they are evaluated immediately and print the result. An example could be :

```
someTask.bar.getNumberOfBeers("Palm") [enter]
= 99
```

#### [Events]

Events behave as methods, they are emitted immediately.

An example emitting an event :

```
someTask.notifyUserState("Drunk") [enter]
= (void)
```

#### [Program and StateMachine Scripts]

To load a program script from local disc, type '`.loadProgram <filename>`'

To load a state machine script from local disc, type '`.loadStateMachine <filename>`'  
( notice the starting dot '.' )

Likewise, '`.loadProgram <ProgramName>`' and '`.unloadStateMachine <StateMachineName>`' are available (notice it is the program's name, not the filename).

You can use '`ls progname`'

to see the programs commands, methods and variables. You can manipulate each one of these, as if the program is a Task itself (see all items above).

To print a program or state machine listing, use '`list progname [linenumber]`'

to list the contents of the current program lines being executed,  
or 10 lines before or after <linenumber>. When only '`list [n]`'

is typed, 20 lines of the last listed program are printed from line <n> on

( default : list next 20 lines after previous list ).

To trace a program or state machine listing, use `'trace [progrname]'` this will cause the TaskBrowser to list the contents of a traced program, each time the line number of the traced program changes.

Disable tracing with `'untrace [progrname]'`

If no arguments are given to `'trace'` and `'untrace'`, it applies to all programs.

A status character shows which line is being executed.

For programs : 'E':Error, 'S':Stopped, 'R':Running, 'P':Paused

For state machines : <the same as programs> + 'A':Active, 'I':Inactive

#### [Changing Colors]

You can inform the TaskBrowser of your background color by typing `'dark'`, `'light'`, or `'nocolors'` to increase readability.

#### [Macro Recording / Command line history]

You can browse the commandline history by using the up-arrow key or press 'Ctrl r' and a search term. Hit enter to execute the current searched command.

Macros can be recorded using the `'record 'macro-name''` command.

You can cancel the recording by typing `'cancel'`.

You can save and load the macro by typing `'end'`. The macro becomes available as a command with name 'macro-name' in the current TaskContext.

While you enter the macro, it is not executed, as you must use scripting syntax which may use loop or conditional statements, variables etc.

#### [Connecting Ports]

You can instruct the TaskBrowser to connect to the ports of the current Peer by typing `'connect [port-name]'`, which will temporarily create connections to all ports if [port-name] is omitted or to the specified port otherwise.

The TaskBrowser disconnects these ports when it visits another component, but the created connection objects remain in place (this is more or less a bug)!