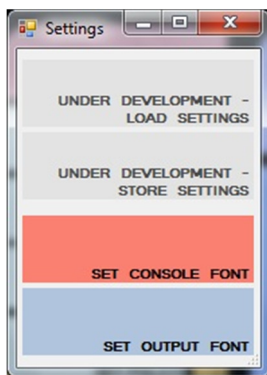StarTrek PowerShell Console User Guide

Program Version 1.2

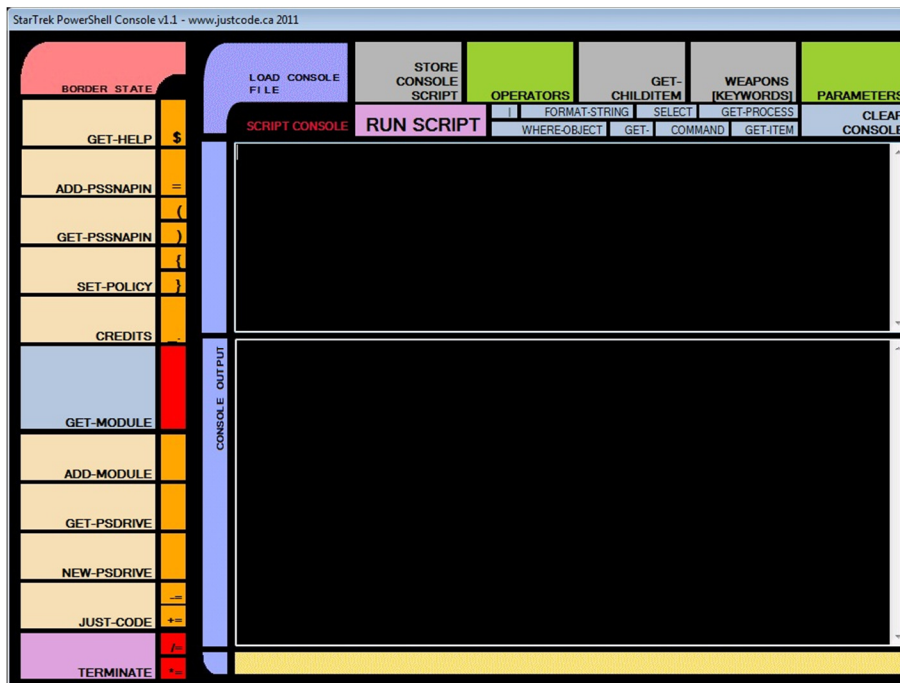Guide Version 1.1

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
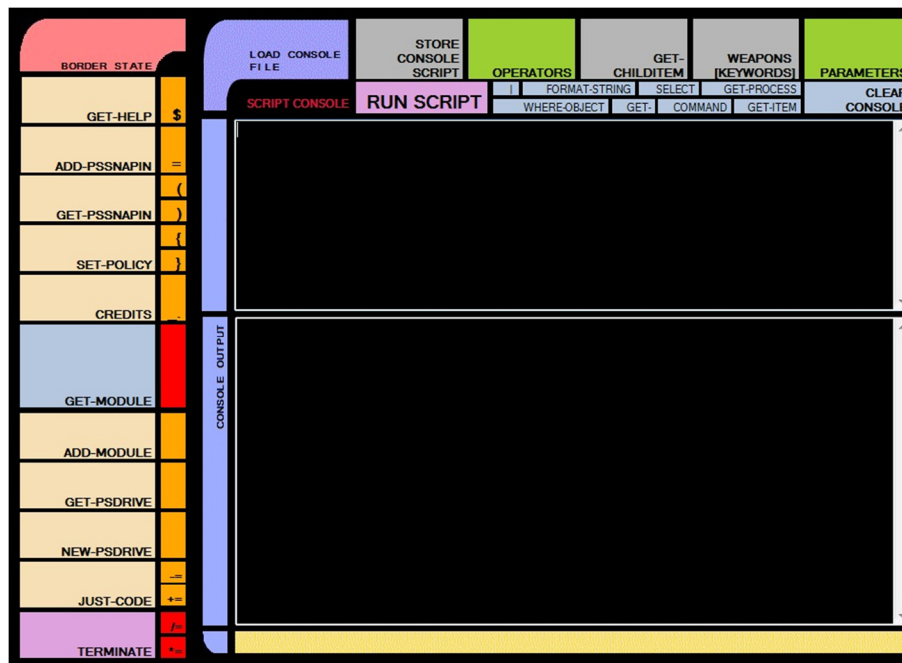

- added "Store Settings" button and "Load Settings" in Settings subform for future development
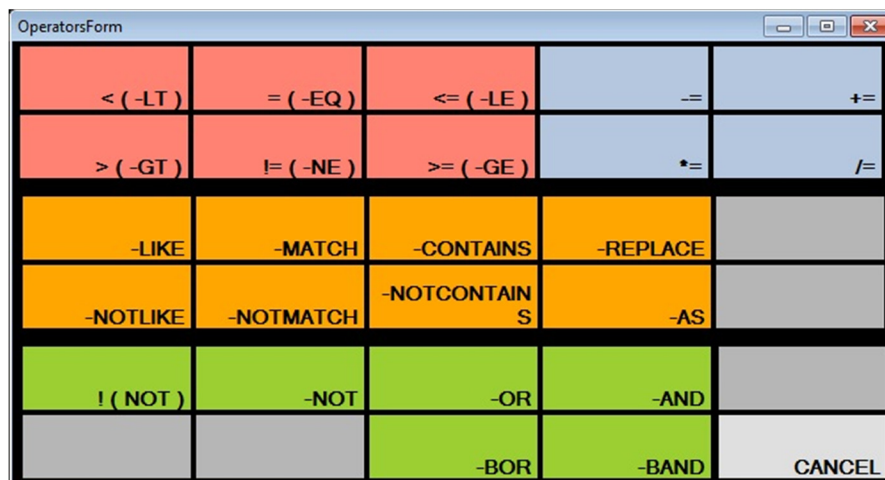
The main screen of the Console. The script text shows in blue in the top window. When