

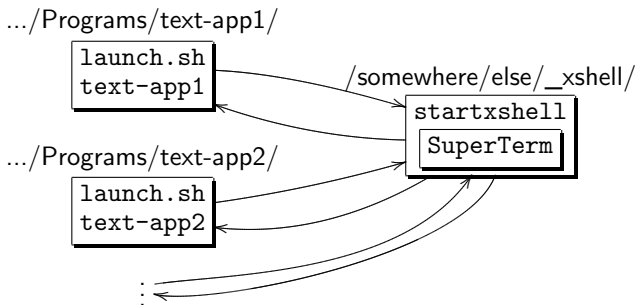


Q: How does it work, in short?

A: Each text-based application comes bundled with the `xshell` launcher script. When run, this launcher script locates and connects up with the `xshell` base installation, containing `mrxvt`. Then `startxshell` launches our text-based application in a `mrxvt` window.

Q: What are the advantages of this approach?

- A:
1. Multiple applications share the same terminal program. This prevents wasting space. The terminal program can be moved to a different location.
  2. It's possible to move `mrxvt` to a different location. It's probably best to keep it in internal memory, but some might prefer to move it onto a card.
  3. Terminal programs other than `mrxvt` could easily be used.
  4. All these changes are possible without reinstalling or reconfiguring the applications.



# Information for developers

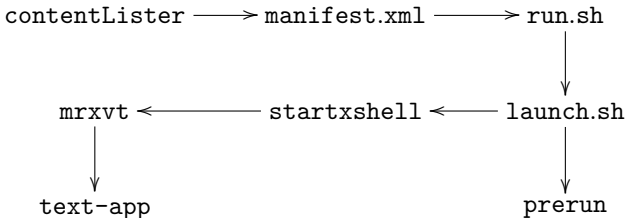
We now elaborate on the oversimplified execution model summarized above.

The typical text-based application will live in a directory containing a `manifest.xml`, a `run.sh`, the application (which we shall call `text-app`) together with its supporting libraries, and a copy of the `launch.sh` script from `xshell`.

The `xshell` directory (typically named `_xshell/` to keep it hidden from the `contentLister`) contains `prerun`, `startxshell`, and `mrxvt`.

<code>/usr/local/programs/text-app/</code>	<code>/mnt/free/_xshell/</code>
<code>manifest.xml</code>	<code>prerun</code>
<code>run.sh</code>	<code>startxshell</code>
<code>text-app</code>	<code>mrxvt</code>
<code>launch.sh</code>	

The execution chain is summarized in the diagram below.



The `contentLister` is the menu from which a user selects an application. When the user selects the menu option corresponding to `text-app`, the `contentLister` executes `manifest.xml`, which contains the line `<startpage>run.sh</startpage>`, causing `run.sh` to execute.

The typical run.sh will be

```
#!/bin/sh
export scriptdir='/usr/bin/dirname $0'
cd $scriptdir
./launch.sh --execute ./text-app
```

Next, launch.sh locates the `_xshell/` directory. It then runs `startxshell`, passing on the “`--execute ./text-app`” arguments. After setting up the fonts and libraries, `startxshell` calls “`mrxvt -e ./text-app`” finally launching text-app inside of an `mrxvt` window.

## Upgrading launch.sh

Before launch.sh runs `startxshell`, it calls `prerun` with its version number and location. For example, if we are running `launch.sh v0.5.0`, it would execute something like

```
prerun 050 /usr/local/programs/text-app/launch.sh
```

Now suppose we just upgraded to `xshell v0.5.1`, which came with a new `launch.sh v0.5.1`. Our application only has `v0.5.0`. But when we execute `prerun`, it will replace the old `launch.sh` with the new one. When we restart our application, it will run with the new `launch.sh`.

## How launch.sh finds \_xshell/

First, `launch.sh` checks to see if a location was specified by the `--location` argument. If so, it will use that. Otherwise, it will check the

location specified in `/home/root/.xshell`. If this is not valid, it searches `/mnt/free/`, `/usr/local/programs/`, `/mnt/card/`, `/mnt/cf/`, and `/mnt/usb/` for the subdirectories `_xshell/` and `Programs/_xshell/`. It selects the `_xshell/` directory with the highest version number. If no such directory is found, it fails.

**Note** The original search algorithm was to use `find /mnt/x/ -name startxshell`. However, I figured this was a security risk since an attacker might cause an application to create a temporary file named `startxshell`. Since FAT32 defaults to enabling execute permissions, this could lead to arbitrary code execution.

## Command line arguments

`launch.sh`

<code>--help</code>	Displays a summary of these command line arguments
<code>--launcherversion</code>	Prints the version in a human-readable format
<code>--launcherversionnum</code>	Prints the version as a number
<code>--location</code>	Prints the location of <code>_xshell/</code>
<code>--location <i>directory</i></code>	Uses the <code>_xshell/</code> directory in the specified location
<i>arguments</i>	All unrecognized arguments are passed on to <code>startxshell</code>

## startxshell

<code>--help</code> or <code>--xshellhelp</code>	Displays a summary of these command line arguments
<code>--xshellversion</code>	Prints the version in a human-readable format
<code>--xshellversionnum</code>	Prints the version as a number
<code>--terminalinfo</code>	Prints the version of the terminal being used
<code>--execute <i>command</i></code>	Executes the <i>command</i> in the terminal
<code>--hold</code>	Waits for the user to press a key after the program terminates
<code>--working-directory <i>directory</i></code>	Starts the terminal in the specified <i>directory</i>
<code>--passargs <i>arguments</i></code>	Pass all remaining <i>arguments</i> to the terminal program

## Examples

```
launch.sh --hold --execute /sbin/ifconfig
```

This will open a window displaying `ifconfig`. It will remain open until the user presses a key.

```
launch.sh --passargs -title "My terminal"
```

This sets the title of the `mrxt` window.

```
cat 'launch.sh --location'
```

Prints the code for the startxshell script currently being used.

```
launch.sh --help ; launch.sh --xshellhelp
```

Prints command line arguments available to both launch.sh directly, and those available indirectly via startxshell.

Ben Mares, June 2008