

**GED.HYPER**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> GED.HYPER		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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## Chapter 1

# GED.HYPER

### 1.1 main

Feature list	ARexx port
Licence	Command list
Introduction	General hints
Required system	Credits
Getting started	How to register
Mouse handling	How to get updates
Description of menus	How to contact author
Keyboard	Index

#### Menus

Project menu	Control menu
Block menu	Misc menu
Layout menu	Macro menu
Find menu	Config menu

Suggested reading pattern: Top to Bottom. Novice users should skip the sections "ARexx port" and "Command list".

### 1.2 FEATURE LIST

#### FEATURE LIST

- o OS3.x look & functions ( AppWindows & more)
  - o Folding of paragraphes (unlimited nesting available)
  - o Menus fully customizable (easy-to-use requesters)
  - o ARexx port (approx. 420 commands/options)
  - o QuickReference capability (includes, sources, ...)
  - o APC (TM): Automatic phrase completion, based on dictionary
  - o shifting (two speeds)
  - o Smooth display, fast scrolling
  - o HotKey support
-

- o unlimited number of windows
- o Formatter (aligned, block, centered), WordWrap
- o automatic indention (left margin)
- o SmartIndention (code dependend, e.g. after 'if')
- o AutoBackup (any interval, any backup path)
- o MenuHelp (AmigaGuide)
- o localized (English/German so far)
- o right-to-left input mode available
- o printer control (linefeed/spacing/style)
- o Multiselect of files (e.g. join files together)
- o direkt XPK support : (de)crunching
- o ASCII character selection window
- o flexible GUI handling: any display mode / font
- o protection bits support, file comment support
- o clipboard support (snapping): Cut & paste
- o AutoLoad of project file
- o FastLoad mode
- o AutoCase (TM) correction (based on user's dictionary)
- o automatic parenthesis check available
- o QuickFunc jump table display for many prog. languages
- o insertion of columns , removal of columns
- o user friendly (about 25 requesters)
- o fixed/regular/ dynamic TABs ; solid/transparent TABs
- o character set remap (e.g. Amiga to MS-DOS)
- o four speeds of scrolling
- o quick starter ED
- o startup macro
- o powerful macro recording
- o templates
- o global search accross file boundaries
- o file hunter (extract file name under cursor, search file)
- o online spellchecker
- o user defined gadgets
- o search/replace history
- o asynchronous printing
- o icon dock
- o preview display mode
- o and many more ...

## 1.3 LICENCE

### LICENCE

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## 1.4 INTRODUCTION

### INTRODUCTION

The basic design goals of this editor were to make it as user friendly as possible. And make it as fast as possible. A lot of attention has been put to the general look & feel, performance considerations and full support of the Amiga OS. The whole design is based on OS2.x/3.x, a fast CPU, sufficient RAM and a hard disk. The makers of GoldED neither cared much about memory consumption nor did they pay attention to OS1.3 compatibility since this would have meant to make concessions to speed or general handling.

GoldED's way of working is basically event based: the editor waits for events like a pressed key or a menu selection and then calls a dispatcher to perform appropriate action. Action is not hard coded: you may assign any of the editor's internal functions to an event (though most people won't do any assignments at all but use the default configuration). For example you may assign the 'open file' function to the 'A' key by using GoldED's keyboard requester. Or assign the text "don't panic" to the A key. Or assign an ARexx macro script to it. Or a DOS command. Or just leave it as it is. No matter what kind of interface to GoldED you use (the menus, the keyboard or its ARexx port): all of them do support the same command set. It's easy to use, straight-forward and flexible. GoldED doesn't use an internal macro language like DME: Its internal functions are basically function calls, performing some kind of action. It fully relies on ARexx as far as conditional statements like IF ... THEN are concerned.

---

## 1.5 REQUIRED SYSTEM

### REQUIRED SYSTEM

Minimum requirements are OS2.04, 68000 and 1 MB RAM. GoldED has NOT been tested with a 68000. Suggested minimum system for average performance (I'm serious about that) is OS3.0, 68020 & 2 MB RAM. Some advanced features require OS2.1, many other features even require OS3.x. We strongly recommend to install/rekick OS3.x if your Amiga is capable of it. GoldED is *\*much\** faster under OS3.x.

Software requirements (all these files have been released to the public already - check Fish disks):

- o reqtools library
- o xpk library
- o amigaguide library

## 1.6 GETTING STARTED

### GETTING STARTED

Start the editor either by doubleclicking its icon or by typing its name at shell level. Or use the HotKey combination (i.e. right ALT + right SHIFT & RETURN) if the editor is present in the background already. Depending on whether or not AutoLoad (see config/misc ) is enabled, it might happen that a file is loaded automatically even though you have provided no file name. Don't get confused - it's a feature, not a bug :-)

#### QuickStarter

Besides the main editor GoldED, a quick starter ED is provided. This program is a small (4 KB) GoldED frontend. You can use it AS IF it were a real editor. For example you might type 'ed letter' to edit the file letter if the quick starter were named 'ed'. The big advantage of a quick starter is its ability to pass a new job to an already running instance of GoldED (if there is any). Needless to say that this happens very fast. The quick starter may be made resident (the main editor may not). The source code of ED is available in the "GoldED:Tools/EDSource" drawer.

#### Arguments

GoldED accepts four kinds of arguments: a list of file names to load, the name of a public screen to open on (after the SCREEN keyword), a configuration file to use (CONFIG keyword) and finally the HIDE option. The SCREEN/CONFIG/HIDE arguments may be passed as command line options as well as icon tool types (don't use quotes around file names within tool type entries). Example:

```
GoldED s:startup-sequence CONFIG s:MyPrefs
```

If you want the editor to stay in the background initially (waiting for HotKey activation), use the HIDE option but don't supply file names:

---

## GoldED HIDE

The quickstarter ED additionally supports the STICKY option (see below). It will ignore the CONFIG/SCREEN options if it is able to pass the list of files to a running instance of GoldED. Example:

```
ED mail:answer CONFIG s:BBS.prefs STICKY
```

The quickstarter has been designed for synchronous operation (unless the HIDE option is used to run the editor in the background). It won't detach itself from a shell window unless you RUN it. If the STICKY option is not specified, a call to ED returns after the last GoldED window has been closed. If STICKY is specified, a call to ED returns after the window opened by ED is closed (GoldED itself may keep on running if there are further windows to handle). This is designed to be used in command files where you want the execution of the batch file or command script to wait until the user has finished editing a particular file. ED will return (using the sticky option) when the user quits out of the file.

## MenuHelp

The editor's help facility is based on Commodore's AmigaGuide library. Simply doubleclick the 'manual' icon - its default tool is AmigaGuide. You might use 'MultiView' of OS3.0 to read the 'GoldED.guide' file, too. GoldED itself supports menu help: press the <HELP> key during selection of a menu item (within GoldED) to get explanations related to the item you selected.

## Language

Locale library of OS2.1 or better is supported as far as GoldED's requesters are concerned: if you have selected German to be your default language (by using the 'locale' preferences of your Workbench), requesters as well as time/date strings will be German. So far only English and German are available; other languages might be available in the future. Locale settings do not affect menus because menus are not part of the editor itself but external text files. Use config/menus to edit/load menus. The default menu definition file is available in German & English. It is installed by the Install utility when installing the GoldED package. You may load a new menu definition file at any time (see config/menus).

## GUI (Graphical User Interface)

The editor's user interface supports the look & feel of OS2.x. Most gadgets offer keyboard activation: if a character of the gadget inscription appears underscored, it may be used as shortcut. Thus you can move a slider gadget or activate a button gadget by a single keystroke. Use the shift key simultaneously to toggle 'direction' of changes - e.g. to move a slider gadget one step to the left instead of to the right. Use the 'Amiga' key simultaneously to activate another gadget from within a string gadget (without R-Amiga your input would go to the string gadget). Amiga-X will clear string gadgets. CTRL+L inserts a form feed code.

---

## 1.7 MOUSE HANDLING

### MOUSE HANDLING

A simple mouse click into a text window will position the cursor. Doubleclick into the window to mark the word under the cursor. Hold down the mouse button and drag the mouse pointer over the text to mark lines or single words. This editor offers two marker resolutions: character resolution (standard) and line resolution. Hold down the SHIFT key while marking to change to line mode.

## 1.8 DESCRIPTION OF MENUS

### DESCRIPTION OF MENUS

Since GED offers almost unlimited user configuration, there is no 'fixed' appearance, neither as far as colors, resolution or fonts nor as far as menus & functions are concerned. This manual describes the default configuration. Use config/load to load a settings file.

The standard menus are:

Project menu	Control menu
Block menu	Misc menu
Layout menu	Macro menu
Find menu	Config menu

## 1.9 PROJECT MENU

### PROJECT MENU

menu tree of project menu

project/about	project/new name
project/user	project/current dir
project/clear text	project/save
project/more ed	project/save as
project/open	project/save as XPK
project/open fast	project/save & exit
project/open new	project/bits
project/open original	project/print
project/insert	project/quit & unload
project/append	project/quit (window)

The project menu offers a variety of commands related to general handling of a document, especially as far as basic input/output functions are concerned (load/save or printing).

## 1.10 project/about

project/about of PROJECT MENU

Displays version ID. Furthermore the name of this task's ARexx port and this task's screen name are displayed. If you told the editor to open a custom screen, this screen is always public, i.e. you are invited to run other tasks on the same screen (e.g. type SHELL CON:0/11/640/100/Shell/screenGOLDED.1 to open a shell window on GoldED's screen). See config/display for information on how to make other programs appear on GoldED's screen.

## 1.11 project/user

project/user of: PROJECT MENU

If you are a registered user of GoldED, your name appears if select this menu item. The unregistered release shows a general copyright information.

## 1.12 project/clear text

project/clear text of: PROJECT MENU

Clears contents of current window. Protection bits are set to the defaults (see config/misc ) before further actions take place. The path is reset to the current path, the file name is reset to "unnamed". You are asked for confirmation if the text has been changed since loading.

## 1.13 project/more ed

project/more ed of: PROJECT MENU

Opens a further window for input. The window size is read from the configuration file (see config/load ). If you have enabled CenterWin (see config/misc , default is ON), the new window is centered on screen, otherwise the window position is read from the configuration file. Use config/save to save window dimensions & position of your current window as default settings. This editor offers many functions related to window management, e.g. it is able to 'arrange' your windows on screens. Autoscroll screens are fully supported: window functions consider the visible section only. See control/window arrange for more details.

## 1.14 project/open

project/open of: PROJECT MENU

Discards current text if any was loaded (same as project/clear text ) and ask for new file(s) to load.

Multiselect

Like most file requesters of GoldED, the requester used by this function supports multi selection: you may select more than one file. Treatment of multi selected files depends on the context: while this function will open a new window for each file, project/append loads all selected files to one window.

AppWindows

GoldED's text windows are so called AppWindows: it is possible to drag icons (of text files) over a text window. These files are appended to the text of that window. Multi selection is supported: You may drag more than one file over a window using extended selection (hold down the shift key while you select icons).

Crunched XPK files (see project/save as XPK ) are recognized and decompressed while reading if the XPK libraries is available. This function checks for TABs (dez. 8); TABs are replaced by SPC (dez. 32) while loading. See config/tabs if you want to influence substitution. LOAD uses an input buffer of about 16KB to speed up operation. However, if you want even better performance, use project/open fast instead.

If AutoFold ( config/misc ) is ON, the file is scanned for folded sections after loading. You should disable AutoFold if you don't want to use the folding capability to prevent scanning for fold markers and thus save time.

Warning: Do never attempt to edit binaries (programs). GoldED is a text editor, not a file monitor. It will change the data in a way suitable for text files but definitely unsuitable for binaries ( e.g. remove CR return codes, substitute spaces, clear the executable-bit).

## 1.15 project/open fast

project/open fast of: PROJECT MENU

FastLoad

A fast replacement for project/open . This option requires an IO buffer of the original file's size and it doesn't check for TABs. However, since GoldED never writes TABs (a concession to speed), this function might suit you very well if your Amiga has a decent amount of RAM. This function is about 50% faster than 'slow' load. Use project/open original to reload a file in slow mode (with TAB substitution enabled) if you discover after loading that it contains TAB's ('strange' characters at beginning of lines). GoldED automatically falls back to slow load if it detects TAB codes within the

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first 1500 bytes of a file.

## 1.16 project/open new

project/open new of: PROJECT MENU

Load a document but don't load it to the current window as project/open would do. Instead, a new window is prepared.

## 1.17 project/open original

project/open original of: PROJECT MENU

Reload current file from disk. Useful after you have made some changes but want to switch back to the original. This function uses 'slow loading' (see project/open fast ), i.e. TAB's are substituted by spaces.

## 1.18 project/insert

project/insert of: PROJECT MENU

Insert a file at current cursor position (before current line). A file requester will pop up, asking you for one or more files to be inserted. Hold down the SHIFT key to select more than one file (this feature is called 'multiselection').

## 1.19 project/append

project/append of: PROJECT MENU

Append one or more files to your current text. A file requester will pop up, asking you for one or more files to append to your text. Quite useful to join a couple of files together.

## 1.20 project/new name

project/new name

Change the name of current text (you are prompted for a new one). Only the document in memory is affected - no disk file is renamed. Since one usually

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would use `PROJECT/SAVE AS` to save a file to a new location, this function is rarely used.

## 1.21 `project/current dir`

`project/current dir` of: PROJECT MENU

Set the 'current path' to wherever you want. The current path is used by many functions (e.g. `project/open new`) as default path. It is used by all menu items of type DOS, too (e.g. 'new shell'). If you have set the current path to 's:', a function like `project/open new` would list the s-directory when asking for a file.

Setting the current path doesn't change the name of an existing text - use the menu command `project/new name` to change the name. Some functions (e.g. `project/open`) don't care about the current path - they extract path information from the current document's name. Use `project/clear text` to reset the path of an empty text window to the current directory.

## 1.22 `project/save`

`project/save` of: PROJECT MENU

Save a text, using the current name displayed in the window's title bar. Old copies (no matter how protection bits have been set) are overwritten without asking for confirmation if 'overwrite' ( `config/GUI` ) mode has been set. Turn on backup creation if you want the editor to backup the old version if one is available; see `config/misc` for more information on backups. You might even ask the editor to backup your files regularly (e.g. every 10 minutes) to any directory (see `config/misc` as well). This function is disabled for windows of type read-only to prevent the user from accidentally overwriting important files. QuickRef windows are read-only (see `QuickReference` ).

## 1.23 `project/save as`

`project/save as` of: PROJECT MENU

Same as `project/save` but gives you the opportunity to enter a new file name before the text is written to disk. This function is disabled for windows of type read-only to prevent the user from accidentally overwriting important files. QuickRef windows are read-only (see `QuickReference` ).

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## 1.24 project/save as XPK

project/save as XPK of: PROJECT MENU

XPK support

Save current file in compressed and/or encrypted mode (about 50% less disk space required depending on chosen compressor). See config/misc on how to select compression mode. This function requires the complete set of XPK libraries which has been released as FD. Note: other editors/programs might not be able to handle crunched files, so be careful when using this function. Don't crunch your sources - the compiler won't like it.