the "RUN SCRIPT" control is clicked, the output or error message with show in the bottom window.
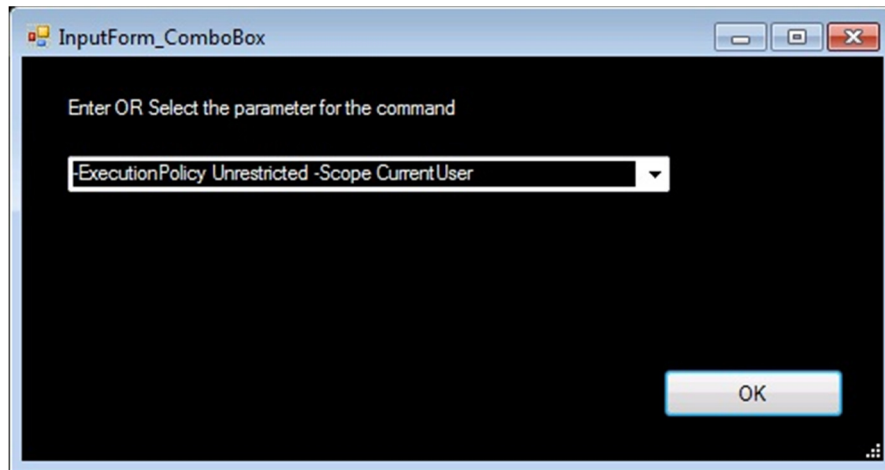
When the "BORDER STATE" control is clicked the window border will disappear for an authentic Star Trek appearance. Click "BORDER STATE" again to bring back the border in order to move or size the window.
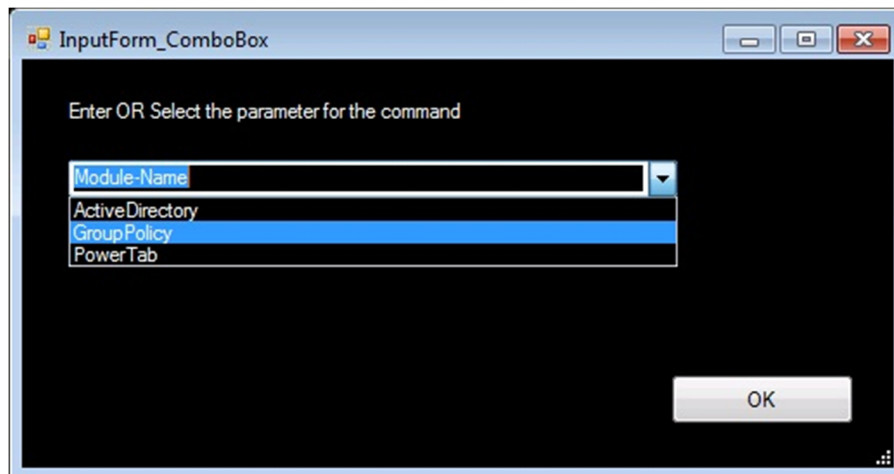

The Operators form. Allows you to quickly choose an operator to insert in the script window.
