
cmd2 Documentation

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A python package for building powerful command-line interpreter (CLI) programs. Extends the Python Standard Library's `cmd` package.

The basic use of `cmd2` is identical to that of `cmd`.

1. Create a subclass of `cmd2.Cmd`. Define attributes and `do_*` methods to control its behavior. Throughout this documentation, we will assume that you are naming your subclass `App`:

```
from cmd2 import Cmd
class App(Cmd):
    # customized attributes and methods here
```

2. Instantiate `App` and start the command loop:

```
app = App()
app.cmdloop()
```

Note: The tab-completion feature provided by `cmd` relies on underlying capability provided by GNU `readline` or an equivalent library. Linux distros will almost always come with the required library installed. For Mac OS X, we recommend using the [Homebrew](#) package manager to install the `readline` package. For Windows, we recommend installing the [pyreadline](#) Python module.

- [cmd](#)
- [cmd2 project page](#)
- [project bug tracker](#)
- [PyCon 2010 presentation, *Easy Command-Line Applications with cmd and cmd2*: slides, video](#)

These docs will refer to `App` as your `cmd2.Cmd` subclass, and `app` as an instance of `App`. Of course, in your program, you may name them whatever you want.

Contents:

Installation Instructions

This section covers the basics of how to install, upgrade, and uninstall `cmd2`.

Installing

First you need to make sure you have Python 2.7 or Python 3.3+, [pip](#), and [setuptools](#). Then you can just use `pip` to install from [PyPI](#).

Note: Depending on how and where you have installed Python on your system and on what OS you are using, you may need to have administrator or root privileges to install Python packages. If this is the case, take the necessary steps required to run the commands in this section as root/admin, e.g.: on most Linux or Mac systems, you can precede them with `sudo`:

```
sudo pip install <package_name>
```

Requirements for Installing

- If you have Python 2 $\geq 2.7.9$ or Python 3 ≥ 3.4 installed from python.org, you will already have `pip` and `setuptools`, but may need to upgrade to the latest versions:

On Linux or OS X:

```
pip install -U pip setuptools
```

On Windows:

```
python -m pip install -U pip setuptools
```

Use pip for Installing

`pip` is the recommended installer. Installing packages from PyPI with `pip` is easy:

```
pip install cmd2
```

This should also install the required 3rd-party dependencies, if necessary.

Install from GitHub using pip

The latest version of `cmd2` can be installed directly from the master branch on GitHub using `pip`:

```
pip install -U git+git://github.com/python-cmd2/cmd2.git
```

This should also install the required 3rd-party dependencies, if necessary.

Install from Debian or Ubuntu repos

We recommend installing from `pip`, but if you wish to install from Debian or Ubuntu repos this can be done with `apt-get`.

For Python 2:

```
sudo apt-get install python-cmd2
```

For Python 3:

```
sudo apt-get install python3-cmd2
```

This will also install the required 3rd-party dependencies.

Warning: Versions of `cmd2` before 0.7.0 should be considered to be of unstable “beta” quality and should not be relied upon for production use. If you cannot get a version ≥ 0.7 from your OS repository, then we recommend installing from either `pip` or GitHub - see *Use pip for Installing* or *Install from GitHub using pip*.

Deploy cmd2.py with your project

cmd2 is contained in only one Python file (**cmd2.py**), so it can be easily copied into your project. *The copyright and license notice must be retained.*

This is an option suitable for advanced Python users. You can simply include this file within your project's hierarchy. If you want to modify cmd2, this may be a reasonable option. Though, we encourage you to use stock cmd2 and either composition or inheritance to achieve the same goal.

This approach will obviously NOT automatically install the required 3rd-party dependencies, so you need to make sure the following Python packages are installed:

- six
- pyparsing

Upgrading cmd2

Upgrade an already installed cmd2 to the latest version from PyPI:

```
pip install -U cmd2
```

This will upgrade to the newest stable version of cmd2 and will also upgrade any dependencies if necessary.

Uninstalling cmd2

If you wish to permanently uninstall cmd2, this can also easily be done with pip:

```
pip uninstall cmd2
```

Overview

cmd2 is an extension of `cmd`, the Python Standard Library's module for creating simple interactive command-line applications.

cmd2 can be used as a drop-in replacement for `cmd`. Simply importing cmd2 in place of cmd will add many features to an application without any further modifications.