## 1.25 project/save & exit

project/save & exit of: PROJECT MENU

Same as project/save followed by project/quit (window) : Save current text and close window. Exit GoldED if the last window has been closed. GoldED won't close a window or exit if the SAVE operation fails (e.g. disk full error). This function is disabled for windows of type read-only to prevent the user from accidentally overwriting important files. QuickRef windows are read-only (see QuickReference ).

## 1.26 project/bits

project/bits of: PROJECT MENU

Edit protection bits of the current text. Have a look at your Amiga DOS manual if you are unfamiliar with these bits. In generally you should set the S (script) bit for batch files but let the other bits untouched. Changes won't have any effect until you save the text. These bits are set to a default state after performing project/clear text ). Use config/misc to define the default state.

## 1.27 project/print

project/print of: PROJECT MENU

Send current text to printer 'PRT:'. See config/printer for information on how to affect output style. DeskJet/LaserJet owners should use the HiSpeed printing facility of the misc menu instead ( misc/hispeed ). HiSpeed is shareware; a registered HiSpeed release is part of the GoldED Pro and GoldED Pro/NET registration.

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## 1.28 project/quit & unload

project/quit & unload of: PROJECT MENU

Close current window. Exit from GoldED if the last window has been closed. You are asked for confirmation if you attempt to exit without having saved your text so far (unless you didn't change the text at all). You are NOT asked for confirmation if only preferences have been changed (see config/save ). GoldED is unloaded from memory by this menu after the last window has been closed (the editor is unloaded even if the 'resident' option is enabled; see config/misc ). Use project/quit (window) if you want to have the resident setting considered.

## 1.29 project/quit (window)

project/quit (window) of: PROJECT MENU

Close current window. Exit from GoldED if the last window has been closed. You are asked for confirmation if you attempt to exit without having saved your text so far (unless you didn't change the text at all). You are NOT asked for confirmation if only preferences have been changed (see config/save ).

GoldED's memory management is asynchronous - after having closed a window you don't have to wait for the memory to be freed (this is done by a background task). Your Amiga might appear to be slightly slower than usual while the background task is busy - especially if the text buffer has been large (200 KB or more).

HotKey

If hotkey support (see config/misc ) is enabled, GoldED will not be removed from RAM even after closing the last window. Instead it will wait for a hotkey combination (right ALT & right SHIFT & RETURN). Press these keys to make the editor reappear. Or use the commodities exchange program of your workbench. HotKey activation will give you a very fast response time since the editor won't have to be reloaded from disk.

## 1.30 BLOCK MENU

BLOCK MENU  
menu tree of block menu

block/mark	block/insert column
block/hide mark	block/append text
block/cut	block/column text
block/copy	block/indent
block/paste	block/sort

block/paste vertical	block/uppercase
block/bcopy	block/lowercase
block/bdelete	block/save as
block/bmove	block/print
block/delete column	

All functions of the block menu are related to the management of 'blocks', which are marked sections of lines. Ususally one would use menu functions or corresponding keyboard shortcuts to mark lines, however the mouse may be used as well: simply hold down the left mouse button while you drag the pointer over a desired section of lines. You can have only one block per document.

### 1.31 block/mark

block/mark of: BLOCK MENU

Mark beginning or end of a block. This command will mark whole lines only; use the mouse if you want to mark single words or characters. If you call this function for the first time (no marked lines so far), the editor will remember the current cursor position as START of a new block. If you call this function a second time, the editor remembers the current cursor position as block END - all lines between START and END are highlighted. START and END are symbolic names. START doesn't necessarily have to be smaller than END. Things are handled differently if you use this function after a block has already been selected: If the cursor position is closer to the end of the current block than to its start, the end position is updated. Otherwise the start position is set to the cursor's line. You might use block/hide mark to get rid of a block, i.e. to unmark lines.

Some functions of this editor require line resolution as far as blocks are concerned - for example you can't mark a single word and block-format it. GoldED will promote blocks to paragraphes if required.

### 1.32 block/hide mark

block/hide mark of: BLOCK MENU

Turn block off, ie. don't have any text section highlighted. Useful after block/mark to get rid of a block selection.

### 1.33 block/cut

block/cut of: BLOCK MENU

Cut selected parts (see block/mark or mouse ) from text. These lines are written to the clipboard, ready to be inserted into any application supporting the clipboard device (e.g. into a shell window by pressing AMIGA &

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V or into any GoldED document using block/paste ). The clipboard offers several storages called "units" and thus is able to keep many blocks of data; standard unit (used to exchange data between applications) is unit 0. You shouldn't use these clipboard-based functions to move/copy data within a single GoldED document; block/bcopy or block/bmove would perform the same task much faster.

### 1.34 block/copy

block/copy of: BLOCK MENU

Copy marked parts (see block/mark or mouse ) to the clipboard device, ready to be inserted into any application supporting this device. The clipboard offers several storages called "units" and thus is able to keep many blocks of data; standard unit (used to exchange data between applications) is unit 0. This function doesn't affect your current text (as block/cut would). See block/paste for more details.

### 1.35 block/paste

block/paste of: BLOCK MENU

Insert clipboard contents (if any are available) into current text. An empty clipboard is reported as "clipboard error". Single words found in the clipboard are inserted at the current cursor position. Paragraphes (i.e. multiple lines) found in the clipboard are treated differently: they are inserted before the current line.

Clipboard

The 'clipboard' (actually the 'CLIPS:'-directory) is used by many applications to exchange data. It offers several storages called "units" and thus is able to keep several blocks of data simultaneously. GoldED can access any unit (see CLIP command), though usually only unit 0 is used. Postings to the clipboard are IFF files; GoldED supports IFF/FTXT clipboard access. For example, you could mark a text within a shell window, press AMIGA + C to copy these lines to the clipboard unit 0 and then reinsert them into a GoldED window using AMIGA + V. A paste operation won't remove the data from the clipboard, i.e. you can call this function several times.

### 1.36 block/paste vertical

block/paste vertical of: BLOCK MENU

Insert clipboard contents "vertically" at current cursor position: the clipboard contents are mixed to the existing lines. Depending on the writing mode ( control/insert ) text is either inserted or the current text

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overwritten by this operation. While insert mode is recommended for pasting single words, overwrite mode should be used to create multi-column documents. You will get a 'clipboard error' if the clipboard is empty. Use block/copy to move text sections to the clipboard.

### 1.37 block/bcopy

block/bcopy of: BLOCK MENU

Copy marked section (see block/mark or mouse ) to current cursor position. Useful to duplicate sections within a single document (while you would have to use a block/cut / block/paste pair to exchange data between different windows or different applications).

### 1.38 block/bdelete

block/bdelete of: BLOCK MENU

Delete highlighted section (see block/mark or mouse ). It is not possible to undo this operations, so better be careful. If you don't want to miss an undo option, use block/cut instead ( block/paste to undo) - however those functions are no as fast as this one.

### 1.39 block/bmove

block/bmove of: BLOCK MENU

Move highlighted area (see block/mark or mouse ) to current cursor position. This function is useful to move sections of lines within a single document (while you would have to use a block/cut / block/paste pair to move text from one window to another window/application).

### 1.40 block/delete column

block/delete column of: BLOCK MENU

Removal of columns

Delete a column from highlighted lines (see block/mark ). Move cursor to desired column before you call this function (e.g. move cursor to column 10 if you want to delete this column from all block line). You shouldn't use this function if you simply want to change indentation of a paragraphe because; use block/indent instead.

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## 1.41 block/insert column

block/insert column of: BLOCK MENU

Insertion of columns

Insert a column into highlighted lines (see block/mark on how to mark lines). Move cursor to desired column before you call this function. Example: Move cursor to column 40 if you want to insert one space character before this column into all marked lines.

## 1.42 block/append text

block/append text of: BLOCK MENU

Append text to marked lines. Example usage: Mark some lines (see block/mark ) and call this function. A requester will pop up, asking you for a text to be appended. If you enter ';', a semicolon would be appended to each line you have marked.

## 1.43 block/column text

block/column text of: BLOCK MENU

Insert a text into marked lines at current cursor position. Example usage: Mark some lines (see block/mark ), move cursor to desired column (e.g. column 1) and call this function. A requester will pop up, asking you for a text to be inserted. If you enter 'Prototype ', this word would be inserted at the beginning (column 1) of each block line. This function is quite useful if you want to create tables (for example you could insert a '|' to get a vertical line).

## 1.44 block/indent

block/indent of: BLOCK MENU

Shifting

Change indentation of marked lines ( block/mark ). Use arrow gadgets to shift text left or right. Currently selected keyboard-TAB distance (see config/tabs ) is used as default indentation step, however you may change this value using the step gadget. An indent function (two speeds) is assigned to keyboard's cursor keys, too (see cursor keys ).

## 1.45 block/sort

block/sort of: BLOCK MENU

Sort selected lines (see block/mark ) alphabetically. This function is not case sensitive (i.e. 'A' and 'a' would be considered equal).

## 1.46 block/uppercase

block/uppercase of: BLOCK MENU

Make all characters of highlighted lines (see block/mark ) uppercase. This function uses the locale library if available to treat non-ASCII characters (e.g. 'ß') the right way. Locale library is part of OS2.1 and OS3.0 or better. It is not part of OS2.04.

## 1.47 block/lowercase

block/lowercase of: BLOCK MENU

Make all characters of highlighted lines (see block/mark ) lowercase. This function uses the locale library if available to treat non-ASCII characters (e.g. 'ß') the right way. Locale library is part of OS2.1 and OS3.0 or better. It is not part of OS2.04.

## 1.48 block/save as

block/save as of: BLOCK MENU

Save marked lines (see block/mark ) to disk. You will be asked for a file name. Do not use this function to move text from one text to another - use the clipboard instead (see block/copy ).

## 1.49 block/print

block/print of: BLOCK MENU

Print marked lines (see block/mark ). The standard preferences printer is used. See config/printer if you want to affect output settings like quality or linefeed.

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## 1.50 LAYOUT MENU

LAYOUT MENU  
menu tree of layout menu

layout/set right margin	layout/block center
layout/use current margin	layout/section block
layout/word wrap on/off	layout/section left
layout/templates on/off	layout/section right
layout/block left/right	layout/section center
layout/block left	layout/AutoCase
layout/block right	layout/right-to-left

Formatter

All functions of the layout menu are related to formatting a text. They are of no use when writing source code – which is the main purpose of GoldED. But they should turn out useful if you edit normal text files (e.g. your e-mail).

Paragraphe vs. block

Some of the formatting functions actually are block functions: they do affect marked lines only. See `block/mark` if you don't know how to mark lines. Others do affect the 'current paragraphe' of a text. For example you might move the cursor to this star '\*' and then choose `layout/section left`: the lines from 'Some ...' (beginning of paragraphe) to the end of this paragraphe would be made left aligned. The editor determines the end of a paragraphe by looking for an empty line (however some lines appear to be empty but actually contain multiple spaces – these lines are not considered empty).

### 1.51 layout/set right margin

layout/set right margin of: LAYOUT MENU

Set right margin to current cursor position (margin values are considered by formatting operations like `WordWrap`). Example usage: move cursor to column 80, then call this menu. This will set the right margin to column 80.

### 1.52 layout/use current margin

layout/use current margin of: LAYOUT MENU

Formatting functions ignore left border settings ( `config/layout` ) if this menu appears checked; the left margin of the current line is used instead.

## 1.53 layout/word wrap on/off

layout/word wrap on/off of: LAYOUT MENU

WordWrap

Toggles word wrap mode on/off. Current status is displayed in screen's title bar (WRAP). If word wrap is on, the editor will reformat the current paragraph (left aligned) if cursor moves behind right margin (see config/layout on how to set right margin). Word wrap is very useful if you work on a plain ASCII text: You won't have to bother about pressing the enter key - the editor will switch to a new line automatically if the current line is full.

Do never use word wrap if you work on a source file - the source would get mixed up as soon as the editor attempts to reformat a section of lines. Do not use word wrap when creating tables or any other kind of formatted output for the same reason, too.

## 1.54 layout/templates on/off

layout/templates on/off of: LAYOUT MENU

Templates

Toggles template mode on/off. Current status is displayed in screen's title bar (TMPL). If template mode is on, the editor will look for search patterns (templates) during user input. If a template is found, template-specific action as set up by the user is performed. Using templates you could make the editor replace "SNC" by "sincerely" immediately while you are typing. Several action types are available, including playback of recorded sequences, internal commands or execution of ARexx macros. Template setup is described in the Config/Templates section.

## 1.55 layout/block left/right

layout/block left/right of: LAYOUT MENU

Reformats marked lines (see block/mark) to make them appear left & right aligned. The block's last line is made left aligned. Empty lines are not removed during formatting, i.e. your document's basic structure remains unchanged. Multiple spaces are removed, so better do not attempt to format tables. Use config/layout to set block width and the left border.

## 1.56 layout/block left

layout/block left of: LAYOUT MENU

Reformats marked lines (see block/mark ) to make them appear left aligned. Empty lines are not removed during formatting, i.e. your document's basic structure remains unchanged. Multiple SPC's are removed, so better do not attempt to format tables. Use config/layout to set maximum line width and the left border.

## 1.57 layout/block right

layout/block right of: LAYOUT MENU

Reformats marked lines to make them appear left aligned. Empty lines are not removed during formatting, i.e. your document's basic structure of paragraphes remains unchanged. Multiple SPC's are removed, so better do not attempt to format tables. Use config/layout to set maximum line width and the left border.

## 1.58 layout/block center

layout/block center of: LAYOUT MENU

Reformats marked lines to make them appear centered within currently selected layout area. Use config/layout to set the layout area width and the left margin. Empty lines are not removed during formatting, i.e. your document's basic structure of paragraphes remains unchanged.

## 1.59 layout/section block

layout/section block of: LAYOUT MENU

Reformats current paragraphe (see Paragraphe vs. block ) to make the lines appear left & right aligned. The last line of a paragraphe is not affected -it is made left aligned. A line is a 'last' line if its successor is an empty line (however some lines appear to be empty but actually contain spaces -these lines are NOT considered empty). Empty lines are not removed during formatting, i.e. your document's basic structure of paragraphes remains unchanged. Multiple SPC's are removed, so better do not attempt to format tables. Use config/layout to set block width or the left border.

## 1.60 layout/section left

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layout/section left of: LAYOUT MENU

Reformats current paragraphe (see Paragraphe vs. block ) to make the lines appear left aligned. Empty lines are not removed during formatting, i.e. your document's basic structure remains unchanged. Multiple SPC's are removed. Use config/layout to set layout width and left border.

## 1.61 layout/section right

layout/section right of: LAYOUT MENU

Reformats current paragraphe (see Paragraphe vs. block ) to make the lines appear right aligned. Empty lines are not removed during formatting, i.e. your document's basic structure remains unchanged. Multiple SPC's are removed. Use config/layout to set layout width respectively left border.

## 1.62 layout/section center

layout/section center of: LAYOUT MENU

Reformats current paragraphe (see Paragraphe vs. block ) to make the lines appear centered within currently selected layout area. Layout width and left margin are set by config/layout . Empty lines are not removed during formatting, your document's basic structure remains unchanged. Multiple SPC's are removed.

## 1.63 layout/AutoCase

layout/AutoCase of: LAYOUT MENU

Toggle AutoCase mode. AutoCase correction is based on the user dictionary; see config/dictionary .