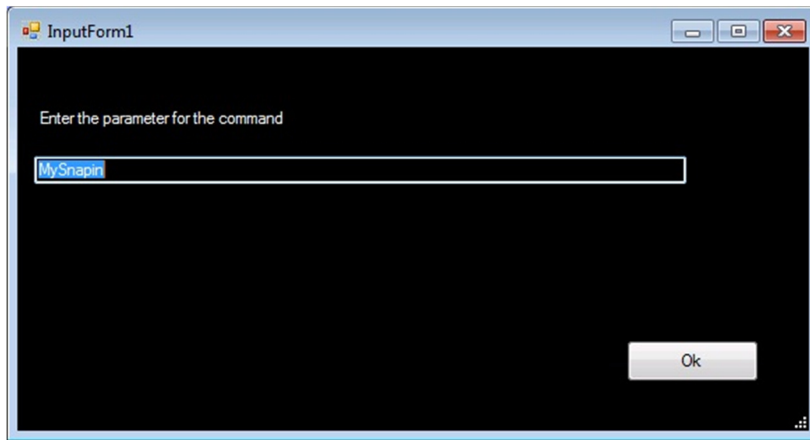
When the Set-Policy button is clicked, a subwindow will allow you to pick from a list of execution policies. You can also type in your own. You must then click "RUN SCRIPT" to execute the policy. Use the "CLEAR CONSOLE" to clear out any other script commands before you select this control to run this 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.
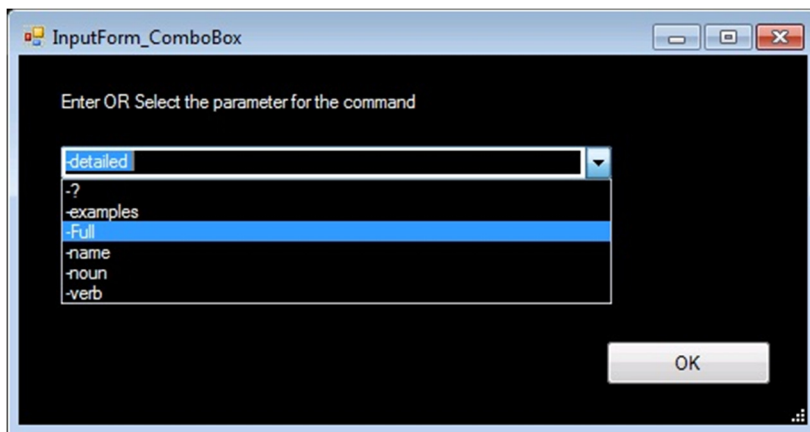
When the "ADD-PSSNAPIN" control is clicked, enter a Snapin to load. The Snapin will be loaded the next time the "RUN-SCRIPT" control is clicked.
