

EMAIL\$, WWW\$, WWW2\$ and IMAGE\$

1. Introduction

This document describes several new sub-routines that interface with low-level GUI-1 functions to provide additional functionality to 32-bit programs:

WWW\$	allows an Internet browser to be launched, passing the name of a URL;
WWW2\$	allows an Internet browser to be launched, passing the name of a file on the local PC;
EMAIL\$	allows an email to be sent using the standard Email delivery system;
IMAGE\$	display bitmap image.

These sub-routines are only available with the 32-bit Global Development System. 16-bit versions of these sub-routines are NOT available.

These sub-routines are only available on GSM (Windows NT). Furthermore, their availability depends on the type of client software being used:

GSMWIN32.EXE	Version must be V2.5v, or later. Both routines work with either a GUI TAP (e.g. \$.711) or a textual TAP (e.g. \$.712);
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Furthermore, the following options must be enabled in the [miscellaneous] section of the GSMWIN32.INI file:

MAPIInterface=On
WebBrowser=<pathname of browser e.g. IE>

GLOBAL.EXE	Precise version not known at the time of writing (although the GUI module version must be V2.5v, or later). Both routines work with either a GUI TAP (e.g. \$.711) or a textual TAP (e.g. \$.712);
GLCONS.EXE	Will be supported in a future version. Details unavailable at the time of writing.

GSMCONS.EXE Will be supported in a future version. Details unavailable at the time of writing.

2. EMAIL\$ - Send an Email message

This routine is called as follows:

CALL EMAIL\$ USING *st mode*

Where *mode* is a PIC 9(4) COMP or literal with the following values:

- 0 Always display an email dialogue box
- 1 Do not display email dialogue box under normal conditions (i.e. only display an email dialogue box if a mandatory parameter is absent)

and *st* is defined as follows:

01	ST		
02	STSUB OCCURS 10		* Up to 10 recipients
03	STRLEN	PIC 9(4) COMP	* Length of each recipient
03	STRPTR	PIC PTR	* Pointer to recipient text
02	STSLEN	PIC 9(4) COMP	* Length of subject text
02	STSPTR	PIC PTR	* Pointer to subject text
02	STTLEN	PIC 9(4) COMP	* Length of text block
02	STTPTR	PIC PTR	* Pointer to text block
02	STATT OCCURS 20		* List of up to 20 attachments
03	STALEN	PIC 9(4) COMP	* Length of attachment
03	STAPTR	PIC PTR	* Pointer to attachment pathname
02	STCCS OCCURS 10		* List of up to 10 CC's
03	STCLEN	PIC 9(4) COMP	* Length of CC recipient
03	STCPTR	PIC PTR	* Pointer to CC recipient text
02	STBCCS OCCURS 10		* List of up to 10 BCC's
03	STBLEN	PIC 9(4) COMP	* Length of BCC recipient
03	STBPTR	PIC PTR	* Pointer to BCC recipient text

2. WWW\$ - Invoke an Internet browser

This routine is called as follows:

CALL WWW\$ USING *st*

Where *st* is defined as follows:

01	ST		
02	STLEN	PIC 9(4) COMP	* Length of URL string
02	STPTR	PIC PTR	* Pointer to URL string
			* (e.g. www.global3000.com)

3. WWW2\$ - Invoke an Internet browser

This routine is called as follows:

CALL WWW2\$ USING *st*

Where *st* is defined as follows:

01	ST		
02	STLEN	PIC 9(4) COMP	* Length of filename
02	STURL	PIC PTR	* Pointer to filename

The location of the filename is determined by GUI-1 based on the following order of precedence:

- The Windows directory specified by the "LocalTempDirectory" INI file setting;
- The Windows directory specified by the TEMP environment variable;
- The "current" GUI directory.

4. IMAGE\$ - Display bitmap image file

This routine is called as follows:

CALL IMAGE\$ USING *st*

Where *st* is defined as follows:

01	ST		
02	STLEN	PIC 9(4) COMP	* Length of image filename
02	STURL	PIC PTR	* Pointer to path of image file
			* (e.g. d:\xxx\image.jpg)