## 1.64 layout/right-to-left

layout/right-to-left of: LAYOUT MENU

Toggles right-to-left input mode: user input will appear from right to left in reversed mode. Reversed mode will help you to process files written in languages like Hebrew. Backspace, Delete and Return change their behaviour in reversed mode as well - for example the Return key would move the cursor to the "last" column instead of the first column. Use config/layout (right border) to set the last column.

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## 1.65 FIND MENU

FIND MENU  
menu tree of find menu

find/find	find/reference...
find/find next	find/complete
find/find previous	find/ASCII table
find/replace	find/ASCII insert
find/replace next	find/show code
find/count	find/character set
find/check	find/insert code
find/matching bracket	find/toggle case
find/reference	find/functions

## 1.66 find/find

find/find of: FIND MENU

Shows a requester to enter the text to search for. You may choose the search to be case sensitive or not by using the appropriate checkmark gadget. Use the OK gadget to go to the next (i.e. after current cursor position) occurrence of the text to search for. Use the FIRST gadget to look for the first occurrence of the search pattern. Note: case-sensitive search is much faster than case-insensitive search.

Search/replace history

Use the arrow gadget to open a search/replace history listview. The listview will offer some of the previously used search/replace strings as well as the word under the cursor for fast selection.

## 1.67 find/find next

find/find next of: FIND MENU

Go to the next occurrence (i.e. after current cursor position) of the pattern to search for. Use find/find to enter search text.

## 1.68 find/find previous

find/find previous of: FIND MENU

Go to the previous occurrence (i.e. before current cursor position) of the

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pattern to search for. Use `find/find` to enter the search text.

## 1.69 find/replace

find/replace of: FIND MENU

Shows a requester to enter both, the text to search for as well as a replacement. You may choose the operation to be case sensitive or not by using the appropriate checkmark gadget. Select the NEXT gadget to replace the next occurrence of the search text by the replace text. Use the ALL gadget to replace all occurrences of the search text. Decide for the BLOCK gadget if you want the replacement operation to be restricted to marked lines (see `block/mark` ).

Use the arrow gadget to open a search/replace history listview. The listview will offer some of the previously used search/replace strings (if any) as well as the word under the cursor for fast selection.

## 1.70 find/replace next

find/replace next of: FIND MENU

Replaces next occurrence of search pattern by replace text. Replacement as well as the search pattern are set using the `find/replace` requester.

## 1.71 find/count

find/count of: FIND MENU

Shows a requester to enter a search text. You may choose the search operation to be case sensitive or not by using the appropriate checkmark gadget. Finally select the COUNT gadget to count all occurrences of the search pattern within your text.

## 1.72 find/check

find/check of: FIND MENU

Checks for correct use of braces `'('` within current line. You will be warned if there are more opening braces than closing ones or vice versa. Nesting is checked, too. You may turn on automatic checking after each line using `config/dictionary` .

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## 1.73 find/matching bracket

find/matching bracket of: FIND MENU

Move cursor to matching bracket. Handles ()<>... depending on character under cursor. Useful to check levels of execution within a program (move cursor over first opening parenthesis within a C-function, then use this function).

## 1.74 find/reference

find/reference of: FIND MENU

QuickReference

Does try to open a help text related to the word your cursor is placed over. Example usage: Type 'struct RastPort', move cursor over 'RastPort', then call this function. If the reference system is set up (see below), a new text window should pop up, showing you a file 'graphics.h' from you compiler's include directory. The cursor will be placed in the first line of the structure definition 'RastPort'. The reference file is read-only, i.e. you may change its contents but you may not save it (this is to prevent you from accidentally overwriting important files).

Setting up the reference system

In order to have this command work properly you'll have to set up GoldED's reference system first (i.e. tell the editor where to look for files like 'graphics.h'): Use config/references to do this. Setting up the reference system basically consists of selecting the files or directories to be referenced (e.g. your includes directory); it's a matter of a few seconds. GoldED is shipped without the reference system set up.

What files can be referenced ?

It is possible to reference a lot of different file types like source codes (C, BASIC, Pascal, Assembler), autodocs or C-header files (\*.h). See config/references for details. Example: you might set up the reference system to know the functions of your current programming project (probably consisting of many files). After having done this you could move the cursor over a function call of one of your own functions and then use find/reference. A new window would pop up, presenting you the lines of a file where this function is defined.

## 1.75 find/reference...

find/reference... of: FIND MENU

Prompts for a string to be referenced. Example usage (if the reference system is set up): Enter 'Window', then use OK. A new window would pop up, presenting you the header file from your compilers includes directory where a

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structure 'Window' is defined. See find/reference for further explanations.

## 1.76 find/complete

find/complete of: FIND MENU

APC (Automatic Phrase Completion)

Trys to 'complete' the word your cursor is placed over. Example usage: type 'swin', then call this function. 'swin' would be replaced by 'struct Window' if the C-dictionary is present (see config/dictionary on how to load/edit/create a dictionary). You might type 'swindow' as well - it would be replaced by 'struct Window', too. You might even type 'swdow'. Or 'struwi'. However, something like 'wind' wouldn't be recognized since the abbreviation's first letter must always be the same as the first letter of the full form. This function uses the dictionary facility; the larger your dictionary grows the more detailed your abbreviations will have to be to ensure unique identification. A keyboard shortcut of this function is assigned to the ESC key .

## 1.77 find/ASCII table

find/ASCII table of: FIND MENU

Opens a character selection requester: All characters of your current font are displayed in a table. Pick the character you are looking for; it will be inserted at current cursor postion.

## 1.78 find/ASCII insert

find/ASCII insert of: FIND MENU

Prompts you for an ASCII code. Enter desired number (e.g. 65), then press return. The character will be inserted at current cursor position. The ASCII insert function is useful to embed control codes into your text. Example usage: Insert the codes 27 91 49 109 (calling this function 4 times) at the top of a document. This sequence is recognized by the printer device as 'turn bold on' command. The printer would switch to bold mode if the text were sent to the printer device (using project/print ).

Often-used sequences should be assigned to menu entries instead of using this requester; see config/menus on how to create menu entries of type 'text'.

## 1.79 find/show code

find/show code of: FIND MENU

Show ASCII code of character under cursor. This might be useful to identify 'garbage' characters. Example usage: After loading of a large text file in fast mode (see project/open fast ; TAB substitution turned off) you discover strange characters at the beginning of some lines. Using this function you might find out that those characters actually are TAB codes (ASCII code 9). You then would have to reload (see project/open original ) the text to have TABs replaced by spaces (use find/character set to get rid of other 'strange' codes).

## 1.80 find/character set

find/character set of: FIND MENU

Character set remap

Asks you for a character set translation file before GoldED attempts to remap the current text. Remapping means that each character is replaced by another character defined in the translation file. The result solely depends on the translation file. If you load the 'AmigaToMSDOS' file using the REQ(uester) gadget, the text would be remaped in a way to make it readable by MSDOS machines. You could use the 'MSDOSToAmiga' to do it vice versa (make MSDOS files readable for the Amiga). Or load 'StripControl' to have non-printable 'garbage' characters removed. Finally StripNonASCII is useful to remove non-ASCII characters (many e-mail networks do not allow non-ASCII codes).

Most translation files are 'lossy': some characters won't get translated. For example MSDOS doesn't know the '@' character, thus a '@' couldn't be remapped properly by an AmigaToMSDOS translation file (a 'c' would be used instead).

## 1.81 find/insert code

find/insert code of: FIND MENU

FF (same as pressing CTRL + L):

Inserts a form feed code (ASCII 12) at current cursor position. This code is recognized by printers. If the text is sent to the printer device (using project/print ), the printer would eject a page when it encounters this code.

ESC (same as pressing CTRL + ESC)

Inserts an ESC code (ASCII 27) at current cursor position. This code introduces many command sequences understood by the printer device as well as by the console device (see FIND/ASCII insert ).

---

## 1.82 find/toggle case

find/toggle case of: FIND MENU

Toggle case of character under cursor (make it uppercase if it is lowercase so far or vice versa).

## 1.83 find/functions

find/functions of: FIND MENU

QuickFunc

All functions of this submenu will scan the current text for functions, structure definitions or AutoDoc entries. A listview is made up for fast selection: click at a function name to jump to where this function is defined. Several scan modes are available: Select C if you are looking for C-functions, PASCAL if you are looking for Pascal procedures/ functions, BASIC if you are looking for Basic PROCEDURES or SUBROUTINES, ASSEMBLER if you are looking for labels beginning with an underscore (e.g. `_main`), HEADER if you are looking for structure definitions and finally AUTODOC to scan AutoDoc-like files (programmer manuals). QuickFunc heavily depends on the way of formatting: Don't use a left margin in source codes. Function definitions must start at column one. Some indention schemes are not handled properly. For example C-function headers (function name, parenthesis, arguments, parenthesis) must fit within one line to be recognized.

You may preselect a default scan mode for special file names using the pattern gadget below the listview. For example you could set the default file extension of the C-mode to `'*.c'`. Thus the C-mode would be used when referencing a file like `'main.c'`. "Referencing" means scanning the file for keywords (see `config/references`) or displaying the QuickFunc list ("show all" menu).

Besides making GoldED create a jump table you may use the 'current phrase' option to move to a definition related to the word under the cursor. Example usage: Switch to C scanning mode. Then place the cursor over a 'C' function call like `"CleanUp()"` and use 'current phrase': GoldED will look for a function definition of `"CleanUp()"` within the current file and move to that function (if available).

Custom scan functions (advanced programmers only)

GoldED supports custom scanning functions: select the `<mode>` gadget to open a setup requester, then load a handler using `<add>`. The handler is `LoadSeg()`'ed by GoldED, i.e. it is expected to be an executable. The external handler will be called for each line of a text. It will receive the address of a line's string pointer (`char **`) in A0. The line's length is available in D0. The handler will have to examine this line. It is expected to return NULL if the line is of no interest from the handlers point of view (e.g. if you write a handler to look for `#defines`, return NULL if the line doesn't contain a `#define`). Or it may return the length of a result string to be displayed within the jump table. Set the string pointer (address passed within a0) to

---

the result string's address in this case. Example code is shipped with GoldED (GoldED:Tools/GEDScan).

## 1.84 CONTROL MENU

CONTROL MENU  
menu tree of control menu

control/go to line	control/window arrange
control/top-bottom	control/window center
control/to last change	control/window zip
control/store position	control/window enlarge
control/recall position	control/preview
control/fold all	control/freeze window
control/unfold all	control/next window
control/insert	control/previous window
control/toggle TAB mode	control/iconify
control/NumPad = movement	

## 1.85 control/go to line

control/go to line of: CONTROL MENU

Asks you for a line to go to. First line of a document is considered to be line 1. Use the 'unfold' (checkmark-)gadget to decide whether you want to have folded sections unfolded if necessary (see Folding). If unfolding is enabled, line numbers are absolute, i.e. if you enter 255, the editor would jump to line 255, no matter whether this line is folded (unvisible) so far or not. If you don't enable unfolding, line numbers are based on the number of visible lines. The editor would jump to the 255th visible line. The actual line number of that line - if all folds were unfolded - is either 255 (no folds before this line) or greater (some folds before this line). The line numbers displayed below the window titles are based on the number of visible lines, too. They are not absolute. If you would perform an absolute jump to line 300, a number less than 300 might be displayed if your text contains folds (i.e. if not all lines of the text are visible).

## 1.86 control/top-bottom

control/top-bottom of: CONTROL MENU

Moves the cursor to line one if it has been positioned near the end of your text so far. Moves it to the last line of your text if it has been close to the top so far.

## 1.87 control/to last change

control/to last change of: CONTROL MENU

Moves the cursor to the line of last change (or at least close to that position if the last operation was a 'delete line').

## 1.88 control/store position

control/store position of: CONTROL MENU

Records the position of the cursor & the view area of the text in the window. Use control/recall position to recall the cursor and view area. You may store positions for each text window separately. GoldED supports 10 bookmarks for each text (5 found within this submenu - see config/menus for information on modifying menus).

## 1.89 control/recall position

control/recall position of: CONTROL MENU

Recall cursor position/view stored by control/store position from one of five bookmarks. If you simply want to jump back to the line of your last operation at some time or other you do not have to use bookmarks. Use control/to last change instead.

## 1.90 control/fold all

control/fold all of: CONTROL MENU

Scans text for fold markers. Folds all text sections surrounded by fold markers (see below for general information on GoldED's folding facilities). There is a keyboard shortcut quite similar to this function: CTRL + HELP; it toggles all folds: if the cursor is placed over a fold header, all folds are unfolded. If the cursor is placed over a normal text line, all sections surrounded by fold markers are folded.

Folding

One of this editor's most useful features is its folding capability: Folding means hiding some lines of a file temporarily. This is quite useful if you are working on a large sourcefile but don't want to get lost in thousands of lines. Simply fold away all functions you are not interested in. Unfold the ones you are working on.

How to fold lines

---

If you want to hide a section of lines, enclose it into 'fold markers'. Fold markers are plain character sequences. Default sequence is `///` (which is regarded as a comment by most K&R and C++ compilers). Example - type:

```
/// "important function"

void
main()
{
    puts("fold me !");
}

///
```

Now place the cursor over any line of the example above (except the last line) and press the HELP key. The lines above vanish, a single new line - the 'fold header' - appears:

```
> important function
```

To unfold that header, press the HELP key once more. You may fold as many sections of a document as you like. Use CTRL + HELP to unfold all folds upon a single keystroke. You may even have folds within folds up to any level (nested folding), however this requires the use of different markers for beginning/end of a fold section (see `config/misc`). Fold markers may be set to any string of up to 10 letters. The shorter the faster. They must start in column 1 to 5 (to speed up scanning). In generally you should choose a sequence regarded as comment by your compiler. Or embed the fold markers into comments - for example after a REM if you are a BASIC programmer.

Fold headers are write protected since they aren't normal lines: keyboard input is suppressed if the cursor is placed over a fold header. Folded sections are not recognized by find & replace operations. Unfold a fold if you want to change it. However, block operations (see `block menu`) do work. It is possible to copy, duplicate, cut or remove a fold if it has been marked as a block. Saving or printing a file is not influenced by folding - the text is treated as if all folds were unfolded.

## 1.91 control/unfold all

control/unfold all of: CONTROL MENU

Scans text for fold headers. If some are found, they are unfolded. Have a look at the Folding chapter for information on GoldED's folding facilities.

## 1.92 control/insert

control/insert of: CONTROL MENU

---

Toggles writing mode from insert to overwrite and vice versa. In insert mode keyboard input is inserted into the text without overwriting the existing text. In overwrite mode the existing text is replaced by your input. The current mode is displayed in the window's title bar. It is either INSR (insert) or OVER (overwrite).

### 1.93 control/toggle TAB mode

control/toggle TAB mode of: CONTROL MENU

Toggles TAB mode from solid to light and vice versa. Solid TAB's actually insert blank characters into your text. Depending on whether insert mode is on or off (see control/insert ), the existing text is either indented or overwritten. Light TABs do not overwrite anything - the cursor is simply moved to the next TAB position. See config/TABs on how to set TAB positions.