Understanding the use of `cmd` is the first step in learning the use of cmd2. Once you have read the `cmd` docs, return here to learn the ways that cmd2 differs from `cmd`.

Note: cmd2 is not quite a drop-in replacement for `cmd`. The `cmd.emptyline()` function is called when an empty line is entered in response to the prompt. By default, in `cmd` if this method is not overridden, it repeats and executes the last nonempty command entered. However, no end user we have encountered views this as expected or desirable default behavior. Thus, the default behavior in cmd2 is to simply go to the next line and issue the prompt again. At this time, cmd2 completely ignores empty lines and the base class `cmd.emptyline()` method never gets called and thus the `emptyline()` behavior cannot be overridden.

Features requiring no modifications

These features are provided “for free” to a cmd-based application simply by replacing `import cmd` with `import cmd2 as cmd`.

Script files

Text files can serve as scripts for your cmd2-based application, with the `load`, `save`, and `edit` commands.

Cmd. **do_load** (*file_path=None*)

Runs commands in script at file or URL.

Usage: `load [file_path]`

Parameters `file_path` – str - a file path or URL pointing to a script (default: value stored in `default_file_name`)

Returns bool - True implies application should stop, False to continue like normal

Script should contain one command per line, just like command would be typed in console.

Cmd. **do_save** (*arg*)

Saves command(s) from history to file.

Usage: `save [N] [file_path]`

Parameters `arg` – str - [N] [filepath]

• **N** - Number of command (from history), or * for all commands in history (default: most recent command)

• **file_path** - location to save script of command(s) to (default: value stored in `default_file_name`)

Cmd. **do_edit** (*arg*)

Edit a file or command in a text editor.

Usage: `edit [N][file_path]`

Parameters `arg` – str - [N][file_path]

• **N** - Number of command (from history), or * for all commands in history (default: most recent command)

• **file_path** - path to a file to open in editor

The editor used is determined by the `editor` settable parameter. “set editor (program-name)” to change or set the EDITOR environment variable.

The optional arguments are mutually exclusive. Either a command number OR a file name can be supplied. If neither is supplied, the most recent command in the history is edited.

Edited commands are always run after the editor is closed.

Edited files are run on close if the `autorun_on_edit` settable parameter is True.

Comments

Comments are omitted from the argument list before it is passed to a `do_` method. By default, both Python-style and C-style comments are recognized; you may change this by overriding `app.commentGrammars` with a different `pyparsing` grammar.

Comments can be useful in *Script files*, but would be pointless within an interactive session.

```
def do_speak(self, arg):
    self.stdout.write(arg + '\n')
```

```
(Cmd) speak it was /* not */ delicious! # Yuck!
it was delicious!
```

Commands at invocation

You can send commands to your app as you invoke it by including them as extra arguments to the program. `cmd2` interprets each argument as a separate command, so you should enclose each command in quotation marks if it is more than a one-word command.

```
cat@eee:~/proj/cmd2/example$ python example.py "say hello" "say Gracie" quit
hello
Gracie
cat@eee:~/proj/cmd2/example$
```

Note: If you wish to disable `cmd2`'s consumption of command-line arguments, you can do so by setting the `allow_cli_args` attribute of your `cmd2.Cmd` class instance to `False`. This would be useful, for example, if you wish to use something like `Argparse` to parse the overall command line arguments for your application:

```
from cmd2 import Cmd
class App(Cmd):
    def __init__(self):
        self.allow_cli_args = False
```

Output redirection

As in a Unix shell, output of a command can be redirected:

- sent to a file with `>`, as in `mycommand args > filename.txt`
- piped (`|`) as input to operating-system commands, as in `mycommand args | wc`
- sent to the paste buffer, ready for the next Copy operation, by ending with a bare `>`, as in `mycommand args >..`. Redirecting to paste buffer requires software to be installed on the operating system, `pywin32` on Windows or `xclip` on *nix.

