

StarTrek PowerShell Console User Guide

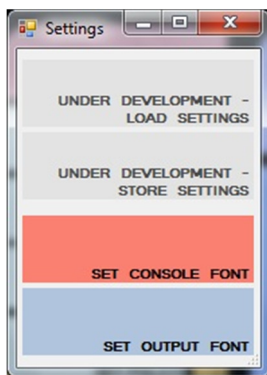
Program Version 1.2

Guide Version 1.1

Updates:

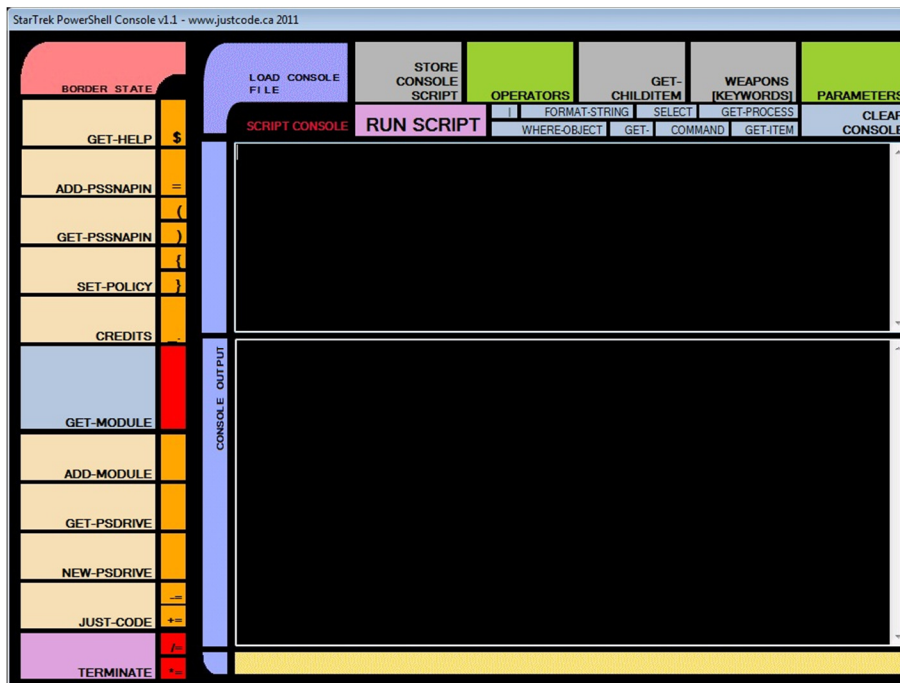
Nov 3 2011

- changed output font to Consolas as per Jeffery Hicks
- changed "RUN SCRIPT" button to "ENGAGE!" as per Jeffery Hicks suggestion
- Changed "Get-ChildItem" button to a "Settings" button which can now be used to set the fonts for both console windows

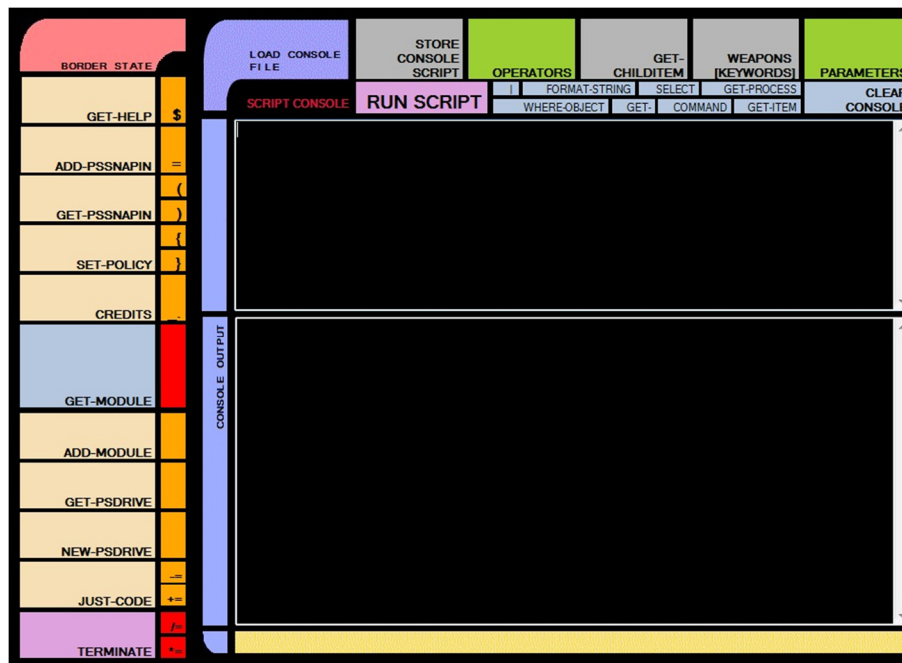


- added "Store Settings" button and "Load Settings" in Settings subform for future development