### 1.94 control/NumPad = movement

control/NumPad = movement of: CONTROL MENU

Toggle NumPad mode. Standard assignments (i.e. numbers) are used if this option is disabled. PC-bindings (e.g. PgUp = previous page) are used in extended mode (option enabled).

### 1.95 control/window arrange

control/window arrange of: CONTROL MENU

Arranges windows on screen. If you have only one open window, the window is resized to cover the complete screen. If you have two open windows, the windows are made to share the display without overlapping. The screen's title bar is left free (unless you drag the screen down). You may assign extra space to the current window using the 'weight'-gadget of config/Gui . This function handles autoscroll screens (screens larger than the display) properly - the window(s) are arranged within the visible section.

### 1.96 control/window center

control/window center of: CONTROL MENU

Centers current window on screen. If the screen is an autoscroll screen (i.e. larger than the display), the window is centered within the screen's visible section.

---

## 1.97 control/window zip

control/window zip of: CONTROL MENU

Zips current window as if the window's zip (zoom) gadget were used: The OS keeps track of two alternative window sizes for each window. This functions toggles between them. The minimum window size is limited by GoldED (the editor ensures that at least one line of text can be displayed; besides it keeps the column/line display readable).

## 1.98 control/window enlarge

control/window enlarge of: CONTROL MENU

Enlarge current window to make it as big as the screen. The screen's title bar won't get covered. This functions handles autoscroll screen (screens larger than the display), too: only the visible section is considered.

## 1.99 control/preview

control/preview of: CONTROL MENU

Toggles display mode of current window from 'normal' (standard text font used) to 'preview' (preview font used; ususally a small font to increase the overall view). See Preview for more details.

## 1.100 control/freeze window

control/freeze window of: CONTROL MENU

FREEZE WINDOW

Freeze text buffer, i.e. close the window but don't free the text itself. Useful to have several text files present without cluttering the display. Use UNFREEZE to reopen the window. Freezing the last window will leave you without menus - use the hotkey to reopen display: right ALT plus right SHIFT plus RETURN.

UNFREEZE

Asks you for a frozen window to reopen. This functions tries to restore the old window position/size. See control/freeze window for information on how to freeze a window.

SWAP

---

Asks you for a frozen text buffer to reopen; the current window is frozen instead. A new window will pop up if there is no frozen window.

## 1.101 control/next window

control/next window of: CONTROL MENU

Activate the 'next' window (based on order of window creation). A very handy function since you won't need the mouse for window activation. Simply flip from one window to another using this command.

## 1.102 control/previous window

control/previous window of: CONTROL MENU

Activate the 'previous' window (based on order of window creation). This menu is a reversal of control/next window .

## 1.103 control/iconify

control/iconify of: CONTROL MENU

Iconify GoldED. All windows as well as the GoldED screen (if the editor did use an own screen) are closed. This function depends on the availability of the workbench screen where the editor attempts to place an AppIcon. Iconify won't work if the workbench is closed.

AppIcon

The AppIcon may be used to pass new files to GoldED: Simply drag icons of text files over it. Multi select is supported (i.e. you may drag more than one file at once over the icon using extended selection: hold the SHIFT key down while you select icons). The editor will open a new window for each file. Doubleclick at the icon to wake GoldED up again.

## 1.104 MISC MENU

MISC MENU  
menu tree of misc menu

misc/help	misc/shell
misc/source files	misc/calculator

misc/filter	misc/HiSpeed
misc/search file	misc/files
misc/line swap	misc/insert date
misc/line double	misc/insert time
misc/line pick	misc/insert path
misc/line push	misc/command
misc/undo line	misc/last error
misc/statistics	

## 1.105 misc/help

misc/help of: MISC MENU

AmigaGuide is made to display the main page of GoldED's manual ('database' in terms of AmigaGuide). You may use config/menus to select a new database. This feature depends on the amigaguide library - if it is not available, you won't get any help.

## 1.106 misc/source files

misc/source files of: MISC MENU

Open project definition requester. Used to specify all source files that belong to a project. Doubleclick on a filename of this list to load the corresponding file. Multiselect is supported (requires OS3.0 or better): Hold the SHIFT button down while selecting files and use the OPEN gadget to make the editor load all selected files. GoldED itself offers only limited support for this list: The editor provides a few basic functions (e.g. adding/removing files or misc/filter). The project list has been implemented to support the development of third party utilities (e.g. make tools or printing utilities). Further processing has to be done by external programs:

List access (programmers only)

Programs may send a QUERY command to GoldED's ARexx port in order to obtain a pointer to a linked list of nodes: QUERY PRJLIST. Example source code is shipped with GoldED; check the GoldED:Tools/PRJSource directory. The node->ln\_Name fields of the list's nodes will point to source file names (NULL terminated). You may pass this list to a listview. Use of this list requires a previous LOCK to ensure a valid list. The list is read-only. Use the PROJECT command to add or remove files. Do not modify the list on your own.

## 1.107 misc/filter

---

misc/filter of: MISC MENU

Global search

Shows a requester to enter the text to search for. Examines all files found within the project list (see misc/source files ). If the search pattern is not found within a file, the filename is removed from the list (OS2.0). The name is highlighted if the pattern is found (OS3.0). You may choose the search to be case sensitive or not by using the appropriate checkmark gadget. Doubleclick at a filename to load the corresponding file. Hold the SHIFT button down while doing so if you don't want to loose the other marks.

Note: case-sensitive search is much faster than case-insensitive search.

## 1.108 misc/search file

misc/search file of: MISC MENU

File hunter (suggested by David Göhler)

Extract file name from text under cursor. The editor knows about several file name delimiters used by different programming environments (e.g. <...> or quotations marks). It will decide for the word under cursor (surrounded by spaces) if no delimiters are found. Tries to locate and open that file. Searches the directory of the current text as well as default directories set up by config/file hunter (unless the file name is absolute). Tries to append a default suffix (see config/file hunter ) if the file has not been found. Useful to follow file links found in many programming languages (e.g. #includes of 'C' source codes).

## 1.109 misc/line swap

misc/line swap of: MISC MENU

Swaps current line with next line. The function is ususally used via the ARexx interface to sort a text.

## 1.110 misc/line double

misc/line double of: MISC MENU

Doubles current line. Faster than using the clipboard or block/copy .

---

### 1.111 misc/line pick

misc/line pick of: MISC MENU

Delete current line from text. The line is not lost - it is put to a pick-push ring buffer (last in, first out). You may reinsert it anywhere else by using misc/line push . This function is assigned to the keyboard, too (CTRL-DEL). Note: keyboard access (CTRL-DEL) will give you a MUCH BETTER response time than menus due to the Amiga's OS (keyboard queue settings unfortunately don't affect menu shortcuts). Example usage: Delete 3 lines, move to another line and call misc/line push three times to reinsert the lines. The pick/push buffer holds up to 50 lines.

### 1.112 misc/line push

misc/line push of: MISC MENU

Inserts the last line of the pick/push buffer before current line. See misc/line pick for further explanations.

### 1.113 misc/undo line

misc/undo line of: MISC MENU

Restores the previous contents of a line after you have changed it. You can undo a line as long as the cursor has not been moved to another line - leaving a line means accepting the change. This function can not be used to undo a delete line operation. Use misc/line push to reinsert a deleted line.

### 1.114 misc/statistics

misc/statistics of: MISC MENU

Presents a statistic overview of a text. Bytes, lines, folded blocks and non-ASCII-characters (codes above 127) are counted. Additionally the width of the longest line is determined. This function treats the text as if it were saved (i.e. all folds unfolded, CR codes appended to the lines).

### 1.115 misc/shell

misc/shell of: MISC MENU

Opens a shell window on the screen used by the editor. The window is arranged on screen, i.e. it will open within the visible section of overscan screens. GoldED takes care of providing valid path information: if you have a PATH SYS:C2 ADD command in your startup-sequence, the shell window will know about it.

## 1.116 misc/calculator

misc/calculator of: MISC MENU

Tries to run the calculator of your workbench (must be placed in sys:tools). The calculator is made to appear on the screen used by GoldED even if a custom screen is used.

## 1.117 misc/HiSpeed

misc/HiSpeed of: MISC MENU

Tries to run the HiSpeed printer tool - the program is made to open its window on the screen used by GoldED.

HiSpeed

HiSpeed has been designed for PCL printers like Hewlett Packard's DeskJet family. It is used to reduce the amount of paper when printing large files by using a small typeface. Up to 8 A4 pages are redirected to a single A4 sheet. It is fast. Speed depends on your DeskJet model; DeskJet+: about 4 pages/minute if you switch to HiSpeed mode. It should be a nice utility for people who have to do a lot of printing. Some of HiSpeed's features are:

- |                                   |                               |
|-----------------------------------|-------------------------------|
| o workbench interface             | o spooler (job list)          |
| o AppWindow/AppIcon support       | o HiSpeed mode: fast printing |
| o shell interface                 | o preview (WYSIWYG)           |
| o ARexx port                      | o many fonts supported        |
| o single or double sided printing | o page headers                |
| o descending printing available   | o numbering of lines          |
| o free layout - e.g. two columns  | o index/appendix creation     |
| o ANSI ESC sequences supported    | o portrait/landscape          |
| o Linefeed adjustable             | o book mode to print A5 books |

Please read the HiSpeed manual (see GoldED:Tools/HiSpeed) for more information on this tool. HiSpeed is shareware. The registered version is not part of the GoldED light distribution but it is part of the GoldED pro package; see how to register .

## 1.118 misc/files

misc/files of: MISC MENU

DELETE FILE

Asks you for files to delete (hold the SHIFT button down to select multiple files). You are asked for confirmation. It is not possible to delete delete-protected files.

RENAME FILE

Ask you for a file to rename; you are asked for new names if you select one or more files.

CREATE DIRECTORY

Asks you for a directory to create. Attempting to create an already existing directory will result in an 'object in use' error.

## 1.119 misc/insert date

misc/insert date of: MISC MENU

Inserts current date (e.g. "Boston, 3/5/93") at cursor position. You should set the environment variable USERTOWN to the name of your town using the DOS command setenv (e.g. setenv USERTOWN "Boston"). DOS/setenv uses the 'env:' directory to store environment variables. Unfortunately this directory is placed in RAM, so your settings are lost after a reset. Copy env:usertown to envarc:usertown to prevent this.

## 1.120 misc/insert time

misc/insert time of: MISC MENU

Inserts time string at cursor position. Formatting depends on the locale library (see language ).

## 1.121 misc/insert path

misc/insert path of: MISC MENU

Inserts a file name at cursor position. A file requester is offered for easy selection.

---

## 1.122 misc/command

misc/command of: MISC MENU

Asks you for one of GoldED's internal commands to be executed (see list of internal commands). This function is assigned to SHIFT ESC, too. Parsing is done by the OS function ReadArgs, which is used by most CLI commands, too, so same rules as usual apply (arguments containing spaces have to be quoted).

## 1.123 misc/last error

misc/last error of: MISC MENU

Shows the last error message once more (if there has been any so far).

## 1.124 MACRO MENU

MACRO MENU  
menu tree of macro menu

macros/edit macro	macros/sequence play
macros/run text as macro	macros/play many
macros/sequence record	macros/macros C
macros/sequence load	macros/macros others
macros/sequence save	macros/GUIMake

## 1.125 macros/edit macro

macros/edit macro of: MACRO MENU

Changes to GoldED's macro directory and asks you for an ARexx macro to load. You should save your current text before or open a new window. GoldED's ARexx macros use 'GED' as suffix (e.g. number.ged). All macros addressing GoldED must use a special protocol to register with GoldED before performing operations to prevent race conditions if user & macro are trying to control the editor simultaneously (see ARexx port). We have provided an empty macro (empty.ged) to be used as basis for own development efforts. Simply load this macro, insert your code and save it under a new name.

## 1.126 macros/run text as macro

macros/run text as macro of: MACRO MENU

Tries to execute the current text as macro. You should save the text before you call this function since the copy on disk is executed, not the text in memory. All ARexx macros have to start with a comment (`/* ... */`) to get recognized by the ARexx server. If the first line of the text isn't a comment, nothing happens. A script called by this functions has its host set up properly already (i.e. you don't need an ADDRESS command). Example: type these lines (without left margin) and then select 'run as macro' to have them executed:

```
/* this is a test */  
  
'LOCK CURRENT'  
'REQUEST BODY="Hi!"'  
'UNLOCK'
```

## 1.127 macros/sequence record

macros/sequence record of: MACRO MENU

Macro recording - Sequences

Start (1st call) respectively stop (2nd call) recording of a keyboard/command sequence. During recording all key presses and menu selections are logged. Mouse movements/clicks are not recorded. Use macros/sequence play to replay a recorded sequence. Use macros/sequence save to write the sequence to disk, ready to be used at some other time. If you open a requester while recording you will be asked whether this requester should pop up in playback mode, too (unless it belongs to the config menu). If you disable the requester, GoldED will use the selections made at recording time (e.g. if you moved the cursor to line 100 during recording, it will be moved to line 100 in playback mode, too. No GOTO requester will appear). Macro recording is based on low-level events like keystrokes or menu selections. For example pressing of the F10 key is recorded as "F10 has been pressed", no matter what action has been assigned to that key. If you change key bindings or menus after recording a macro, the macro will behave differently. This command is assigned to the SHIFT-F10 key, too.

## 1.128 macros/sequence load

macros/sequence load of: MACRO MENU

Load a recorded sequence to be replayed by macros/sequence play (or by pressing the F10 key). In generally it is more convenient to assign often used sequences to keys or menu items (see MACRO command] instead of using this function.

---

## 1.129 macros/sequence save

macros/sequence save of: MACRO MENU

Save a recorded command sequence, created by macros/sequence record . Sequences related to GoldED should be written to the GoldED:Macros drawer. File extension should be "\*.seq".

## 1.130 macros/sequence play

macros/sequence play of: MACRO MENU

Replay a previously recorded keyboard/command sequence (use SHIFT+F10 or macros/sequence record to enter/leave recording mode). This command is assigned to the F10 key, too. If you want to replay the macro several times, use macros/play many .

## 1.131 macros/play many

macros/play many of: MACRO MENU

Replay a previously recorded keyboard/command sequence several times (use SHIFT+F10 or macros/sequence record to enter/leave recording mode). Replay of the sequence will stop if an error occurs during execution (e.g. if the find function reaches the end of a file).

## 1.132 macros/macros c

macros/macros c of: MACRO MENU

This menu offers several C-related ARexx macros (GoldED's ARexx port is described in the ARexx port section of this manual):

MARK

Mark all lines between nearest pair of curly brackets.

FUNCTION BODY

Insert empty function body ('C' style function). You will be asked for the function's name (e.g. "main") and the return type (e.g. UWORD). An empty function body is inserted at current cursor position, an empty comment placed above the function.

ADD SWITCH

---

Insert switch body. You could use ADD CASE to add further CASE branches.

#### ADD CASE

Add a further CASE branch to the last SWITCH statement. The new branch is inserted as first CASE line.

#### DMAKE

Does look for a makefile called 'dmakefile' within the directory of the current text. If one is found, dmake of the DICE C compiler is evoked (won't work if you don't own DICE, of course). This menu command actually is a macro. It fails if the ARexx server REXXMAST is not running in the background. Usually the ARexx server is installed during startup (s:startup-sequence): run >NIL: sys:system/REXXMAST.