If your application depends on mathematical syntax, `>` may be a bad choice for redirecting output - it will prevent you from using the greater-than sign in your actual user commands. You can override your app's value of `self.redirector` to use a different string for output redirection:

```
class MyApp(cmd2.Cmd):
    redirector = '->'
```

```
(Cmd) say line1 -> out.txt
(Cmd) say line2 ->-> out.txt
(Cmd) !cat out.txt
line1
line2
```

Note: If you wish to disable cmd2's output redirection and pipes features, you can do so by setting the `allow_redirection` attribute of your `cmd2.Cmd` class instance to `False`. This would be useful, for example, if you want to restrict the ability for an end user to write to disk or interact with shell commands for security reasons:

```
from cmd2 import Cmd
class App(Cmd):
    def __init__(self):
        self.allow_redirection = False
```

cmd2's parser will still treat the `>`, `>>`, and `|` symbols as output redirection and pipe symbols and will strip arguments after them from the command line arguments accordingly. But output from a command will not be redirected to a file or piped to a shell command.

Python

The `py` command will run its arguments as a Python command. Entered without arguments, it enters an interactive Python session. That session can call “back” to your application with `cmd("")`. Through `self`, it also has access to your application instance itself which can be extremely useful for debugging. (If giving end-users this level of introspection is inappropriate, the `locals_in_py` parameter can be set to `False` and removed from the settable dictionary. See see [Other user-settable parameters](#))

```
(Cmd) py print("-".join("spelling"))
s-p-e-l-l-i-n-g
(Cmd) py
Python 2.6.4 (r264:75706, Dec 7 2009, 18:45:15)
[GCC 4.4.1] on linux2
Type "help", "copyright", "credits" or "license" for more information.
(CmdLineApp)

    py <command>: Executes a Python command.
    py: Enters interactive Python mode.
    End with `Ctrl-D` (Unix) / `Ctrl-Z` (Windows), `quit()`, `exit()`.
    Non-python commands can be issued with `cmd("your command")`.

>>> import os
>>> os.uname()
('Linux', 'eee', '2.6.31-19-generic', '#56-Ubuntu SMP Thu Jan 28 01:26:53 UTC 2010',
 ↪ 'i686')
>>> cmd("say --piglatin {os}".format(os=os.uname()[0]))
inuxLay
>>> self.prompt
'(Cmd) '
>>> self.prompt = 'Python was here > '
>>> quit()
Python was here >
```

Using the `py` command is tightly integrated with your main `cmd2` application and any variables created or changed will persist for the life of the application:

```
(Cmd) py x = 5
(Cmd) py print(x)
5
```

The `py` command also allows you to run Python scripts via `py run('myscript.py')`. This provides a more complicated and more powerful scripting capability than that provided by the simple text file scripts discussed in *Script files*. Python scripts can include conditional control flow logic. See the `python_scripting.py` cmd2 application and the `script_conditional.py` script in the `examples` source code directory for an example of how to achieve this in your own applications.

IPython (optional)

If IPython is installed on the system and the `cmd2.Cmd` class is instantiated with `use_ipython=True`, then the optional `ipy` command will be present:

```
from cmd2 import Cmd
class App(Cmd):
    def __init__(self):
        Cmd.__init__(self, use_ipython=True)
```

The `ipy` command enters an interactive IPython session. Similar to an interactive Python session, this shell can access your application instance via `self`. However, the `ipy` shell cannot call “back” to your application with `cmd("")` and any changes made will not persist between sessions or back in the main application.

IPython provides many advantages, including:

- Comprehensive object introspection
- Input history, persistent across sessions
- Caching of output results during a session with automatically generated references
- Extensible tab completion, with support by default for completion of python variables and keywords

The object introspection and tab completion make IPython particularly efficient for debugging as well as for interactive experimentation and data analysis.

Searchable command history

All cmd-based applications have access to previous commands with the up- and down- cursor keys.

All cmd-based applications on systems with the `readline` module also provide *bash-like history list editing*.

cmd2 makes a third type of history access available, consisting of these commands:

`Cmd.do_history(instance, arg)`

`history [arg]`: lists past commands issued

no arg: list all

arg is integer: list one history item, by index

arg is string: string search

arg is /enclosed in forward-slashes/: regular expression search

Usage: `history [options]` (limit on which commands to include)

Options:

- | | |
|---------------------|------------------------------------|
| -h, --help | show this help message and exit |
| -s, --script | Script format; no separation lines |

`Cmd.do_list(arg)`

`list [arg]`: lists command(s) from history in a flexible/searchable way.