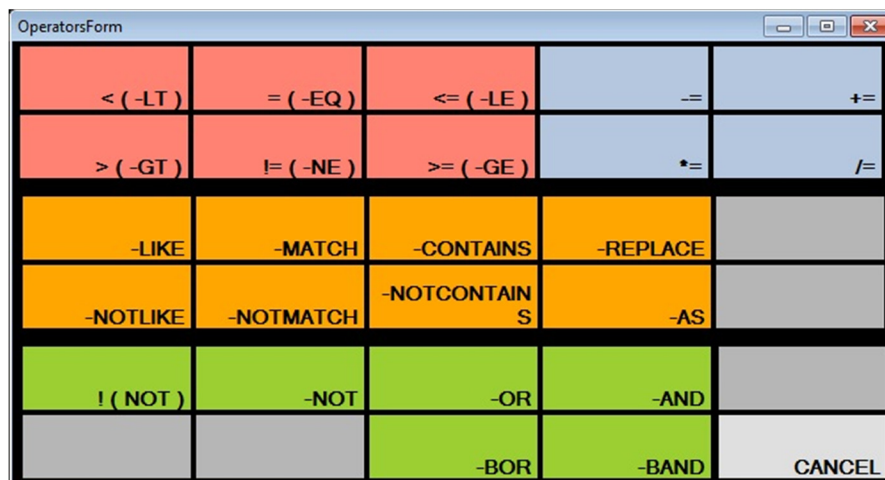
The main screen of the Console. The script text shows in blue in the top window. When the “RUN SCRIPT” control is clicked, the output or error message with show in the bottom window.



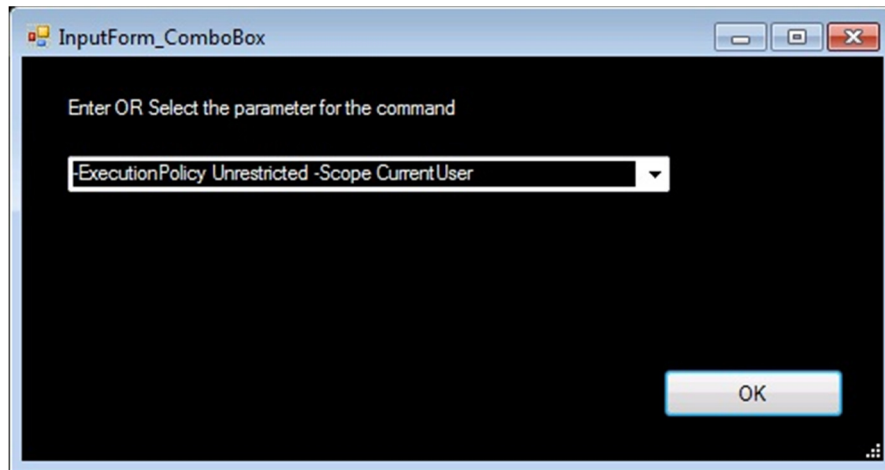
When the “BORDER STATE” control is clicked the window border will disappear for an authentic Star Trek appearance. Click “BORDER STATE” again to bring back the border in order to move or size the window.