#### COMPILE & LINK

Compiles and links the text using DCC of the DICE C distribution (won't work if you don't own DICE). To be more precisely: a temporary copy of your text (T:TEST.c) is created, this is passed to DCC to create an executable called T:TEST. If DCC has compiled/linked your file (without error/warnings), you are asked whether you want to run it.

### 1.133 macros/macros others

macros/macros others of: MACRO MENU

This menu offers all-purpose ARexx macros (GoldED's ARexx port is described in the ARexx port section of this manual):

#### FOLD BLOCK

Fold marked lines (see block/mark on how to mark lines). You are asked for a comment to be used as fold header. Please read the Folding section of this manual if you are unfamiliar with GoldED's folding feature.

#### REVISION (by Marius Gröger)

Update version string, revise history: This function will scan your text for a version string according to the programmers' style guide (published by Commodore). If one is found, the revision number is increased by one. Versions strings (e.g. \$VER GED 1.0 (1.10.93)) are emedded into programs to provide required information for the AmigaDos command VERSION (VERSION scans files for the '\$VER:' keyword). Additionally, you are asked for a short comment about the latest version if a '\$HISTORY:' section has been detected within current text. The comment is added at the top of the history list. Example text header understood by the revision command:

```
char *Version = "$VER: revision 0.8 (21 Jul 1993)";
```

```
/*
  $HISTORY:
```

```

18 Jul 1993 : 000.003 : added commandline args
18 Jul 1993 : 000.001 : initial release
*/

```

This command actually is a macro. It won't work if the ARexx server REXXMAST is not running in the background. Usually the ARexx server is installed during startup (s:startup-sequence or s:user-startup): run >NIL: sys:system/REXXMAST

## NUMBER LINES

Numbers a text. You are asked for the start value and the step value to be used. Choose 1000 followed by 10 if you want to get the sequence 1000, 1010, 1020, ... This command actually is a macro. It won't work if the ARexx server REXXMAST is not running in the background. Usually the ARexx server is installed during startup (s:startup-sequence or s:user-startup): run >NIL: sys:system/REXXMAST

## EXECUTE LINE

Execute the current line as DOS command. Useful to execute compiler calls being part of the source code; example file header (place the cursor over the "dcc ..." line before calling this macro):

```

/* -----
ED v0.91 - GoldED quick starter, ©1993 Dietmar Eilert. DICE:

dcc main.c -// -proto -mRR -mi -r -2.0 -o ram:ED

-----
*/

```

## ASSEMBLE

Assemble the current file which is expected to be assembler source code: A temporary copy of the current file named "t:test.asm" is created and passed to the assembler in order to create an object file "t:test.o" (pass 1). The object file (if the assembler has completed successfully) is passed to the linker in order to create an executable "t:test". This macro depends on the A68K assembler (copyright 1985 by Brian R. Anderson, AmigaDOS conversion copyright 1991 by Charlie Gibbs) and the linker "Blink"; these programs are not shipped with GoldED.

## USE PATH

Set default path to path of current text (the default path is considered by project/open new and several other functions).

## 1.134 macros/GUIMake

macros/GUIMake of: MACRO MENU

## GUIMake

Display GUIMake copyright information. GUIMake is a project manager for DICE-C. The GUIMake package has been developed by Rico Krasowski - included with kind permission of the author. The purpose of GUIMake is to replace makefiles by a GUI-driven program. Besides comfortable file management (compiling/linking) GUIMake offers very handy error handling facilities. For example GUIMake might make the editor jump to the first erroneous line after compilation. GUIMake is a stand alone program -communication between GUIMake and GoldED is based on ARexx. Have a look at the GUI guide file (tools directory) for more detailed information on GUIMake and its ARexx port. This function as well as all other menu entries related to GUIMake are not available if you have disabled DICE support during installation of GoldED. GUIMake access depends on the ARexx server REXXMast which must be running in the background. Usually the ARexx server is installed during startup (s:startup-sequence): run >NIL: sys:system/REXXMast.

## OPTIONS

Open options window of GUIMake (used to set compiler options). Have a look at the GUIMake manual for a more detailed description. This function isn't available if you have disabled DICE support during installation of GoldED.

## MODULES

Open modules window of GUIMake. Used to select files related to your project: source files, header files, ... Have a look at the GUIMake manual for a more detailed description of Rico's make utility.

## CONFIG

Open config window of GUIMake (used to set up a project). Have a look at the GUIMake manual for a more detailed description. This function isn't available if you have disabled DICE support during installation of GoldED.

## ERROR: FIRST

Make GoldED jump to the first erroneous line (either error or warning) after compilation (see COMPILE & LINK) has completed. The original DICE error/warning text is displayed below the window's title bar. This function isn't available if you have disabled DICE support during installation of GoldED.

## ERROR: NEXT

Make GoldED jump to the 'next' error/warning. The line number is extracted from the file T:ERRORS produced by the compiler/GUIMake during compilation (see COMPILE & LINK). The original DICE error/warning text is displayed below the window's title bar. This function isn't available if you have disabled DICE support during installation of GoldED.

## ERROR: PREVIOUS

Make GoldED jump to the 'previous' error/warning line (after having used the NEXT option). The original DICE error/warning text is displayed below the window's title bar. This function isn't available if you have disabled DICE support during installation of GoldED.

---

## SHOW ALL

Load error file created during compilation (COMPILE & LINK). This function isn't available if you have disabled DICE support during installation of GoldED.

## COMPILE & LINK

Compile & link files of your current project (projects are set up using the MODULES requester). Won't recompile a file unless it has been changed since last compilation (see COMPILE & LINK NEW). Have a look at the GUIMake manual (BUILD command) for a more detailed description. This function isn't available if you have disabled DICE support during installation of GoldED.

## COMPILE & LINK NEW

Compile and link all files of your current project, no matter whether files have been changed or not since last compilation. Use MODULES to specify source files, header-files and object files related to your project or OPTIONS to set compiler options. Have a look at the GUIMake manual for a more detailed description. This function isn't available if you have disabled DICE support during installation of GoldED.

## RUN EXECUTABLE

Run the executable created by DICE/GUIMake (COMPILE & LINK). This function isn't available if you have disabled DICE support during installation of GoldED.

# 1.135 CONFIG MENU

CONFIG MENU  
menu tree of config menu

config/references	config/TABs
config/file hunter	config/display
config/api	config/gui
config/menus	config/layout
config/mouse	config/printer
config/keyboard	config/misc
config/dictionary	config/save
config/templates	config/load
config/indentation	

Use these functions to adjust GoldED to your likings; don't forget to use config/save before you leave the editor; your definitions would be lost otherwise.

# 1.136 config/references

---

config/references of: CONFIG MENU

Open a requester to set up the reference system. Whenever the user asks for a reference (see find/reference ), GoldED searches the reference database for a match. The database is an index file, consisting of keyword-filename pairs: one reference file (eg. graphics/rastport.h) for each keyword (e.g. struct RastPort) GoldED knows about. If an entry matching the request is found, the corresponding reference file is loaded.

Database creation

Use the string gadget to select a database. The editor is shipped without a database, you have to create the first one on your own. Suggested file name is 's:GoldED.refs'. A new data base initially is empty. All you have to do in order to fill the database is selecting some files or directories using the file/directory gadgets below the list. Then choose 'create' to make GoldED scan all selected files and directories (including subdirectories) for keywords and create an index file. Scanning mode depends on the file name: if the file name suffix is '.c', function names are extracted. If the suffix is '.h', structure definitions are extracted. Several other types are recognized, too (see find/functions ). You may even change the default file extensions recognized by the scanner (see find/functions ) or add your own scanners. The index file is examined every time you are going to look for a definition ( find/reference ); you may keep the index file resident (RAM gadget) for the sake of speed, though this might consume a lot of memory.

## 1.137 config/file hunter

config/file hunter of: CONFIG MENU

Open file hunter window. Used to set up default drawers where the editor is going to look for a file if requested by misc/search file . Subdirectories are examined, too, if the "RECURSIVE" gadget is selected. You may specify a default suffix for each directory. The editor will append this suffix to the file name if it isn't able to locate the file without the suffix (the suffix must be given in the form \*.suffix). Example usage: add the include directory of your C compiler to the directory list; set the suffix to "\*.h". Now place the cursor over the following file name (between the brackets - this is 'C' code) and use misc/search file :

```
#include <amiga20/exec/exec.h>
```

The editor will then search the include directory for a file called "amiga20/exec/exec.h". Note that "amiga20/exex/exec.h" is a relative path without drive specification, so GoldED wouldn't be able to resolve it without the file hunter. You may add a suffix (e.g. \*.tex) without reference to a known directory, too, using the "FILE" gadget: A "\*. \*" symbol instead of a directory name is added to the list in this case. Example: If the hunter is asked to look for a file called "tex:text", it would try "tex:text.tex", too.

## 1.138 config/API

config/API of: CONFIG MENU

### Application Interface

Use this requester to select clients to be launched during startup of GoldED. Clients are external programmes, sharing information with the editor (using a special, message-based protocol). Launching clients is a flexible approach to increase the abilities of this editor by third party programmers. Four clients (some of the include C source code) are shipped with GoldED:

Dock : user defined icon bar

Have a try and add GoldED:tools/GEDDock/dock as client: You'll get a ToolManager dock (icon bar) next to your text windows, providing often used functions at a simple mouse click (requires ToolManger library 2.0; ToolManger is ©1990-1994 Stefan Becker). Experiences users may change position, looks and functions of this dock by editing the dock configuration file "GoldED:API/dock/dock.prefs". Example settings file:

```
; dock settings
```

```
ADD AREXX COMMAND="'ADDRESS %s; FREEZE CURRENT'" ICON="icons:FREEZE.iff"
ADD AREXX COMMAND="'ADDRESS %s; FREEZE SWAP'"    ICON="icons:EXCHG.iff"
```

```
DOCK X=0 Y=0 HORIZONTAL COLUMNS=1
```

A dock configuration file may consist of empty lines, comments (introduced by a semicolon) and command lines. The commands ADD and DOCK are available: DOCK is used to specify the basic look of the dock (including position and orientation), ADD is used to add dock entries. Dock entries are a combination of icon and action; two action types are available: AREXX (a command is sent to the ARexx servers if the user clicks at an icon) and EXEC (a shell command is executed). Syntax (compare internal commands):

command	option	description
ADD	AREXX/S	set action type to 'ARexx'
	EXEC/S	set action type to 'program'
	COMMAND/K/A	command (%s is replaced by host port name)
	DIR/K	current directory
	OUTPUT/K	output file
	ICON/K/A	iff icon file

Comment: Use single quotations marks to have the command string evaluated by the Arexx server. Use double quotation marks to make the server execute a script.

command	option	description
DOCK	X/N	x position of dock
	Y/N	y position of dock
	HORIZONTAL/S	orientation (default is vertical)
	COLUMNS/N	number of columns

Comment: Do not specify X/N to make the client position the dock at the rightmost screen position. Do not specify Y/N to make the client position the dock below the title bar.

Save the dock configuration file after having made your changes. Open GoldED's API requester and use OK to restart all clients (thus making the dock client reload its configuration).

#### spellchecker (Spell & SpellIT)

Include the GoldED:API/spell/spell client to add online spell checking capabilities to GoldED: If this client is active, your input is spellchecked while you are typing (the last word is checked every time you type a whitespace character). Detection of errors causes audible beeps. Add "GoldED:API/spell/spell ASK" to your list of clients if you want a list of suggestions upon error detection. This client is based on the ISpell freeware package (available on Fish disks). ISpell has to be installed before you can use this feature.

Besides Spell you may use the (more powerful) SpellIT client to add online spell checking to GoldED. Online documentation (AmigaGuide) of this program is available in the GoldED:API/SpellIT drawer.

#### command set extensions

The API interface provides ways and means to extend the command set of GED: Have a try and include the GoldED:API/rexx/rexx client example to add two new commands, DISPLAYBEEP and ABOUT. Once installed, these commands may be used as any other built-in command (see internal commands), i.e. you may use them within menus, key bindings, ARexx macros or in the command requester: Choose misc/command to open the command requester and enter ABOUT.

## 1.139 config/menus

config/menus of: CONFIG MENU

You may have as many menu titles (left listview) as you like - up to intuition's limit. Each menu may have as many menu entries (middle listview) or submenus (right listview) as you like (up to intuition's limit once more). Doubleclick at a menu item to set its action (see event definition). Use the arrow gadgets to move a listview entry one position up or down. Use the 'key' gadget to set a menu shortcut (a key to be used in conjunction with the right Amiga key). Select the arrow gadget to get a list of "unused" shortcuts. Only ASCII characters (ie. codes <= 128) are listed; the use of non-ascii ("national") characters is discouraged if you want to share your menus with other users from other countries. Menu shortcuts are expected to be single characters; they are not case sensitive. However, you may specify longer strings up to ten characters, too (requires OS3.0+). These strings (e.g. "CTRL-V") will appear in your menus though they will not act as shortcuts. Recommended usage is a reference to corresponding key bindings (see config/keyboard).

You may attach internal boolean variables to menus using the 'checkmark'

gadget. The current state of these variables (on/off) will be represented by a checkmark in the final menu. Keep in mind that attaching variables is just a rendering operation. You'll have to assign appropriate commands (i.e. commands affecting the attached variable) to a menu if you want to change the state of a checkmark by selecting the menu (see event definition ).

#### USER variables

Besides preset variables (e.g. INSERT reflecting the current writing mode) there are 20 boolean user variables for your private use. Use the QUERY command to get their current value (e.g. QUERY USER20) and SET to set them (e.g. SET USER=20 VALUE=TRUE). Typical usage would be the management of compiler flags. Example: Create a menu item called "030-code". Attach the USER1 variable to it and set the action to "SET USER=1 VALUE=TOGGLE". Now you are able to toggle the state of USER1 from TRUE to FALSE by selecting the menu, the current state being represented by a checkmark. Finally, you would have to write a 'compile' macro, reading the state of USER1 (QUERY USER1) and taking appropriate action.

The 'hyper' string gadget selects a guide file ('database'), containing menu descriptions. This database is used as default database by all commands related to help handling (e.g. misc/help ).

Activate the 'leave out' gadget if you want to leave out a menu item as window border gadget (see user defined gadgets ). You should assign short names to these menu items since the number of user defined gadgets is limited by the available space within the window titles.

## 1.140 config/mouse

config/mouse of: CONFIG MENU

Open mouse configuration requester. This requester is used to map commands to the mouse buttons. You can edit the left button as well as the middle button if your mouse features one. You can not remap the right mouse button (i.e. the menu button). Single clicks, double clicks and qualifier combinations (SHIFT, ALT, CTRL) are available. Event definitions are described in the event definition section of this manual.