Parameters `arg` – str - behavior varies as follows:

- no arg -> list most recent command
- arg is integer -> list one history item, by index
- a..b, a:b, a:, ..b -> list spans from a (or start) to b (or end)
- arg is string -> list all commands matching string search
- arg is /enclosed in forward-slashes/ -> regular expression search

Cmd. **do_run** (*arg*)

run [*arg*]: re-runs an earlier command

Parameters `arg` – str - determines which command is re-run, as follows:

- no arg -> run most recent command
- arg is integer -> run one history item, by index
- arg is string -> run most recent command by string search
- arg is /enclosed in forward-slashes/ -> run most recent by regex

Quitting the application

cmd2 pre-defines a `quit` command for you. It's trivial, but it's one less thing for you to remember.

Abbreviated commands

cmd2 apps will accept shortened command names so long as there is no ambiguity. Thus, if `do_divide` is defined, then `divid`, `div`, or even `d` will suffice, so long as there are no other commands defined beginning with *divid*, *div*, or *d*.

This behavior can be turned off with `app.abbrev` (see *Other user-settable parameters*)

Warning: Due to the way the parsing logic works for multiline commands, abbreviations will not be accepted for multiline commands.

Misc. pre-defined commands

Several generically useful commands are defined with automatically included `do_` methods.

Cmd. **do_quit** (*arg*)

Exits this application.

Cmd. **do_pause** (*text*)

Displays the specified text then waits for the user to press <Enter>.

Usage: pause [*text*]

Parameters `text` – str - Text to display to the user (default: blank line)

Cmd. **do_shell** (*command*)

Execute a command as if at the OS prompt.

Usage: shell command

Parameters `command` – str - shell command to execute

(! is a shortcut for shell; thus !ls is equivalent to shell ls.)

Transcript-based testing

If the entire transcript (input and output) of a successful session of a cmd2-based app is copied from the screen and pasted into a text file, `transcript.txt`, then a transcript test can be run against it:

```
python app.py --test transcript.txt
```

Any non-whitespace deviations between the output prescribed in `transcript.txt` and the actual output from a fresh run of the application will be reported as a unit test failure. (Whitespace is ignored during the comparison.)

Regular expressions can be embedded in the transcript inside paired / slashes. These regular expressions should not include any whitespace expressions.

Note: If you have set `allow_cli_args` to False in order to disable parsing of command line arguments at invocation, then the use of `-t` or `--test` to run transcript testing is automatically disabled. In this case, you can alternatively provide a value for the optional `transcript_files` when constructing the instance of your `cmd2.Cmd` derived class in order to cause a transcript test to run:

```
from cmd2 import Cmd
class App(Cmd):
    # customized attributes and methods here

if __name__ == '__main__':
    app = App(transcript_files=['exampleSession.txt'])
    app.cmdloop()
```

Features requiring only parameter changes

Several aspects of a cmd2 application's behavior can be controlled simply by setting attributes of `App`. A parameter can also be changed at runtime by the user *if* its name is included in the dictionary `app.settable`. (To define your own user-settable parameters, see *Other user-settable parameters*)

Case-insensitivity

By default, all cmd2 command names are case-insensitive; `sing the blues` and `SiNg the blues` are equivalent. To change this, set `App.case_insensitive` to False.

Whether or not you set `case_insensitive`, *please do not* define command method names with any uppercase letters. cmd2 expects all command methods to be lowercase.

Shortcuts

Special-character shortcuts for common commands can make life more convenient for your users. Shortcuts are used without a space separating them from their arguments, like `!ls`. By default, the following shortcuts are defined:

```
? help
```

! shell: run as OS-level command

@ load script file

@@ load script file; filename is relative to current script location

To define more shortcuts, update the dict `App.shortcuts` with the `{'shortcut': 'command_name'}` (omit `do_`):

```
class App (Cmd2):
    Cmd2.shortcuts.update({'*': 'sneeze', '~': 'squirm'})
```

Default to shell

Every `cmd2` application can execute operating-system level (shell) commands with `shell` or a `!` shortcut:

```
(Cmd) shell which python
/usr/bin/python
(Cmd) !which python
/usr/bin/python
```

However, if the parameter `default_to_shell` is `True`, then *every* command will be attempted on the operating system. Only if that attempt fails (i.e., produces a nonzero return value) will the application's own `default` method be called.

```
(Cmd) which python
/usr/bin/python
(Cmd) my dog has fleas
sh: my: not found
*** Unknown syntax: my dog has fleas
```

Timing

Setting `App.timing` to `True` outputs timing data after every application command is executed. The user can set this parameter during application execution. (See *Other user-settable parameters*)

Echo

If `True`, each command the user issues will be repeated to the screen before it is executed. This is particularly useful when running scripts.

