NAME

fmli – invoke FMLI

SYNOPSIS

fmli [**–a** *alias_file*] [**–c** *command_file*] [**–i** *initialization_file*] *filename* . . .

AVAILABILITY

SUNWcsu

DESCRIPTION

The **fmli** command invokes the Form and Menu Language Interpreter and opens the frame(s) specified by the *filename* argument. The *filename* argument is the pathname of the initial frame definition file(s), and must follow the naming convention **Menu.***xxx*, **Form.***xxx* or **Text.***xxx* for a menu, form or text frame respectively, where *xxx* is any string that conforms to UNIX system file naming conventions. The FMLI descriptor **lifetime** will be ignored for all frames opened by argument to **fmli**. These frames have a lifetime of **immortal** by default.

OPTIONS

–a *alias_file*
: If **–a** is specified, *alias_file* is the name of a file which contains lines of the form *alias***=***pathname*. Thereafter, **$***alias* can be used in definition files to simplify references to objects or devices with lengthy pathnames, or to define a search path (similar to **$PATH** in the UNIX system shell).

–c *command_file*
: If **–c** is specified, *command_file* is the name of a file in which default FMLI commands can be disabled, and new application-specific commands can be defined. The contents of *command_file* are reflected in the FMLI Command Menu.

–i *initialization_file*
: If **–i** is specified, *initialization_file* is the name of a file in which the following characteristics of the application as a whole can be specified:

- A transient introductory frame displaying product information
- A banner, its position, and other elements of the banner line
- Color attributes for all elements of the screen
- Screen Labeled Keys (SLKs) and their layout on the screen.

EXAMPLES

To invoke **fmli**:

example% fmli Menu.start

where **Menu.start** is an example of *filename* named according to the file name conventions for menu definition files explained above.

To invoke **fmli** and name an initialization file:

example% fmli -i init.myapp Menu.start

where **init.myapp** is an example of *initialization_file*.

ENVIRONMENT

Variables

LOADPFK Leaving this environment variable unset tells FMLI, for certain terminals like the AT&T 5620 and 630, to download its equivalent character sequences for using function keys into the terminal's programmable function keys, wiping out any settings the user may already have set in the function keys. Setting **LOADPFK=NO** in the environment will prevent this downloading.

COLUMNS Can be used to override the width of the logical screen defined for the terminal set in **TERM**. For terminals with a 132-column mode, for example, invoking FMLI with the line

COLUMNS=132 fmli *frame-file*

will allow this wider screen width to be used.

LINES Can be used to override the length of the logical screen defined for the terminal set in **TERM**.

FILES

/usr/bin/fmli

SEE ALSO

vsig(1F)

DIAGNOSTICS

If *filename* is not supplied to the **fmli** command, **fmli** returns the message:

Initial object must be specified.

If *filename* does not exist or is not readable, **fmli** returns an error message and exits. The example command line above returns the following message and exits:

Can't open object "Menu.start"

If *filename* exists, but does not start with one of the three correct object names (**Menu.**, **Form.**, or **Text.**) or if it is named correctly but does not contain the proper data, **fmli** starts to build the screen by putting out the screen labels for function keys, after which it flashes the message:

I do not recognize that kind of object

and then exits.