## 1.141 config/keyboard

config/keyboard of: CONFIG MENU

Open keyboard binding requester used to map desired action to keys or key-qualifier combinations (GoldED recognizes the qualifiers ALT, CTRL and SHIFT). As long as you don't bind any action to a key, the default keymap is used whenever it is possible: Pressing the 'A' key would insert an 'A' at current cursor position. Non-character keys (like the cursor keys) are initially unset, i.e. they wouldn't have the expected effect like moving the cursor (however GoldED is shipped with this stuff already set up). To make

---

the cursor keys move the cursor you would have to bind 'move cursor' commands to these keys. Setting up a key(-combination) is easy: Simply use the record gadget and press the desired keys. A new requester will pop up, asking you for what action is to be assigned to this event (see Event definition below). However, some key combinations are consumed by the OS and thus not available for remapping ('dead keys'). For example pressing ALT-G will not result in a character but influence the next event ("a" after ALT-G turns into "à"). The following keys are dead keys:

`	ALT-H
ALT-F	ALT-J
ALT-G	ALT-K

## 1.142 Event definition

### Event definition

You may assign any of the editor's internal commands to a given event (event = keystroke or menu selection). Or a DOS command. Or a macro. Or just a string. Write the command, script or string (use quotation marks !) to the CMD gadget and set the event type; supported event types are internal, arexx, shell, text or dummy. If you set the event type to 'dummy', you would disable the event (i.e. nothing would happen if the event is encountered). The DIR gadget may be used to set the current directory while the event is processed. This is supported for events of type shell only. You may set the output handle (e.g. 'con:0/0/640/400') using the OUTPUT gadget; this is supported for events of type 'arexx' and 'shell' only. GoldED defaults to opening a console window on its screen if the output handle is omitted. The string contents of the CMD/OUTPUT/DIR gadgets are 'interpreted' before use (except if the event is of type 'internal'); see Magic codes .

Select 'shanghai' if you want to make all windows use GoldED's screen during event processing. You have to specify how long shanghai mode is to be turned on; units are seconds. Turn Async ON to make events of type 'shell' asynchronous. Finally you may assign a help text to an event using the 'hyper' gadget: enter a node name of the 'current' AmigaGuide database (see config/menus ). The help text assigned to a menu event is displayed during MenuHelp processing. If you don't provide a node name, GoldED defaults to use M<menu number>.<item number> (e.g. M1.2). You may use the '@' character to select a database (i.e. to override the default database) . Example usage: GOLDED:GOLDED.GUIDE@MAIN would make the editor look for a node 'MAIN' within the amigaguide file 'GOLDED:GOLDED.GUIDE'.

### Multiple commands

You may assign any number of commands to a single event (menu item or key). You may mix command types (e.g. a shell command followed by one of GoldED's internal commands ), too, but all commands will share the general settings of the item requester (e.g. all shell commands will be asynchronous if ASYNC is checked). Please keep in mind that ARexx processing is always asynchronous: after the command has been sent to the ARexx server GoldED will proceed immediately. Don't make assumptions about whether the ARexx command has already completed then (in most cases it won't - ARexx isn't that fast ;-). In generally you should avoid mixing ARexx commands with other commands.

## 1.143 Magic codes

Magic codes

Interpretation of strings (see event definition ) means that some predefined symbols like \DATE are replaced by their actual value if the string is finally referenced by GoldED; quote a string if you don't want it to be interpreted. The following keywords are supported:

```
"<characters>" ..... character constant
%<number> ..... inserts ASCII code <number>
\n ..... return
\t ..... tab
\b ..... move cursor left
\" ..... quote
\NAME ..... current file name
\CON ..... window dimension string
\DATE ..... current date
\TIME ..... current time
\SCREEN ..... screen name
\HOST ..... name of GoldED's ARexx port
$<name> ..... environment variable <name>
```

## 1.144 config/dictionary

config/dictionary of: CONFIG MENU

Opens requester to edit the dictionary. The dictionary is used by the editors APC facility (to complete expressions) as well as by its AutoCase support:

```
E dictionary ..... ©1994 Andreas Weiss
ARexx dictionary ..... ©1994 Andreas Weiss
C dictionary ..... ©1994 Dietmar Eilert
KickPascal dictionary ... ©1994 Stefan Kraus
```

AutoCase

If you enable AutoCase checking, the editor will search the current line for words present within the dictionary, too. This check is performed when the cursor leaves the current line. It is case-insensitive (e.g. Rastport and RastPort would be recognized as the same expression). If a match is found, it is replaced by the dictionary entry, thus possibly correcting case.

General hints

Don't make the dictionary too big - the smaller it is, the more efficient it will be. Only add unique names to it - otherwise the editor might try to correct the spelling of a word even if you don't want it. For example it wouldn't be a good idea to add 'RastPort' for this would prevent you from using a variable 'rastport' within your program. However, 'struct RastPort' is fine, since this is the only way to write this kind of structure definition (at least as far as Amiga C programmers are concerned). Make

tailing spaces part of the dictionary entries: For example there is always a space after the "int" keyword as far as C sources are concerned, so don't make "int" part of the dictionary but use "int " (this prevents the editor from replacing INTERNATIONAL by international).

#### Parenthesis check

Toggle the ()-check gadget to ON if you want the current line to be checked for correct use of braces as soon as the cursor leaves it (see find/check ). Unfortunately this check is performed if the display is shifted, too, due to the internal design of GoldED. Don't use this option for 'free-style' programming languages like C.

## 1.145 config/templates

config/templates of: CONFIG MENU

Open requester to set the templates recognized by the editor. Templates are patterns the editor is looking for while the using is typing (if templates are turned on: layout/templates on/off ). Only single words may be added as search patterns since the template scanner examines the current word only during user input. If a template is found, the pattern is removed and template-specific operations are performed. You may assign either recorded sequences or events (arrow gadget; see event definition ) to templates.

## 1.146 config/indentation

config/indentation of: CONFIG MENU

AutoIndentation , SmartIndentation

Open requester to set the indentation scheme. Turn AutoIndentation ON, if you want the cursor to be indented the same amount as the previous line after a CR (see return key ). Turn SmartIndentation ON if you want automatic indentation after user defined keywords (e.g. after IF); use the listview gadget to set desired keywords. Supported smart indentation types are:

```
-->      next line: cursor indentation
<--      next line: cursor outdentation
>>>      shift current line right
<<<      shift current line left
<<< ->   shift current line left; next line: indentation
```

## 1.147 config/TABs

---

config/TABs of: CONFIG MENU

Open TAB configuration requester. GoldED supports several modes as far as TABs are concerned: solid TABs as well as light TABs are available (see: control/toggle TAB mode). Additionally you may decide for distinctive TABs, regular ones or dynamic TABs: while regular TABs are set using the 'tab key' slider (e.g. to every 4th column), distinctive ("fixed") TABs are set using a listview; simply enter desired TAB positions. Last but not least dynamic TABs are available: In dynamic mode GoldED will examine the last line(s) to determine appropriate TAB positions. If none are found, regular TAB's are used.

GoldED never uses TABs when writing a file to disk, however some other editors do, usually replacing eight spaces by a single TAB. GoldED resubstitutes these TAB codes by spaces while loading (see project/open). Usually one TAB code is replaced by eight spaces. Use the 'tab file' gadget to change this. Setting it to four would make GoldED use four spaces for each TAB.

## 1.148 config/display

config/display of: CONFIG MENU

Display mode    Font

Open requester to set display properties (i.e. resolution, fonts, window look and more). Some gadgets of this requester are 'dangerous' since they require closing down the current windows/display temporarily: the editor might not be able to reopen its display if you are short of memory.

You may select four different fonts to be used for the text, within requesters or for menus (if the editor runs on a custom screen). These fonts (except the screen font) have to be fixed width ones.

Preview

Besides the standard text font you may specify a preview font. This font is used by GoldED if you switch a window to preview mode ( control/preview ). The preview font should be considerably smaller than the standard text font. Intended usage is increasing the overall view on the fly, thus avoiding to loose track while working on complex sections of a source code.

Icons

Enable/disable use of icons within requesters. Since the editor's icons have been designed with the OS2/OS3 color sheme they might not look that good if you use your own color scheme. Use this gadget to turn icons on/off.

Pens

You may set the pens used by the OS (and GoldED) to render the user interface. Some pens are not adjustable under OS2.1 or earlier. For example setting the menu background pen used to render menus requires at least OS3.0.

---

## Shanghai

Turn shanghai mode ON if you want to force all windows ususally opening on the default public screen (i.e. the workbench screen) to open on GoldED's custom screen. Use not recommended if GoldED's screen is a one-plane screen (many programs won't look that pleasing then).

## Chunky pixel

Many external graphics boards don't use a bitplane representation of graphics (as the current Amiga chipsets do) but a chunky pixel organization. Use the 'chunky mode' gadget to configure GoldED according to your hardware. Usually (chunky pixel gadget not checked) GoldED will try to speed up the display by restricting output to single planes - this will give you a considerable speed increase as long as a native plane-based Amiga chipset (e.g. the ECS chipset) is used. But it won't give you a speed increase at all if your external graphics board is based on a chunky pixel organization. In fact write-protecting planes might even slow down output, so switching GoldED to chunky mode might be a good idea if you own such a board. Be careful to have this gadget set properly to avoid loss of performance. Better leave it untouched (unchecked) if you feel unsure about this option.

## 1.149 config/GUI

config/GUI of: CONFIG MENU

Open requester related to several features of GoldED's user interface:

### CenterWin

If "center windows" is enabled, window positions are not read from the configuration file. Instead, GoldED attempts to center windows on screen (only visible section considered).

### autoArrange

Windows are rearranged after a window has been closed or a new one has been opened if "AutoArrange" is on (compare control/window arrange ). If you want to have the windows rearranged after control/next window , too, add a WINDOW ARRANGE=0 command to this menu (menu definition: config/menus ).

### weight

Used to assign extra space to the current window during window arrangement (e.g. caused by control/window arrange ). Choose a weight of two in order to make the current window appear twice as big as the other windows.

### margins

Sets a top/right margin to be left free during window arrangement (e.g. caused by control/window arrange ). Useful to prevent a (ToolManger-)dock from beeing covered by text windows (ToolManager is ©1990-1994 Stefan Becker).

### fast scrolling

GoldED will speed up scrolling after the cursor has reached the borders of a text window if the FastScroll gadget is checked. You might want to turn this feature off in monochrome mode (provided you own a fast A4000) to slow down the display.

### status bar

Use this gadget to make GoldED use the window status bar for displaying simple messages instead of using requesters.

### scroll borders

Set the minimum cursor-to-window-border distance when GoldED starts scrolling. Example: If you set the y scroll border to 3, the editor will ensure that (at least) the last three lines are visible.

### white space

Tells GoldED what characters are to be regarded as white space characters (separating words). The list of white space characters is read by several functions; for example including "(" to the list will make the 'jump to next word' function (SHIFT CURSOR\_RIGHT) consider the "attributes" section of the following text as a separate phrase: AnyFunction(attributes)

### EOL wrap

Enable the EOL-wrap mode to make the cursor jump to the beginning of the next line if the cursor has passed the last character of a line (while the user is pressing the <cursor right> key).

### reversed

Toggles input mode from left-to-right (standard) to right-to-left

### bottom slider

Toggle the bottom slider (horizontal slider) on/off. Turning the slider off yields in more free space for the text display.

### use ASL

Use ASL file requester instead of reqtools file requester.

## 1.150 config/layout

config/layout of: CONFIG MENU

Set layout area for formatting functions. 'Left border' as well as 'width' may be set. Example: Set border to 5 and width to 70 before using layout/section block, thus making the text left & right aligned. Total width (including border) will be 75 characters, 'black' width 70, left margin

---

5 columns.

## 1.151 config/printer

config/printer of: CONFIG MENU

Printer definition requester. Used to define printing mode for project/print as well as block/print. Since all output of GoldED goes to the standard printer driver, this works with any printer (while misc/HiSpeed supports PCL printers only). Contents of the 'init' string gadget are sent to the printer after all other initialization (e.g. quality selection) has been done. This gadget may be used to pass printer specific data, too: The gadget's contents are interpreted (see magic codes), you may easily pass a so called aRaw to the printer device: '27 [ <bytes> 34 r'. To send a 7-bytes command (e.g. "0123456") to the printer, enter:

```
%27 "[7" %34 "r" "0123456"
```

## 1.152 config/misc

config/misc of: CONFIG MENU

Open main preferences requester. This requester is used to set several 'Auto' features as well as the backup handling, default protection bits, fold markers and XPK compression mode (see project/save as XPK):

AutoFold    AutoLoad

If AutoFold is enabled, the editor looks for fold markers after loading; if some are found, the corresponding sections are folded (see Folding); happens before the text is displayed. Use the fold marker gadgets (start/end) to set the marker sequences for start respectively end of folds. The shorter this sequences are, the faster folding will be. Using the same sequence for marking start/end of sections to fold speeds up folding even more. However, this would prevent you from using nested folding: nested folding requires different markers.

If AutoLoad is enabled, GoldED attempts to load your last project during startup - unless file names are specified.

XPK compression mode

The XPK listview presents a list of available XPK compressors, found within the libs/compressors subdirectory. Additionally you may enter a password (used by some XPK encryption libraries) and set efficiency for compression (0% to 100%). Please read the original XPK documentation.

Backup creation: AutoBackup

The editor attempts to backup old copies of a file before saving a new

---

version if 'create \*.bak' is enabled (otherwise the old version is overwritten). Backups are written to any path you like (see backup path gadget). Enable AutoSave if you want backups of your windows every x minutes (use gadget below AutoSave to enter period). Toggle 'ask' gadget to ON, if you want to be asked for confirmation of AutoBackup events.

Create \*.info

If 'create \*.info' is ON, the editor generates an icon for each file saved to disk (unless an old one exists). The default tool of icons created by the editor is GoldED.

File protection bits

These gadgets (read/del/write/script) are used to set the default bits for a new text (e.g. created by project/more ed ). Use project/bits to set the actual bits of a document.

Startup macro

The startup ARexx macro is executed once (asynchronously) after the editor has been launched, windows already open. Have a look at the section about the editor's ARexx port as far as ARexx programming is concerned. You could use the macro to customize the GoldED environment according to the type of files loaded during startup (e.g. switch to a C programming environment). Leave the startup gadget empty if you don't need automatic execution of a startup macro.

HotKey support (stay-in-ram gadget)

GoldED supports HotKey activation: if hotkey activation is enabled (stay-in-ram gadget checked) the editor will not be removed from memory even after the last window has been closed. Instead it will wait for a hotkey combination (right SHIFT & right ALT & RETURN) before it attempts to reopen its screen again. HotKey activation will give you a quick response time though it will consume some memory, too. You might want to disable this feature if you are short of RAM. Use the QUIT UNLOAD command (see misc/command ) to remove the editor completely from RAM (you could use the commodities exchange program of your workbench, too).

overwrite

Existing files are overwritten (e.g. by Project/Save ) without warnings if this gadget is checked.

load twice

Disable <load twice> to make GoldED look for existing, ram-resident copies of text files before loading the file from disk (considering frozen buffers without windows, too); you are asked whether you want to use the RAM copy if one is found.

## 1.153 config/save

---

config/save of: CONFIG MENU

Save configuration to a preferences file. Has to be used after GoldED's settings have been changed if you don't want to loose your definitions. Default settings file is envarc:GoldEd/GoldED (this file is used during the editor's startup if no other configuration is specified).

## 1.154 config/load

config/load of: CONFIG MENU

Load a configuration file & adjust to the new settings. This operation includes closing down and reopening all windows; might be a dangerous call if not enough memory is available (i.e. if the editor isn't able to reopen the windows).