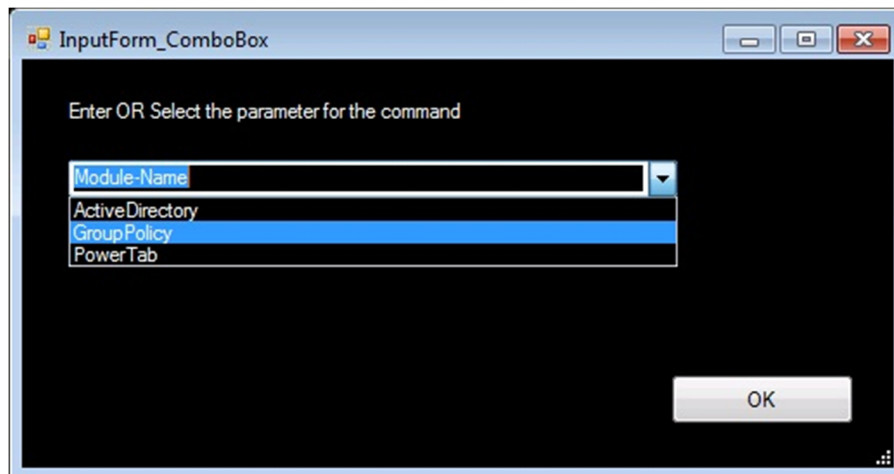
The Operators form. Allows you to quickly choose an operator to insert in the script window.



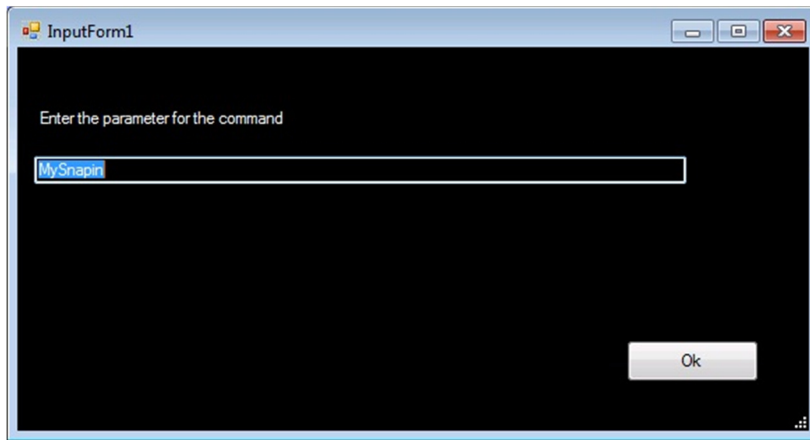
When the Set-Policy button is clicked, a subwindow will allow you to pick from a list of execution policies. You can also type in your own. You must then click “RUN SCRIPT” to execute the policy. Use the “CLEAR CONSOLE” to clear out any other script commands before you select this control to run this command (if desired)



When the “IMPORT-MODULES control is clicked, you can choose a module to import or type in your own. The selected module will be imported the next time the “RUN-SCRIPT” control is clicked. Only one module can be loaded at a time, but modules can be changed at any time by clicking the “IMPORT-MODULES “ control. You can type in your own Module to load as well.

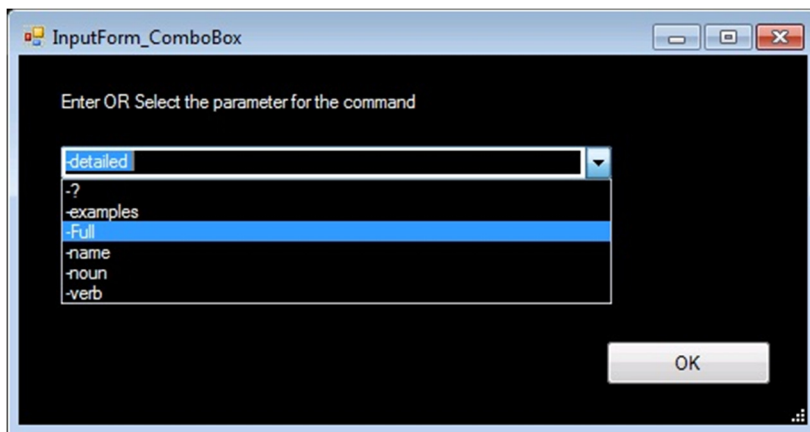


When the “ADD-PSSNAPIN” control is clicked, enter a Snapin to load. The Snapin will be loaded the next time the “RUN-SCRIPT” control is clicked.