Debug

Setting `App.debug` to `True` will produce detailed error stacks whenever the application generates an error. The user can set this parameter during application execution. (See *Other user-settable parameters*)

Other user-settable parameters

A list of all user-settable parameters, with brief comments, is viewable from within a running application with:


```
(Cmd) set --long
abbrev: True           # Accept abbreviated commands
autorun_on_edit: True # Automatically run files after editing
case_insensitive: True # upper- and lower-case both OK
colors: True         # Colorized output (*nix only)
continuation_prompt: > # On 2nd+ line of input
debug: False        # Show full error stack on error
default_file_name: command.txt # for ``save``, ``load``, etc.
echo: False        # Echo command issued into output
editor: vim           # Program used by ``edit``
feedback_to_output: False # include nonessentials in `|`, `>` results
locals_in_py: True  # Allow access to your application in py via self
prompt: (Cmd)        # The prompt issued to solicit input
quiet: False       # Don't print nonessential feedback
timing: False      # Report execution times
```

Any of these user-settable parameters can be set while running your app with the `set` command like so:

```
set abbrev False
```

Features requiring application changes

Multiline commands

Command input may span multiple lines for the commands whose names are listed in the parameter `app.multilineCommands`. These commands will be executed only after the user has entered a *terminator*. By default, the command terminators is `;`; replacing or appending to the list `app.terminators` allows different terminators. A blank line is *always* considered a command terminator (cannot be overridden).

Parsed statements

`cmd2` passes `arg` to a `do_` method (or default) as a `ParsedString`, a subclass of string that includes an attribute `parsed`. `parsed` is a `pyarsing.ParseResults` object produced by applying a `pyarsing` grammar applied to `arg`. It may include:

command Name of the command called

raw Full input exactly as typed.

terminator Character used to end a multiline command

suffix Remnant of input after terminator

```
def do_parsereport(self, arg):
    self.stdout.write(arg.parsed.dump() + '\n')
```

```
(Cmd) parsereport A B /* C */ D; E
['parsereport', 'A B D', ';', 'E']
- args: A B D
- command: parsereport
- raw: parsereport A B /* C */ D; E
- statement: ['parsereport', 'A B D', ';']
  - args: A B D
  - command: parsereport
```

```
- terminator: ;
- suffix: E
- terminator: ;
```

If `parsed` does not contain an attribute, querying for it will return `None`. (This is a characteristic of `pyarsing.ParseResults`.)

The parsing grammar and process currently employed by `cmd2` is stable, but is likely significantly more complex than it needs to be. Future `cmd2` releases may change it somewhat (hopefully reducing complexity).

(Getting `arg` as a `ParsedString` is technically “free”, in that it requires no application changes from the `cmd` standard, but there will be no result unless you change your application to *use* `arg.parsed`.)

Environment parameters

Your application can define user-settable parameters which your code can reference. Create them as class attributes with their default values, and add them (with optional documentation) to `settable`.

```
from cmd2 import Cmd
class App(Cmd):
    degrees_c = 22
    sunny = False
    settable = Cmd.settable + '''degrees_c temperature in Celsius
    sunny'''
    def do_sunbathe(self, arg):
        if self.degrees_c < 20:
            result = "It's {temp} C - are you a penguin?".format(temp=self.degrees_c)
        elif not self.sunny:
            result = 'Too dim.'
        else:
            result = 'UV is bad for your skin.'
        self.stdout.write(result + '\n')
app = App()
app.cmdloop()
```

```
(Cmd) set --long
degrees_c: 22 # temperature in Celsius
sunny: False #
(Cmd) sunbathe
Too dim.
(Cmd) set sunny yes
sunny - was: False
now: True
(Cmd) sunbathe
UV is bad for your skin.
(Cmd) set degrees_c 13
degrees_c - was: 22
now: 13
(Cmd) sunbathe
It's 13 C - are you a penguin?
```

Commands with flags

All `do_` methods are responsible for interpreting the arguments passed to them. However, `cmd2` lets a `do_` methods accept Unix-style *flags*. It uses `optparse` to parse the flags, and they work the same way as for that module.