## 1.155 User defined gadgets

User defined gadgets

GoldED offers user-definable gadgets within window titles: useful to gain quick access to often used functions. You may 'leave out' any menu item as gadget (see config/menus).

## 1.156 Keyboard

Keyboard

Please read this chapter carefully if you want to take full advantage of this editor's features. Keys usually perform different tasks depending on what qualifier key(s) is/are pressed simultaneously. Qualifier keys are SHIFT, ALT or CTRL. For example the cursor keys map to seven different functions. Key bindings are not fixed; use config/keyboard to adjust them to your likings. This manual describes the default setup. The following descriptions are available:

Cursor keys	TAB key
HELP key	ESC key
RETURN key	F-keys
DEL key	

## 1.157 Cursor keys

---

### Cursor keys Speeds of scrolling

UP/DOWN + ALT

This sequence provides fast scrolling (up or down) - it is one of GoldED's most useful key combinations. The cursor won't move during fast scrolling (i.e. it will stay in the middle of the screen if it was there before you switched to fast scrolling).

UP/DOWN + SHIFT

Go to next (DOWN) or previous (UP) page. Pages do overlap to make navigation more comfortable.

UP/DOWN + CTRL

Fast jump: the cursor moves to the next quarter of your text. Useful to roughly set a new position before using fast/normal scrolling for fine tuning.

LEFT/RIGHT + ALT

Shifts the display area to the left or right. Usually display is shifted automatically if the cursor reaches the right/left window borders. This function is useful if you want to shift the display without moving the cursor at all.

LEFT/RIGHT + CTRL

This is a shifting function: mark same lines using block/mark, then use this key combination to shift (indent) the block. Mainly used by programmers to ensure a proper indentation scheme. Usually the marked lines are shifted by one column; use the SHIFT key simultaneously to set shifting distance to TAB distance.

LEFT/RIGHT + SHIFT

Moves cursor to the beginning of the next (RIGHT) or the previous word (LEFT).

LEFT/RIGHT + SHIFT + ALT

Moves cursor to the end of the current/next (RIGHT) respectively previous (LEFT) word.

## 1.158 HELP key

### HELP key

HELP

Fold/unfold current section: Unfold if cursor is placed over a fold header (see Folding), otherwise look for fold markers & fold lines between markers

---

(cursor must be placed between a fold start marker and a fold end marker).

HELP + CTRL

Fold/unfold the whole text: Unfold all folded sections if cursor is placed on a fold header (see Folding ), otherwise fold all sections surrounded by fold markers.

## 1.159 TAB key

TAB key

TAB (+ SHIFT)

Move cursor to next TAB position. This editor supports simple/regular TABs (e.g. every 4th column) as well as fixed TABs (any column you want) and dynamic TAB's. Use config/tabs to set mode & TAB positions. Press the SHIFT key simultaneously if you want to jump to the previous instead of the next tab position (backtab). TABs are either solid (i.e. they behave as if they were a sequence of spaces) or light (i.e. they simply move the cursor without inserting any character); use either control/toggle tab mode or config/tabs to switch from light to solid and vice versa.

Dynamic TABs

GoldED supports dynamic TAB's (suggested by David Göhler): in dynamic TAB mode (set by config/TABS the editor will examine the previous line(s) to determine appropriate TAB positions. Quite useful if you are about to edit assembler sources. Dynamic TABs default to regular TABs, if the lines above the current line are empty.

TAB + ALT (+ SHIFT)

Usually either distinctive or normal TABs are active. However, you can switch to distinctive tabs on the fly by holding down the ALT key while using TAB or TAB SHIFT.

## 1.160 RETURN key

RETURN key

RETURN

Split current line at cursor position & move cursor to next line. This editor supports AutoIndentation : if you press the RETURN key, the current line's indentation is used as default indentation for the next line (i.e. if the current line is indented by four columns, pressing <CR> will move the cursor to the fourth column of the next line).

RETURN + SHIFT

---

Same as RETURN but the current line is not splitted no matter where the cursor is positioned so far.

RETURN + CTRL

Inserts an empty line: the cursor is not moved at all but a new line is inserted before the current line.

## 1.161 DEL key

DEL key

DELETE (+ SHIFT)

Delete character at current cursor position, shift rest of line one position to the left. Press the shift key simultaneously if you want to delete until the end of line. You can undo this operation using misc/undo line .

DELETE + CTRL

Delete the current line. You can recall up to 50 deleted lines using misc/line push since lines are not actually lost but put to the pick/push buffer.

DELETE + ALT

Delete the current word. You can undo this operation as long as the cursor doesn't leave the current line using misc/undo line . Additionally, up to 100 deleted words are put to a pick-push puffer; use DEL-ALT-SHIFT to recall them.

DELETE + ALT + SHIFT

Reinsert previously deleted word (see above).

## 1.162 ESC key

ESC key

Trys to 'complete' the word your cursor is placed over. Example usage: type 'TIG', then press the ESC key. 'TIG' would be replaced by 'TAG\_IGNORE' if the C-dictionary is present (see config/dictionary on how to load/edit/create a dictionary). GoldED uses a (simple) pattern matching algorithm to find appropriate dictionary entries, so you might use other abbreviations than 'TIG', too (e.g. 'TAGI'). This will work as long as the first letter of the short form is the first letter of the full form. However, the larger your dictionary grows the more detailed your abbreviations have to be to ensure

---

unique identification.

## 1.163 F-Keys

### F-Keys

Use the config/keyboard menu to assign strings, shell commands, ARexx macros or one of the editor's internal commands to any key including the function keys. However, some commodities do their own function key mapping. If such a commodity is installed, the editor won't notice function key events. Default mappings of the function keys are:

key	decription	see
-----		
F1	open file	project/open
F2	merge file	project/insert
F3	print file	project/print
F4	hide block	block/hide mark
F5	mark line	block/mark
F6	find next	find/find next
F7	next page	cursor keys
F8	set insert mode	control/insert
F9	toggle TAB mode	control/toggle TAB mode
F10	play macro	macros/sequence play
SHIFT		
& key	decription	see
-----		
F1	save as	project/save as
F2	save as XPK	project/save as XPK
F3	quit	project/quit (window)
F4	clear text	project/clear text
F5	mark line	block/mark
F6	replace	find/replace
F7	page up	cursor keys
F8	overwrite mode	control/insert
F9	project setup	misc/source files
F10	record macro	macros/sequence record

## 1.164 ARexx port

### ARexx port

ARexx macros vs. recorded sequences

GoldED offers two kinds of macros for automated control: ARexx scripts and recorded sequences. ARexx scripts are programs quite similar to programming languages like BASIC. They are evoked by GoldED (e.g. by setting up a menu item of type 'ARexx'; see config/menus), but actually executed by the ARexx

master server (part of the Amiga operating system). The ARexx server will examine the script and send messages to GoldED as well as receive messages from GoldED during execution. For example the ARexx server could ask GoldED to jump to a special line if it detects a GOTO command within a script. GoldED would tell the ARexx server whether the operation has been successful. Due to the flexibility of ARexx this is a very powerful method to automate control of GoldED. However this approach requires at least some basic knowledge of ARexx. If you need automated control but are not interested in ARexx you might want to use GoldED's ability to record command sequences instead: Enable recording using macros/sequence record and perform a sequence of commands. In other words: make the editor 'learn' how to do it. Once you have recorded a sequence you may replay it as many times as you like (see macros/sequence play). You may save sequences macros/sequence save) or assign them to events like menus or keystrokes using GoldED's MACRO command. Sequences are far less powerful than ARexx script. But they are far more handy, too.

This section describes the editor's ARexx interface. You are expected to be familiar with ARexx basics, i.e. you should know about the purpose of ARexx, how to write scripts, how to talk to applications, ...

#### ARexx basics

ARexx control of this editor is somewhat complicated since you never know how many editor tasks are running, how many windows are open or what the user is doing when ARexx wants to take over control. It is therefore quite important to obey to certain rules which are to be discussed now:

1. Select a host
2. Lock a window
3. Do your job
4. unlock GUI

## 1.165 Select a host

### Select a host

If you run ARexx scripts from within the editor (i.e. if you set up menu items of type 'ARexx' or if you execute the current text as macro using macros/run text as macro), any script commands which are not part of ARexx itself are sent to the editor (the 'host') automatically. However, if your script is evoked from a different program (e.g. rx), it will have to select a port for communication: use ADDRESS <port name> for this purpose.

### Port name

The editor's ARexx port is called "GOLDED.1" if the editor is run only once. The ARexx port of a further editor task would be "GOLDED.2". Select project/about if you want to know the current port/screen name. Or use the QUERY command (with the HOST argument) from within a script. As long as you use the QuickStarter to run GoldED, you usually won't have to deal with port names different from 'GOLDED.1'.

---

## 1.166 Lock a window

### Lock a window

Your script has to tell the editor what window is going to be affected – use the `LOCK` command (e.g. `'LOCK CURRENT'` to lock the current window). After locking a window, the GUI is locked, too, to prevent the user from disturbing the macro. If you don't use the lock command, your macro might still appear to work perfectly, but it will break under special circumstances (e.g. if the user closes a window while a script is executed). Once you have locked a window successfully (ARexx return code RC is 0), you have to take care of unlocking it again on termination of your script (see `Unlock GUI`).

## 1.167 Do your Job

### Do your Job

You can use any of the editor's internal commands within your macro. Please keep in mind that commands sent from ARexx to GoldED are parsed twice: first by the ARexx server while executing the script, second by GoldED using the `ReadArgs()` function of the `dos` library. This sometimes screws things up a bit – especially as far as quotes are concerned. Suggestion: Write the lines of your script as if you were talking directly to GoldED: quote strings, command names uppercase (step 1). Then put the lines to be sent to GoldED into single quotation marks to mark them as commands (step 2). Finally double single quotation marks within these lines to prevent ARexx from regarding them as string delimiters (step 3). Example:

```
step 1: REQUEST BODY "Hi, I'm an empty macro"
step 2: 'REQUEST BODY "Hi, I'm an empty macro"'
step 3: 'REQUEST BODY "Hi, I''m an empty macro"'
```

Usually GoldED passes command results to your script using the special ARexx variable `RESULT` – at least if you have asked for results using `OPTIONS RESULTS`. Some commands like `QUERY` support specification of a variable name, too, using the `VAR/K` option. Example: `'QUERY ABSLINE VAR LINE'`

No result is returned if a command fails – instead the special variable `RC` is set to the error level: 5 = warning, 10 = error, 20 = fatal error. `RC` would be 0 if a command has been successful. You have to use the `OPTION FAILAT` command of ARexx to prevent ARexx from stopping execution if `RC` is not NULL, i.e. to receive `RC` return codes at all. The special variable `RC2` will keep an error text if a command has failed (i.e. if `RC` is not 0).

## 1.168 Unlock GUI

### Unlock GUI

An ARexx script must unlock the GUI before it terminates, if a prior call to `Lock` (see `Lock a window`) has been successful. It mustn't use `unlock` if

---

a prior attempt to lock has failed. Omitting unlock will leave the editor dead-locked, so take care to unlock the GUI even if your script breaks (maybe due to a syntax error). This can be achieved using the error handling facilities of ARexx (e.g. SIGNAL or OPTION FAILAT). Just have a look at the scripts in the GoldED:ARexx drawer. As a last resort the Unlock macro is provided: simple doubleclick at its icon - all editors will be unlocked (wich is a dangerous operation if one of those tasks is processing an ARexx script).

## 1.169 Internal commands

### Internal commands

GoldED offers a set of about 420 commands/options (see Command list), supported by all interfaces of GoldED: you may use them in ARexx macros, bind them to menu items (see config/menus), attach them to keys (config/keyboard) or execute them directly using misc/command. It is possible to combine several functions (see multiple commands). As far as arguments are concerned, the DOS rules apply since GoldED uses the ReadArgs function of OS2.0 just like most CLI commands: strings containing spaces must be quoted, option and keywords may be uppercase or lowercase. Command templates/options are described in the same way as CLI commands are described. Example:

```
PRINT FORCE/S,ITALICS/K,ALL/S,LPI/N,CONFIG/K
```

This PRINT command obviously accepts five options: force, italics, all, lpi and config. The option force is a switch (/S): it makes the print command behave in a special way decribed in this manual \_if\_ this option is specified. The second option introduces a keyword (/K) - value pair; e.g. print italics=true. The equality sign may be omitted. Due do ReadArgs() parsing, you will have to use "\*" instead of " when embedding quotation marks into strings to prevent the parser from considering a quote as start/end of a string (\*\* results in a single \*). Options of type '/K' -just like any other options apart from /A ones - do not have to be specified. If they are specified, a further argument (like true) is expected. Suported arguments depend on the command: If one of the commands below offers an option described as BOOL, it would accept the strings true, false and probably toggle, too. If a command's option is marked as STRING, any text string is accepted as argument (e.g. print config "S:prt.prefs"). The 4th keyword in the example above (lpi) introduces a numerical (/N) argument; example: print lpi=10. The equality sign may be omitted once more. The valid argument range depends on the command (e.g. byte, word, unsigned word or long). Further option types are "\F" (accepts rest of line as string), "\M" (accepts multiple strings) and "\A" (means: this argument must be specified).

## 1.170 Command list

Command list (use: see internal commands):

API	DPAGE	HELP	MORE	PUSH	TABS
-----	-------	------	------	------	------

BACK	ENDWORD	HUNTER	MOUSE	QUERY	TASK
BEEP	EXALL	INDENT	NAME	QUIT	TEXT
BIND	EXTRACT	INFO	NEW	REFRESH	TMPLATE
BITS	FDOWN	INSERT	NEXT	REMAP	UJUMP
BLOCK	FILE	KEY	NOTIFY	REPLACE	UNDO
BRACKET	FIND	LAYOUT	OPEN	REQUEST	UNLOCK
CLIP	FIRST	LEFT	PATH	RIGHT	UP
CMD	FIX	LINES	PHRASE	RUN	UPAGE
CODE	FOLD	LOCK	PING	RX	USE
COLON	FORMAT	MACRO	PONG	SAVE	VIEW
CR	FREEZE	MARK	POP	SCREEN	VLEFT
DEL	FUNC	MAXDOWN	PREFS	SET	VRIGHT
DELETE	FUP	MAXUP	PREV	SHIFT	WINDOW
DIR	GOTO	MENUS	PREVEND	SMARTCR	XREF
DJUMP	GREP	MISC	PRINT	SUFFIX	
DOWN	GUI	MODE	PROJECT	TAB	

## 1.171 API

### API

Description of internal commands

command	option	description
-----		
API	ASK/S	open config/API preferences window
	ADD/K	API client to be launched (STRING)
	FIND/K	check whether this client is running (STRING)
	PORT/N	add client's reply port (struct MsgPort *)
	MASK/N	notify mask (ULONG)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

Comment: PORT/N and MASK/N are reserved for use by external API clients (experienced programmers only). API documentation and API examples are available in the GoldED:API drawer.