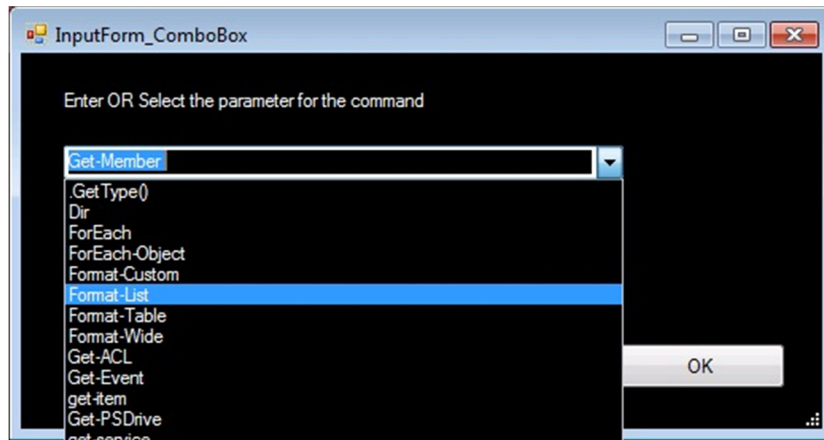

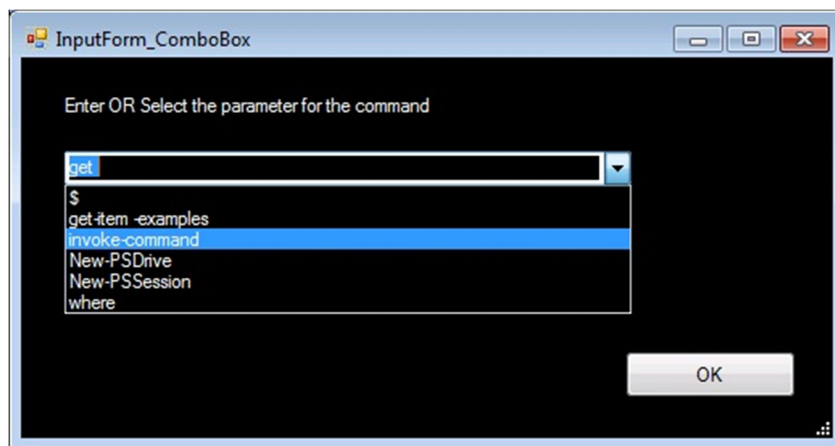When the "PARAMETERS" control is clicked, choose from a list of parameters that can be inserted into the script
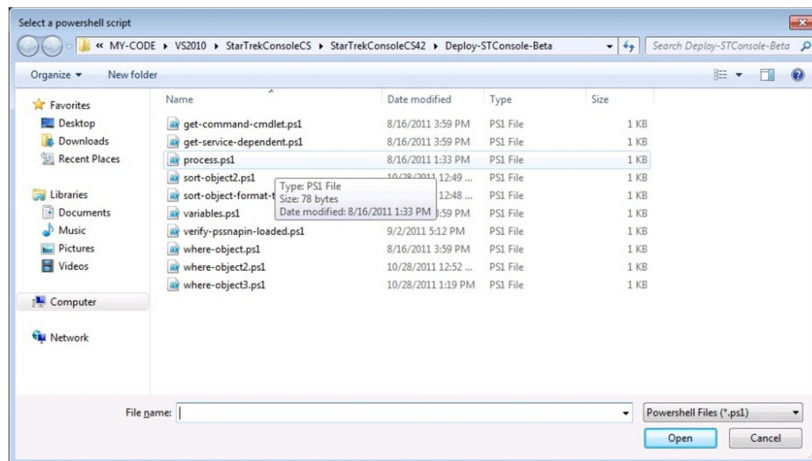
When the "WEAPONS – KEYWORDS" control is clicked, a command from the list of commands can be inserted into the script
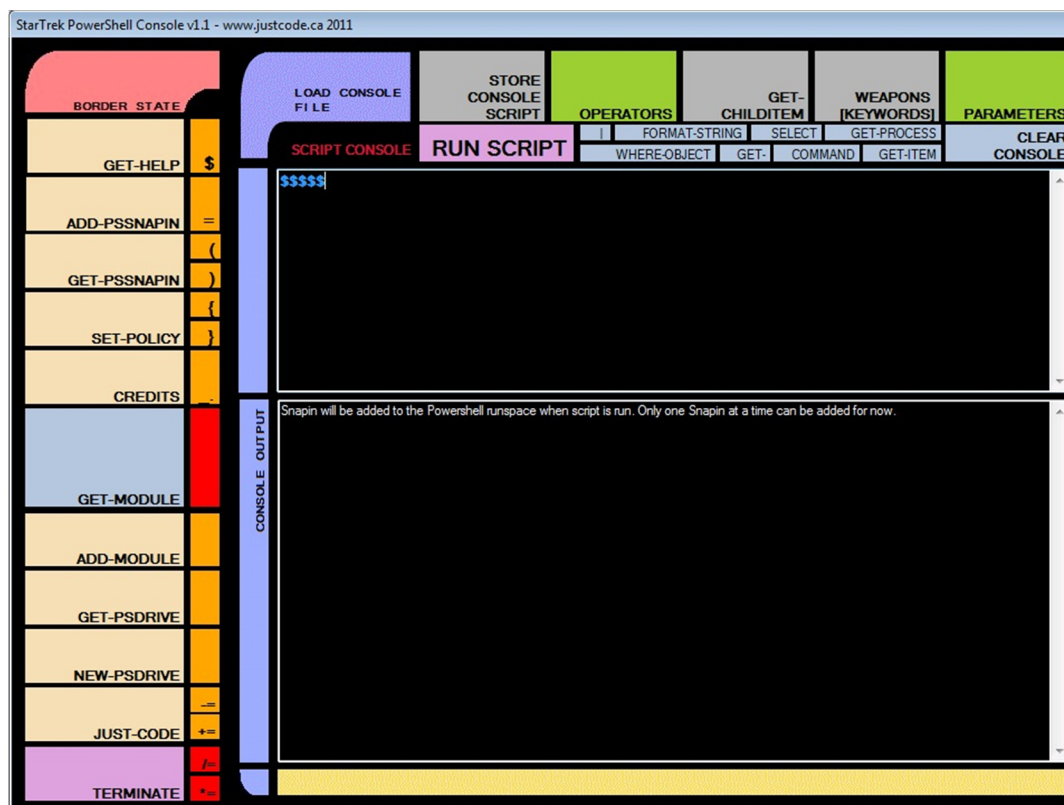

When the "GET-HELP" control is clicked, a list of items can be chosen for which to get help. The "RUN-SCRIPT" control must be clicked to see the help text in the output window. You can type in your own help item as well.