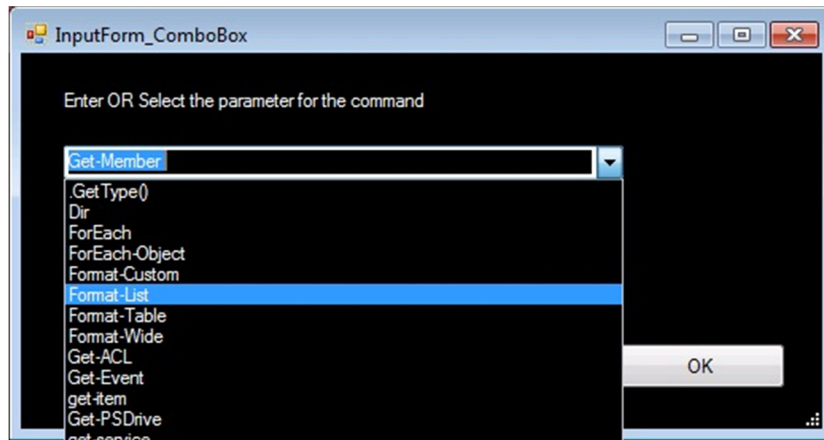
A screenshot of a Windows-style dialog box titled "InputForm1". The dialog has a black background with white text. At the top, it says "Enter the parameter for the command". Below this is a text input field containing the text "MySnapin". At the bottom right, there is an "Ok" button. The dialog box has standard Windows window controls (minimize, maximize, close) in the top right corner.

When the “PARAMETERS” control is clicked, choose from a list of parameters that can be inserted into the script

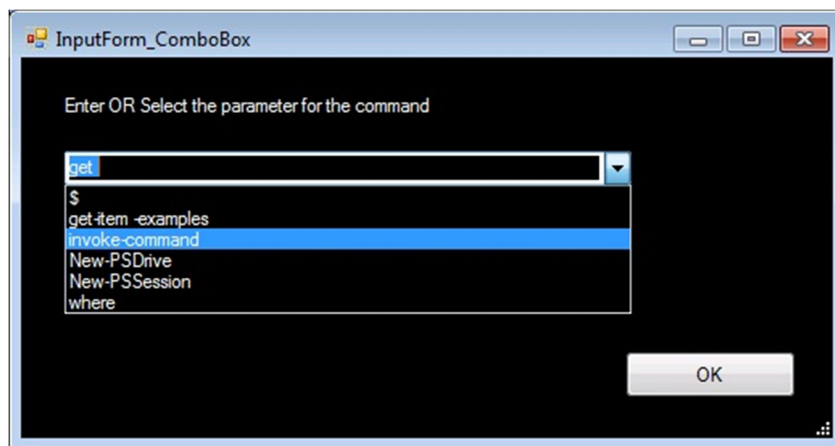


A screenshot of a Windows-style dialog box titled "InputForm_ComboBox". The dialog has a black background with white text. At the top, it says "Enter OR Select the parameter for the command". Below this is a list box containing the following items: "detailed", "-?", "-examples", "-Full", "-name", "-noun", and "-verb". The "-Full" item is currently selected and highlighted in blue. At the bottom right, there is an "OK" button. The dialog box has standard Windows window controls (minimize, maximize, close) in the top right corner.

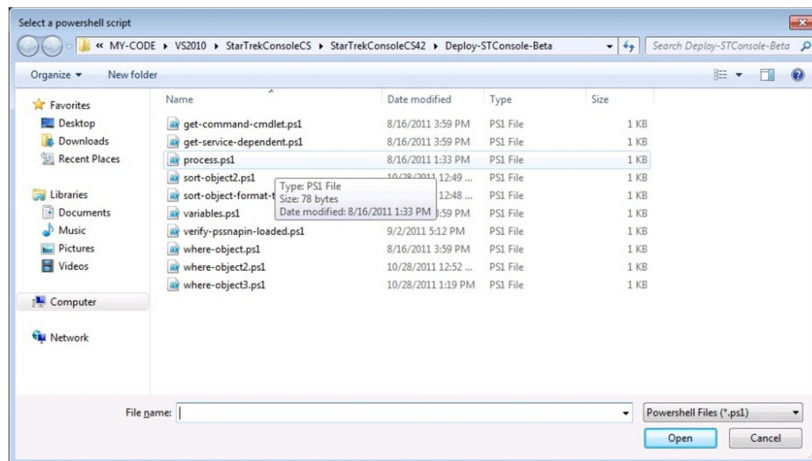
When the “WEAPONS – KEYWORDS” control is clicked, a command from the list of commands can be inserted into the script