Flags are defined with the `options` decorator, which is passed a list of `optparse`-style options, each created with `make_option`. The method should accept a second argument, `opts`, in addition to `args`; the flags will be stripped from `args`.

```
@options([make_option('-p', '--piglatin', action="store_true", help="atinLay"),
         make_option('-s', '--shout', action="store_true", help="N00B EMULATION MODE"),
         make_option('-r', '--repeat', type="int", help="output [n] times")
])
def do_speak(self, arg, opts=None):
    """Repeats what you tell me to."""
    arg = ''.join(arg)
    if opts.piglatin:
        arg = '%s%say' % (arg[1:].rstrip(), arg[0])
    if opts.shout:
        arg = arg.upper()
    repetitions = opts.repeat or 1
    for i in range(min(repetitions, self.maxrepeats)):
        self.stdout.write(arg)
        self.stdout.write('\n')
```

```
(Cmd) say goodnight, gracie
goodnight, gracie
(Cmd) say -sp goodnight, gracie
OODNIGHT, GRACIEGAY
(Cmd) say -r 2 --shout goodnight, gracie
GOODNIGHT, GRACIE
GOODNIGHT, GRACIE
```

`options` takes an optional additional argument, `arg_desc`. If present, `arg_desc` will appear in place of `arg` in the option's online help.

```
@options([make_option('-t', '--train', action='store_true', help='by train')],
         arg_desc='(from city) (to city)')
def do_travel(self, arg, opts=None):
    'Gets you from (from city) to (to city).'
```

```
(Cmd) help travel
Gets you from (from city) to (to city).
Usage: travel [options] (from-city) (to-city)

Options:
  -h, --help    show this help message and exit
  -t, --train   by train
```

Controlling how arguments are parsed for commands with flags

There are three functions which can globally effect how arguments are parsed for commands with flags:

`cmd2.set_posix_shlex(val)`

Allows user of `cmd2` to choose between POSIX and non-POSIX splitting of args for `@options` commands.

Parameters `val` – bool - True => POSIX, False => Non-POSIX

`cmd2.set_strip_quotes(val)`

Allows user of `cmd2` to choose whether to automatically strip outer-quotes when `POSIX_SHLEX` is False.

Parameters `val` – bool - True => strip quotes on args and option args for `@option` commands if `POSIX_SHLEX` is False.

`cmd2.set_use_arg_list(val)`

Allows user of cmd2 to choose between passing @options commands an argument string or list of arg strings.

Parameters `val` – bool - True => arg is a list of strings, False => arg is a string (for @options commands)

Note: Since `optparse` has been deprecated since Python 3.2, the cmd2 developers plan to replace `optparse` with `argparse` in the next version of cmd2. We will endeavor to keep the API as identical as possible when this change occurs.

poutput, pfeedback, perror

Standard cmd applications produce their output with `self.stdout.write('output')` (or with `print`, but `print` decreases output flexibility). cmd2 applications can use `self.poutput('output')`, `self.pfeedback('message')`, and `self.perror('errmsg')` instead. These methods have these advantages:

- **More concise**

- `.pfeedback()` destination is controlled by *quiet* parameter.

color

Text output can be colored by wrapping it in the `colorize` method.

`Cmd.colorize(val, color)`

Given a string (`val`), returns that string wrapped in UNIX-style special characters that turn on (and then off) text color and style. If the `colors` environment parameter is `False`, or the application is running on Windows, will return `val` unchanged. `color` should be one of the supported strings (or styles): red/blue/green/cyan/magenta, bold, underline

quiet

Controls whether `self.pfeedback('message')` output is suppressed; useful for non-essential feedback that the user may not always want to read. `quiet` is only relevant if `app.pfeedback` is sometimes used.

select

Presents numbered options to user, as bash `select`.

`app.select` is called from within a method (not by the user directly; it is `app.select`, not `app.do_select`).

`Cmd.select(opts, prompt='Your choice? ')`

Presents a numbered menu to the user. Modelled after the bash shell's `SELECT`. Returns the item chosen.

