# **NAME**

Tcl\_CreateCommand, Tcl\_DeleteCommand – define application-specific command bindings

# **SYNOPSIS**

#include <tcl.h>

**Tcl\_CreateCommand**(interp, cmdName, proc, clientData, deleteProc)

int

Tcl\_DeleteCommand(interp, cmdName)

### **ARGUMENTS**

Tcl_Interp	*interp	(in)	Interpreter in which to create new command.
char	*cmdName	(in)	Name of command to create or delete.
Tcl_CmdProc	*proc	(in)	Implementation of new command: <i>proc</i> will be called whenever <i>cmdName</i> is invoked as a command.
ClientData	clientData	(in)	Arbitrary one-word value to pass to <i>proc</i> and <i>deleteProc</i> .
Tcl_CmdDeleteProc	*deleteProc	(in)	Procedure to call before <i>cmdName</i> is deleted from the interpreter; allows for command-specific cleanup. If NULL, then no procedure is called before the command is deleted.

### DESCRIPTION

**Tcl\_CreateCommand** defines a new command in *interp* and associates it with procedure *proc* such that whenever *cmdName* is invoked as a Tcl command (via a call to **Tcl\_Eval**) the Tcl interpreter will call *proc* to process the command. If there is already a command *cmdName* associated with the interpreter, it is deleted. *Proc* should have arguments and result that match the type **Tcl\_CmdProc**:

When *proc* is invoked the *clientData* and *interp* parameters will be copies of the *clientData* and *interp* arguments given to **Tcl\_CreateCommand**. Typically, *clientData* points to an application-specific data structure that describes what to do when the command procedure is invoked. *Argc* and *argv* describe the arguments to the command, *argc* giving the number of arguments (including the command name) and *argv* giving the values of the arguments as strings. The *argv* array will contain *argc*+1 values; the first *argc* values point to the argument strings, and the last value is NULL.

Proc must return an integer code that is either TCL\_OK, TCL\_ERROR, TCL\_RETURN, TCL\_BREAK, or TCL\_CONTINUE. See the Tcl overview man page for details on what these codes mean. Most normal commands will only return TCL\_OK or TCL\_ERROR. In addition, proc must set interp->result to point to a string value; in the case of a TCL\_OK return code this gives the result of the command, and in the case of TCL\_ERROR it gives an error message. The Tcl\_SetResult procedure provides an easy interface for setting the return value; for complete details on how the interp->result field is managed, see the Tcl\_Interp man page. Before invoking a command procedure, Tcl\_Eval sets interp->result to point to an empty string, so simple commands can return an empty result by doing nothing at all.

The contents of the *argv* array are copies made by the Tcl interpreter for the use of *proc*. *Proc* may alter any of the strings in *argv*. However, the *argv* array is recycled as soon as *proc* returns, so *proc* must not set

*interp->result* to point anywhere within the *argv* values (call Tcl\_SetResult with status **TCL\_VOLATILE** if you want to return something from the *argv* array).

DeleteProc will be invoked when (if) cmdName is deleted. This can occur through a call to Tcl\_DeleteCommand or Tcl\_DeleteInterp, or by replacing cmdName in another call to Tcl\_CreateCommand. DeleteProc is invoked before the command is deleted, and gives the application an opportunity to release any structures associated with the command. DeleteProc should have arguments and result that match the type Tcl\_CmdDeleteProc:

typedef void Tcl\_CmdDeleteProc(ClientData clientData);

The *clientData* argument will be the same as the *clientData* argument passed to Tcl\_CreateCommand.

**Tcl\_DeleteCommand** deletes a command from a command interpreter. Once the call completes, attempts to invoke *cmdName* in *interp* will result in errors. If *cmdName* isn't bound as a command in *interp* then **Tcl\_DeleteCommand** does nothing and returns -1; otherwise it returns 0. There are no restrictions on *cmdName*: it may refer to a built-in command, an application-specific command, or a Tcl procedure.

# **KEYWORDS**

bind, command, create, delete, interpreter