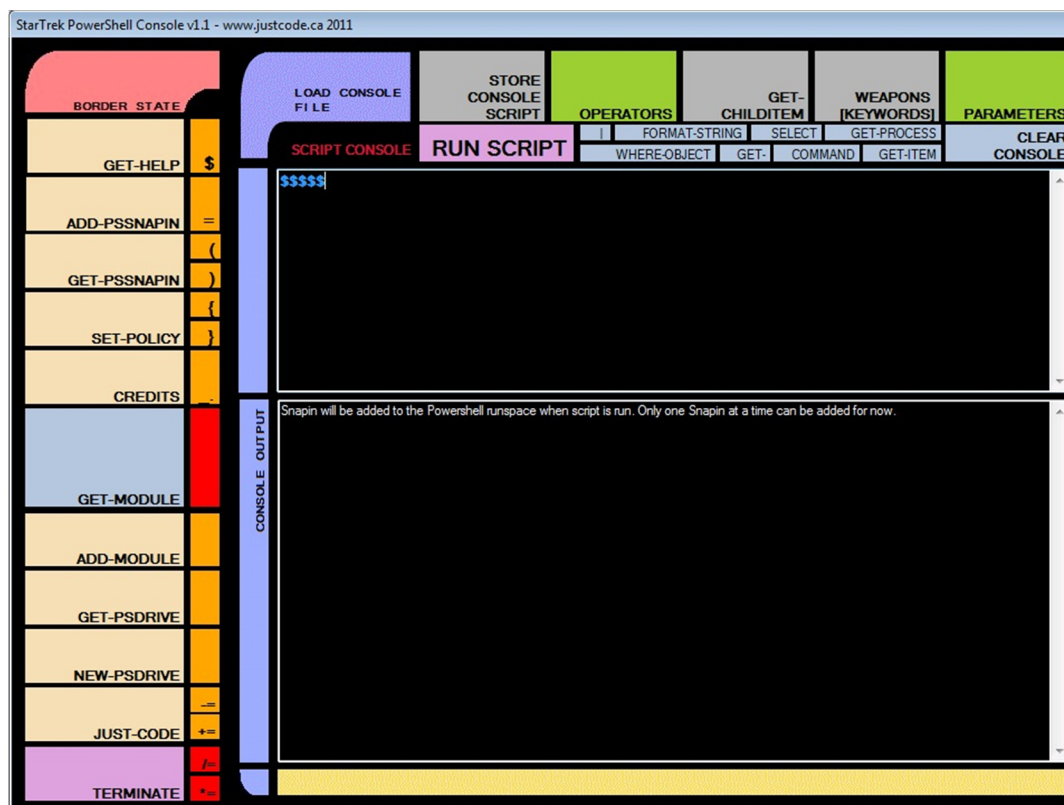
When the “GET-HELP” control is clicked, a list of items can be chosen for which to get help. The “RUN-SCRIPT” control must be clicked to see the help text in the output window. You can type in your own help item as well.