Argument `opts` can be:

- a single string -> will be split into one-word options

- a list of strings -> will be offered as options

- a list of tuples -> interpreted as (value, text), so that the return value can differ from the text advertised to the user

```
def do_eat(self, arg):
    sauce = self.select('sweet salty', 'Sauce? ')
    result = '{food} with {sauce} sauce, yum!'
    result = result.format(food=arg, sauce=sauce)
    self.stdout.write(result + '\n')
```

```
(Cmd) eat wheaties
    1. sweet
    2. salty
Sauce? 2
wheaties with salty sauce, yum!
```

Integrating cmd2 with external tools

Throughout this documentation we have focused on the **90%** use case, that is the use case we believe around 90+% of our user base is looking for. This focuses on ease of use and the best out-of-the-box experience where developers get the most functionality for the least amount of effort. We are talking about running cmd2 applications with the `cmdloop()` method:

```
from cmd2 import Cmd
class App(Cmd):
    # customized attributes and methods here
app = App()
app.cmdloop()
```

However, there are some limitations to this way of using cmd2, mainly that cmd2 owns the inner loop of a program. This can be unnecessarily restrictive and can prevent using libraries which depend on controlling their own event loop.

Integrating cmd2 with event loops

Many Python concurrency libraries involve or require an event loop which they are in control of such as `asyncio`, `gevent`, `Twisted`, etc.

cmd2 applications can be executed in a fashion where cmd2 doesn't own the main loop for the program by using code like the following:

```
import cmd2

class Cmd2EventBased(cmd2.Cmd):
    def __init__(self):
        cmd2.Cmd.__init__(self)

    # ... your class code here ...

if __name__ == '__main__':
    app = Cmd2EventBased()
    app.preloop()

    # Do this within whatever event loop mechanism you wish to run a single command
    cmd_line_text = "help history"
    app.onecmd_plus_hooks(cmd_line_text)

    app.postloop()
```

The `onecmd_plus_hooks()` method will do the following to execute a single `cmd2` command in a normal fashion:

1. Parse the command line text
2. Execute `postparsing_precmd()`
3. Add the command to the history
4. Apply output redirection, if present
5. Execute `precmd()`
6. Execute `onecmd()` - this is what actually runs the command
7. Execute `postcmd()`
8. Undo output redirection (if present) and perform piping, if present
9. Execute `postparsing_postcmd()`

Running in this fashion enables the ability to integrate with an external event loop. However, how to integrate with any specific event loop is beyond the scope of this documentation. Please note that running in this fashion comes with several disadvantages, including:

- Requires the developer to write more code
- Does not support transcript testing
- Does not allow commands at invocation via command-line arguments

cmd2 Application Lifecycle and Hooks

The typical way of starting a `cmd2` application is as follows:

```
from cmd2 import Cmd
class App(Cmd):
    # customized attributes and methods here
app = App()
app.cmdloop()
```

There are several pre-existing methods and attributes which you can tweak to control the overall behavior of your application before, during, and after the main loop.

Application Lifecycle Hook Methods

The `preloop` and `postloop` methods run before and after the main loop, respectively.

`Cmd.preloop()`

Hook method executed once when the `cmdloop()` method is called.

`Cmd.postloop()`

Hook method executed once when the `cmdloop()` method is about to return.

Application Lifecycle Attributes

There are numerous attributes (member variables of the `cmd2.Cmd`) which have a significant effect on the application behavior upon entering or during the main loop. A partial list of some of the more important ones is presented here:

- **intro:** *str* - if provided this serves as the intro banner printed once at start of application, after `preloop` runs

- **allow_cli_args:** *bool* - if True (default), then searches for `-t` or `-test` at command line to invoke transcript testing mode inst and also processes any commands provided as arguments on the command line just prior to entering the main loop
- **echo:** *bool* - if True, then the command line entered is echoed to the screen (most useful when running scripts)
- **prompt:** *str* - sets the prompt which is displayed, can be dynamically changed based on application state and/or command results

Command Processing Hooks

Inside the main loop, every time the user hits <Enter> the line is processed by the `onecmd_plus_hooks` method.

`Cmd.onecmd_plus_hooks` (*line*)

Top-level function called by `cmdloop()` to handle parsing a line and running the command and all of its hooks.

