

2DBENCH - current command line options: (8 September 1999)

All the options given (except /CMD=) can exist in an ASCII text file. If you put the options in an ASCII text file then you need to specify the location of this file using the /CMD= option (For example: 2DBench /CMD=c:\temp\temp.cmd).

You will not need to specify extensions of files since if the extension is missing then the default type is assumed (databases=*.mdb, and command files =*.cmd, user parameter files=*.ini). You can force other extensions by just including it explicitly (e.g. *.txt instead of *.cmd for the command file).

For a file name to be valid please do not include any quote characters about the name.

Most of the following options will work if used via a command line in a shortcut while ALL of the options will work if sent via a DDE transaction. The two options that will not work via the command line is /ADD and /NOWARNIFDEL because there will be no previous design loaded (see below).

The available options are:

Note: *<full file name[.ext]>* indicates that a file name with its full path MUST be after the equals sign. *[.ext]* indicates the file extension is optional.

/CMD=<full file name[.ext]>

- If this is in the command line then any other options will be ignored since the options contained in it will be used instead.
- The default extension is **cmd**.
- Example: **/CMD=c:\temp\temp.cmd**

/INI=<full file name[.ext]>

- This will specify the filename for the initial user parameters to be loaded on program start-up.
- The default extension is **ini**.
- **IF** this switch is **NOT** present then the parameter file named: **2DBench.ini** located in the same directory as 2DBench.exe will be loaded automatically.
- Example: **/INI=c:\JKSimBlast\2DBench\User1.ini**
- Note: this file may contain information that could override the /STOCK=, /MDB=, /UDB= and /UUN= options as described below

/STOCK=<full file name[.ext]>

- This will specify the filename of the initial stocks database to be used.
- The default extension is **mdb**. If this file is not specified (using this option or via the current parameter file) then the file called stock.mdb in the directory JKSimBlast\Stocks\ will be used.
- If this file does not exist then it will be created using a template file called __stock.mdb in the directory \JKSimBlast\Templates\ (this also includes the default stocks database)
- Example: **/STOCK=c:\JKSimBlast\Stocks\OurMineStock.mdb**
- Note: If the parameter file specified by /INI= exists then this switch could be ignored if the following is located in it:

```
[General]
CurrentStockFile=<full file name[.ext]>
```

/UDB=<full file name[.ext]>

- This will specify the filename of the units database to be used.
- The default extension is **mdb**. If this option is not specified then the file called Units.mdb in the directory JKSimBlast\Utilities\Units\ will be used by default.
- If this file does not exist then it will be created using a template file called __Units.mdb in the directory \JKSimBlast\Templates\ (this also includes the default units database)
- Example: **/UDB=C:\JKSimBlast\Utilities\Units\OurUnits.mdb**
- Note: If the parameter file specified by /INI= exists then this switch could be ignored if the following is located in it:

```
[General]
CurrentUnitsDBfile=<full file name[.ext]>
```

/UUN=<user's unit scheme name>

- This will specify the name of the user's current unit scheme located in the current units database.
- If this option is not specified the default unit scheme specified inside the current units database will be used.
- If the unit scheme specified by this option or a default unit scheme does not exist inside the current units database then the programs internal default (metric) will be used.
- Example: /UUN=Imperial
- Note: If the parameter file specified by /INI= exists then this switch could be ignored if the following is located in it:

```
[General]
CurrentUnitsDBfile=<full file name[.ext]>
```

/MDB=<full file name[.ext]>

- This will specify the filename of the design database to be used.
- The default extension is **mdb** . If this option is not specified then the file called default2.mdb in the directory JKSimBlast\2DBench\Data\ will be used by default.
- If this file does not exist then it will be created using a template file called __Design.mdb in the directory \JKSimBlast\Templates\ (this also includes the default design database)
- Example: /MDB=C:\JKSimBlast\2DBench\Data\OurDesigns.mdb
- Note: If the parameter file specified by /INI= exists then this switch could be ignored if the following is located in it:

```
[General]
CurrentDBFile=<full file name[.ext]>
```

/BN=<blast design name>

/S=<scenario number>

- This will automatically open the specified design. If this was provided by a DDE link rather than the start-up command line then the current design in 2DBench will be cleared unless the /ADD option below is included
- These two options **MUST** exist at the same time otherwise both will be ignored
- The current design database **MUST** also exist and contain this design otherwise both will be ignored.
- Example: /BN=Blast in our current bench /S=2

/REM_IMPORT

- If this option is present then the Blast design that was just loaded into 2DBench using the /MDB=;/BN= and /S= options above will be removed from the database
- If a design could not be loaded into 2DBench then this option will have no effect
- Note that the loaded design is still in 2DBench and can be re-saved (if desired) under a new name

/ADD

- Warning: This option is only useful during a DDE transaction with another program and will be ignored if provided by the startup command line.
- If this option is present then the Blast design that is loaded into 2DBench using the /MDB=;/BN= and /S= options above will be added to the current design in 2DBench (that is, any existing design will not be cleared)
- If a design could not be loaded into 2DBench then this option will have no effect

/NOWARNIFDEL

- Warning: This option is only useful during a DDE transaction with another program and will be ignored if provided by the startup command line. This option will also be ignored if the /ADD option is present
- If this option is present then **NO** warning will be given when the current design in 2DBench is being cleared from memory.
- If a design could not be loaded into 2DBench then this option will have no effect