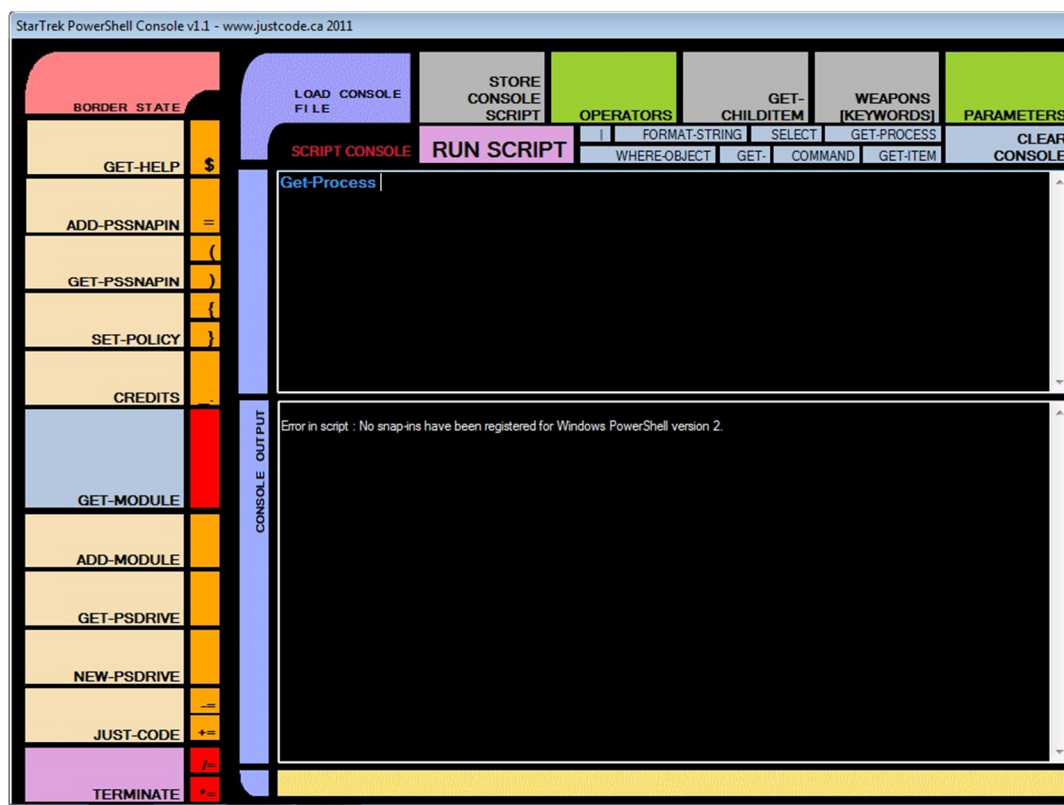
when the “LOAD CONSOLE SCRIPT” control is clicked, a dialog window appears allowing you to load a script from a ps1 or txt file. You can also use the “STORE CONSOLE SCRIPT” control to store scripts. In this version, you may not be able to overwrite existing scripts, but you can save new scripts.



The “Character Controls” buttons are the orange and red buttons and allow you to easily insert common script characters such as \$.



Several quick access buttons are located on the top control array, which allow you to easily insert a common functions, such as “GET-PROCESS”. If an error message appears when you click “RUN-SCRIPT” it is because you tried to load a Snapin or Module that did not work. Terminate the console, restart, and do not load Snapins or Modules or make sure the Snapin or Module is loading correctly.



The results of clicking “GET-PROCESS” and clicking “RUN-SCRIPT” are shown in the output window.

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BORDER STATE

GET-HELP \$

ADD-PSSNAPIN =

GET-PSSNAPIN)

SET-POLICY }

CREDITS .

GET-MODULE

ADD-MODULE

GET-PSDRIVE

NEW-PSDRIVE

JUST-CODE +=

TERMINATE

LOAD CONSOLE FILE

STORE CONSOLE SCRIPT

OPERATORS

GET-CHILDITEM

WEAPONS [KEYWORDS]

PARAMETERS

SCRIPT CONSOLE

RUN SCRIPT

FORMAT-STRING

SELECT

GET-PROCESS

CLEAR CONSOLE

WHERE-OBJECT

GET-

COMMAND

GET-ITEM

Get-Process

Handles	NPM(K)	PM(K)	WS(K)	VM(M)	CPU(s)	Id	ProcessName
127	5	12080	11752	38	3200	0	audiodg
344	29	110704	110372	132	389	16	768 clamscan
106	6	16944	20760	83	3.17	2680	Clam Tray
45	3	992	4000	47	0.03	3092	conhost
409	5	1352	3120	34	3.80	448	csrss
74	5	1124	2408	29	0.67	496	csrss
258	5	1924	4712	35	12.03	1296	csrss
77	4	1380	4404	39	0.14	2548	dwm
895	38	38420	48384	210	70.88	2576	explorer
0	0	0	24	0	0	0	Idle
178	17	14092	21536	102	4.02	860	LogonUI
725	14	3540	8064	33	4.92	604	lsass
229	5	1900	4116	23	0.91	612	lsass
387	30	24700	40184	135	18.69	2188	mspaint
124	4	1368	4024	43	0.02	2356	rdpclip
584	15	16712	10952	95	8.86	1928	SearchIndexer
219	7	3284	5424	29	3.03	596	services
35	1	336	736	4	0.11	356	smss
287	9	4784	6296	59	0.22	1284	spoolsv
181	11	43416	40332	196	1.06	3052	StarTrekConsole
360	7	3076	5640	35	2.63	708	svchost