Parameters *line* – *str* - line of text read from inp

Returns *bool* - True if `cmdloop()` should exit, False otherwise

As the `onecmd_plus_hooks` name implies, there are a number of *hook* methods that can be defined in order to inject application-specific behavior at various points during the processing of a line of text entered by the user. `cmd2` increases the 2 hooks provided by `cmd` (**precmd** and **postcmd**) to 6 for greater flexibility. Here are the various hook methods, presented in chronological order starting with the ones called earliest in the process.

`Cmd.preparse` (*raw*)

Hook method executed just before the command line is interpreted, but after the input prompt is generated.

Parameters *raw* – *str* - raw command line input

Returns *str* - potentially modified raw command line input

`Cmd.postparse` (*parse_result*)

Hook that runs immediately after parsing the command-line but before `parsed()` returns a `ParsedString`.

Parameters *parse_result* – `pyarsing.ParseResults` - parsing results output by the `pyarsing` parser

Returns `pyarsing.ParseResults` - potentially modified `ParseResults` object

`Cmd.postparsing_precmd` (*statement*)

This runs after parsing the command-line, but before anything else; even before adding `cmd` to history.

NOTE: This runs before `precmd()` and prior to any potential output redirection or piping.

If you wish to fatally fail this command and exit the application entirely, set `stop = True`.

If you wish to just fail this command you can do so by raising an exception:

- raise `EmptyStatement` - will silently fail and do nothing
- raise `<AnyOtherException>` - will fail and print an error message

Parameters *statement* –

- the parsed command-line statement

Returns (*bool*, *statement*) - (`stop`, *statement*) containing a potentially modified version of the *statement*

`Cmd.precmd` (*statement*)

Hook method executed just before the command is processed by `onecmd()` and after adding it to the history.

Parameters `statement` – ParsedString - subclass of str which also contains pyparsing ParseResults instance

Returns ParsedString - a potentially modified version of the input ParsedString statement

`Cmd.postcmd` (*stop*, *line*)

Hook method executed just after a command dispatch is finished.

`Cmd.postparsing_postcmd` (*stop*)

This runs after everything else, including after `postcmd()`.

It even runs when an empty line is entered. Thus, if you need to do something like update the prompt due to notifications from a background thread, then this is the method you want to override to do it.

Parameters `stop` – bool - True implies the entire application should exit.

Returns bool - True implies the entire application should exit.

Alternatives to cmd and cmd2

For programs that do not interact with the user in a continuous loop - programs that simply accept a set of arguments from the command line, return results, and do not keep the user within the program's environment - all you need are `sys.argv` (the command-line arguments) and `argparse` (for parsing UNIX-style options and flags). Though some people may prefer `docopt` or `click` to `argparse`.

The `curses` module produces applications that interact via a plaintext terminal window, but are not limited to simple text input and output; they can paint the screen with options that are selected from using the cursor keys. However, programming a `curses`-based application is not as straightforward as using `cmd`.

Several Python packages exist for building interactive command-line applications approximately similar in concept to `cmd` applications. None of them share `cmd2`'s close ties to `cmd`, but they may be worth investigating nonetheless. Two of the most mature and full featured are:

- [Python Prompt Toolkit](#)
- [Click](#)

[Python Prompt Toolkit](#) is a library for building powerful interactive command lines and terminal applications in Python. It provides a lot of advanced visual features like syntax highlighting, bottom bars, and the ability to create fullscreen apps.

[Click](#) is a Python package for creating beautiful command line interfaces in a composable way with as little code as necessary. It is more geared towards command line utilities instead of command line interpreters, but it can be used for either.

Getting a working command-interpreter application based on either [Python Prompt Toolkit](#) or [Click](#) requires a good deal more effort and boilerplate code than `cmd2`. `cmd2` focuses on providing an excellent out-of-the-box experience with as many useful features as possible built in for free with as little work required on the developer's part as possible. We believe that `cmd2` provides developers the easiest way to write a command-line interpreter, while allowing a good experience for end users. If you are seeking a visually richer end-user experience and don't mind investing more development time, we would recommend checking out [Python Prompt Toolkit](#).

In the future, we may investigate options for incorporating the usage of [Python Prompt Toolkit](#) and/or [Click](#) into `cmd2` applications.

CHAPTER 2

Compatibility

Tested and working with Python 2.7 and 3.3+.

CHAPTER 3

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