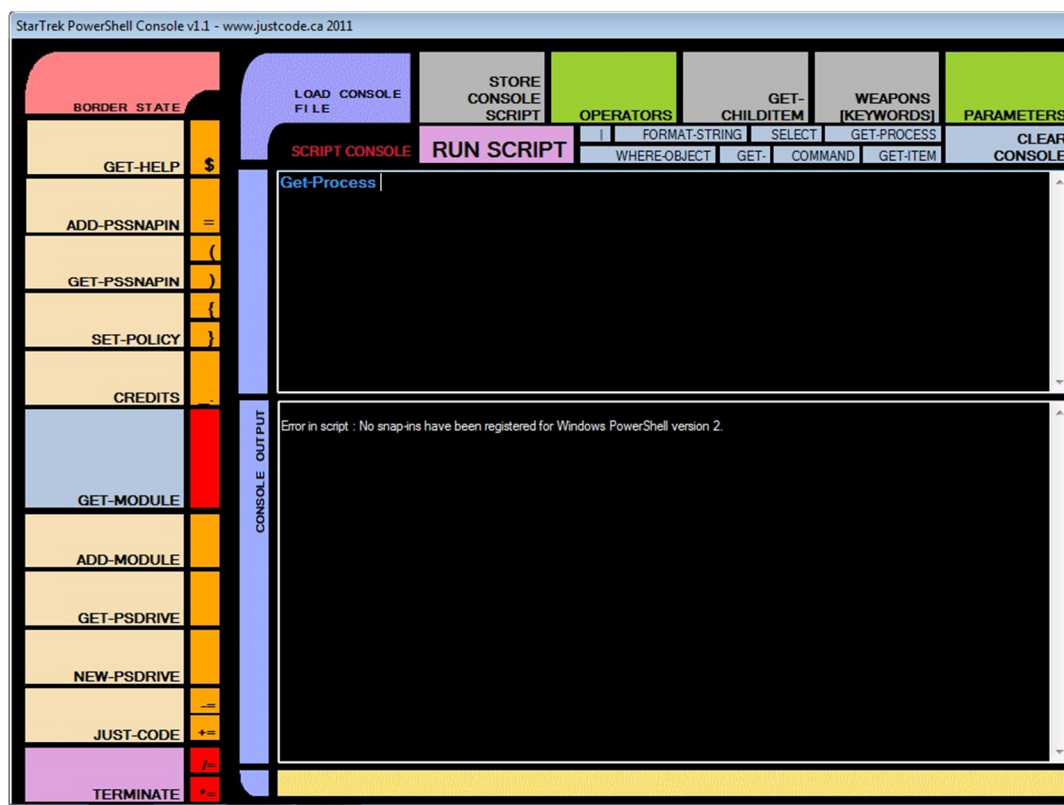
when the "LOAD CONSOLE SCRIPT" control is clicked, a dialog window appears allowing you to load a script from a ps1 or txt file. You can also use the "STORE CONSOLE SCRIPT" control to store scripts. In this version, you may not be able to overwrite existing scripts, but you can save new scripts.

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.