## 1.172 BACK

### BACK

Description of internal commands

command	option	description
-----		
BACK	(no options)	backspace operation
	SMART/S	backspace over marked word will delete word

## 1.173 BEEP

BEEP

Description of internal commands

command	option	description
BEEP	(no options)	audible beep

## 1.174 BIND

BIND

Description of internal commands

command	option	description
BIND	ASK/S	open keyboard requester (command assignement)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

## 1.175 BITS

BITS

Description of internal commands

command	option	description
BITS	ASK/S	open a requester to edit protection bits/comment
	R/K	set readable bit (BOOL)
	W/K	set writeable bit (BOOL)
	D/K	set deletable bit (BOOL)
	S/K	set script bit (BOOL)
	COMMENT/K	set comment (STRING)

## 1.176 BLOCK

BLOCK

Description of internal commands

command	option	description
BLOCK	UPPER/S	make block uppercase
	LOWER/S	make block lowercase

SORT/S	sort block
COPY/S	copy block to cursor position
MOVE/S	move block to cursor position
HIDE/S	hide marker after operation

## 1.177 BRACKET

### BRACKET

Description of internal commands

command	option	description
BRACKET	MATCH/S	move cursor to matching bracket
	CHECK/S	check use of () in current line
	TWINS/K	bracket type (STRING, default: "()")

## 1.178 CLIP

### CLIP

Description of internal commands

command	option	description
CLIP	CUT/S	move block to clipboard
	COPY/S	copy block to clipboard
	PASTE/S	insert clipboard contents at cursor position
	VPASTE/S	vertical clipboard paste
	UNIT/N	clipboard unit to use (UBYTE); defaults to 0

## 1.179 CMD

### CMD

Description of internal commands

command	option	description
CMD	(no options)	open command requester

## 1.180 CODE

## CODE

Description of internal commands

command	option	description
-----		
CODE	SHOW/S	show ASCII code of character under cursor
	SET/N	insert code (UBYTE)
	ASK/S	ask for ASCII code to be inserted
	TABLE/S	open character set table requester
	TOGGLE/S	change case of character under cursor

Comment: The SET option is influenced by current writing mode: in insert mode a character is inserted, in overwrite mode the character under the cursor is overwritten.

**1.181 COLON**

## COLON

Description of internal commands

command	option	description
-----		
COLON	(no options)	insert semicolon and possibly a CR (return)

Comment: Suggested use is mapping to the ;-Key. Useful for C/C++ programmers. The editor tries to figure out whether a CR should be inserted (e.g. no CR is inserted if the semicolon is part of a 'for' statement). Press CTRL simultaneously to disable CR insertion temporarily.

**1.182 CR**

## CR

Description of internal commands

command	option	description
-----		
CR	(no options)	<RETURN> command; splits line at cursor position

Comment: This function is influenced by the current setup (e.g. by the indentation mode settings).

**1.183 DEL**

## DEL

Description of internal commands

command	option	description
DEL	(no options)	deletes character under cursor

## 1.184 DELETE

DELETE

Description of internal commands

command	option	description
DELETE	WORD/S	delete next word
	EOW/S	delete until end of word
	SMART/S	consider white space settings
	EOL/S	delete until end of line
	LEFT/S	delete until beginning of line
	LINE/S	delete current line
	BLOCK/S	delete block
	COLUMN/S	delete column (see AT/N) from block
	AT/N	column to be deleted (UWORD); defaults to current

Comment: the last 100 deleted words (WORD/S) may be reinserted using INSERT (INSERT WORD).

## 1.185 DIR

DIR

Description of internal commands

command	option	description
DIR	ASK/S	open requester to set 'current directory'
	NEW/F	set 'current directory' (STRING)

Comment: the current directory is passed to any program run by GoldED (e.g. a shell using misc/shell ). It is used by many of GoldED's internal functions, too.

## 1.186 DJUMP

DJUMP

Description of internal commands

command	option	description
---------	--------	-------------

---

DJUMP            (no options)    jump to end of screen / next page

Comment: Cursor jumps to last line of screen if placed above  
that line so far. Jumps to next page otherwise. Compare:  
DPAGE .

## 1.187 DOWN

DOWN

Description of internal commands

command	option	description
DOWN	(no options)	move cursor one line down

---

## 1.188 DPAGE

DPAGE

Description of internal commands

command	option	description
DPAGE	(no options)	show next page (compare: DJUMP )

---

## 1.189 ENDWORD

ENDWORD

Description of internal commands

command	option	description
ENDWORD	(no options)	move cursor to end of word

---

## 1.190 EXALL

EXALL

Description of internal commands

command	option	description
---------	--------	-------------

---

---

EXALL            (no options)    Examine text

Comment: To be used within ARexx macros only. Used to update variables related to text statistics (see QUERY ).

## 1.191 EXTRACT

### EXTRACT

Description of internal commands

command	option	description
EXTRACT	(no options)	Extract file name under cursor
	VAR/K	where to put the result: ARexx variable (STRING)
	LEFT/K	left delimiter(s) (STRING); e.g. "<[("
	RIGHT/K	right delimiter(s) (STRING); e.g. ">]"

Comment: left & right delimiter strings must be of paired and of the same length. Priority is from left to right.

## 1.192 FDOWN

### FDOWN

Description of internal commands

command	option	description
FDOWN	(no options)	scroll down in fast mode

## 1.193 FILE

### FILE

Description of internal commands

command	option	description
FILE	NAME/K	file to delete/search (STRING)
	DELETE/S	delete file
	FORCE/S	don't ask for confirmation
	SEARCH/K	search this path for specified file (STRING)
	VAR/K	where to put the result: ARexx variable (STRING)
	NEWDIR/K	create directory (STRING)

Comment: Delete-protected files are not deleted unless the FORCE mode is used.

---

## 1.194 FIND

FIND

Description of internal commands

command	option	description
-----		
FIND	STRING/K	pattern to search for (STRING)
	COUNT/S	count pattern (doesn't affect cursor position)
	PREV/S	jump to previous occurrence
	NEXT/S	jump to next occurrence
	FIRST/S	jump to first occurrence
	ASK/S	open requester
	CASE/K	case (in)sensitive (BOOL)
	QUIET/S	don't complain about missing pattern ('not found')
	WORDS/K	look for whole words only ? (BOOL)

## 1.195 FIRST

FIRST

Description of internal commands

command	option	description
-----		
FIRST	(no options)	move to beginning of line (see GOTO )

## 1.196 FIX

FIX

Beschreibung für internal commands

Kommando	Option	Beschreibung
-----		
FIX	VAR/K/A	ARexx variable name (STRING)

Comment: To be used within macros only. Fixes the contents of the given ARexx string variable to make it "parser-proof" (e.g. handles embedded '"'); compare internal commands ).

## 1.197 FOLD

FOLD

Description of internal commands

command	option	description
FOLD	OPEN/K	open fold or (ALL/S specified) folds (BOOL)
	ALL/S	consider all lines
	TOGGLE/S	toggle fold (open/close)

## 1.198 FORMAT

### FORMAT

Description of internal commands

command	option	description
FORMAT	LINES/S	select current paragraphe for formatting
	MARK/S	select block for formatting
	LEFT/S	make selected area left -aligned
	RIGHT/S	make selected area right-aligned
	BLOCK/S	make selected area block-aligned
	CENTER/S	center selected area

## 1.199 FREEZE

### FREEZE

Description of internal commands

command	option	description
FREEZE	CURRENT/S	freeze current window
	ASK/S	ask for text to unfreeze
	SWAP/S	swap current/frozen window
	ADD/M	load file(s) directly to frozen list

## 1.200 FUNC

### FUNC

Description of internal commands

command	option	description
FUNC	C/S	set mode to C
	BASIC/S	set mode to BASIC
	A68K/S	set mode to Assembler
	PASCAL/S	set mode to Pascal
	AUTODOC/S	set mode to AutoDoc
	STRUCT/S	set mode to C-Header
	SMART/S	automatic mode setting according to file name
	CURRENT/S	extract function name from text (below cursor)

UNFOLD/K          examine folds (BOOL)

Comment: scans text for structures, functions, ... (depending on selected mode) to make up an index. If no mode is specified (and SMART is not used) the current mode is used.

## 1.201 FUP

FUP

Description of internal commands

command	option	description
-----		
FUP	(no options)	scroll upwards in fast mode

## 1.202 GOTO

GOTO

Description of internal commands

command	option	description
-----		
GOTO	LINE/N	line number to go to (ULONG: 1, ...)
	COLUMN/N	column to go to (UWORD: 1, ...)
	UNFOLD/K	unfold if necessary ? (BOOL)
	TOP/S	go to first line of text
	BOTTOM/S	go to last line of text
	OTHEREND/S	toggle position
	CHANGE/S	go to last change
	ASK/S	ask for line number to go to
	EOL/S	place cursor over last character of line
	BFIRST/S	go to beginning of block
	BLAST/S	go to end of block
	STEP/N	move cursor left/right (WORD)
	TOF/S	move cursor to first line of screen
	BOF/S	move cursor to last line of screen
	BYTE/N	byte offset to go to (LF's included)

Comment: line numbers are considered to be absolute if UNFOLD is enabled (folded blocks would count as single line otherwise).

## 1.203 GREP

GREP

Description of internal commands

---

command	option	description
GREP	STRING/K	string to search project files for (STRING)
	ASK/S	ask for string to search for
	CASE/K	case sensitive search ? (BOOL)

## 1.204 GUI

### GUI

Description of internal commands

command	option	description
GUI	ASK/S	open GUI configuration window
	CENTER/K	center windows ? (BOOL)
	X/N	vertical scroll border (UWORD: 0, ...)
	Y/N	horizontal scroll border (UWORD: 0, ...)
	OVERWRITE/K	overwrite files without warning ? (BOOL)
	ARRANGE/K	AutoArrange windows ? (BOOL)
	WEIGHT/N	arrange windows: window weight (UWORD 1...4)
	CLOCK/K	clock ? (BOOL)
	FAST/K	fast scrolling ? (BOOL)
	TINYMSG/K	use status bar instead of requesters ? (BOOL)
	SPC/K	white space characters (STRING)
	DATE/K	date format (STRING); requires OS3.0+
	REVERSED/K	(not supported)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

Comment: the list of white space characters (SPC) may consist of ASCII codes, code ranges or strings, separated by colons. Example: 0-" ",128-160,".,;()". You'll have to ensure that quotation marks actually reach GoldED; see internal commands. The date format string may consist of the following formatting codes (besides normal characters):

```
%a - abbreviated weekday name
%A - weekday name
%b - abbreviated month name
%B - month name
%d - day number with leading 0s
%D - same as "%m/%d/%y"
%e - day number with leading spaces
%j - julian date
%m - month number with leading 0s
%U - week number, taking Sunday as first day of week
%W - week number, taking Monday as first day of week
%w - weekday number
%x - same as "%m/%d/%y"
%y - year (two digits)
%Y - year (four digits)
```

## 1.205 HELP

### HELP

Description of internal commands

command	option	description
HELP	CATALOG/K	set database (STRING)
	TOPIC/K	node to look for (STRING)

Comment: if no database (i.e. help file) is specified, the menu's database is used (see config/menus ).

## 1.206 HUNTER

### HUNTER

Description of internal commands

command	option	description
HUNTER	ASK/S	open configuration window of file hunter
	CURRENT/S	hunt (i.e. search & open) filename under cursor
	NAME/K	hunt this file (STRING)
	DEEP/K	scan subdirectories ? (BOOL)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

## 1.207 INDENT

### INDENT

Description of internal commands

command	option	description
INDENT	ASK/S	open indentation requester
	AUTO/K	set automatic indentation (BOOL)
	SMART/K	set smart indentation (BOOL)
	IN/K	add keyword for smart indentation (STRING)
	OUT/K	add keyword for smart outdentation (STRING)
	CLR/S	clear smart indentation keyword list
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

## 1.208 INFO

## INFO

Description of internal commands

command	option	description
-----		
INFO	VERSION/S	show version
	USER/S	show copyright requester
	TEXT/S	show statistics
	ERROR/S	show last error

**1.209 INSERT**

## INSERT

Description of internal commands

command	option	description
-----		
INSERT	LINE/S	insert a line
	BLOCK/S	insert into block (see the following options)
	COLUMN/S	BLOCK/S: insert empty column; see AT/N
	STRING/K	BLOCK/S: insert text; see AT/N (STRING)
	AT/N	BLOCK/S: column where to insert (UWORD)
	APPEND/S	BLOCK/S: append text to marked lines
	WORD/S	reinsert deleted word (see DELETE )
	PATH/S	ask user for file name to insert

**1.210 KEY**

## KEY

Description of internal commands

command	option	description
-----		
KEY	EVENT/K	input event description (STRING)
	RAW/S	event is a plain character sequence
Comment: see input events for details		

**1.211 LAYOUT**

## LAYOUT

Description of internal commands

command	option	description
-----		

---

LAYOUT	LEFT/N	set left margin for formatting (UWORD)
	RIGHT/N	set right margin for formatting (UWORD)
	WRAP/K	set WordWrap (BOOL)
	ASK/S	open requester to set layout
	AUTO/K	use current indentation as left border (BOOL)
	REFORMAT/K	reformat during WordWrap ? (BOOL)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

## 1.212 LEFT

### LEFT

Description of internal commands

command	option	description
-----		
LEFT	(no options)	move cursor one position to the left

## 1.213 LINES

### LINES

Description of internal commands

command	option	description
-----		
LINES	JOIN/S	join current line & next line
	SWAP/S	swap current line <-> next line
	DOUBLE/S	double current line

## 1.214 LOCK

### LOCK

Description of internal commands

command	option	description
-----		
LOCK	CURRENT/S	lock current window
	NAME/K	window to lock (STRING)
	QUIET/S	don't activate window

Comment: To be used within ARexx macros. An UNLOCK command must follow later on to prevent deadlocks (ensure a clean exit even after errors using the SIGNAL/OPTION FAILAT commands of ARexx). Exit your script if the LOCK call fails (error code

RC=20). This call doesn't nest: a single UNLOCK unlocks any number of locks. This call moves GoldED's screen to the front.

## 1.215 MACRO

### MACRO

Description of internal commands

command	option	description
-----		
MACRO	RECORD/S	toggle sequence recording mode
	PLAY/S	play previously recorded sequence
	LOOPS/N	number of playback loops (UWORD); defaults to 1
	ASK/S	ask for number of loops
	FILE/K	sequence file to load/write (STRING)
	SAVE/S	save previously recorded sequence
	LOAD/S	load a sequence

## 1.216 MARK

### MARK

Description of internal commands

command	option	description
-----		
MARK	HIDE/S	hide mark
	SET/S	set mark
	LINE/S	resolution = lines
	COLUMN/S	resolution = characters
	WORD/S	mark word under cursor
	STRICT/S	only SPC (ASCII 32) is regarded as word delimiter

## 1.217 MAXDOWN

### MAXDOWN

Description of internal commands

command	option	description
-----		
MAXDOWN	(no options)	move to next quarter of document

## 1.218 MAXUP

## MAXUP

Description of internal commands

command	option	description
-----		
MAXUP	(no options)	move to previous quarter of document

**1.219 MENUS**

## MENUS

Description of internal commands

command	option	description
-----		
MENUS	ASK/S	open menu requester
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

**1.220 MISC**

## MISC

Description of internal commands

command	option	description
-----		
MISC	ASK/S	open misc preferences requester
	AUTOBAK/K	set AutoBak mode (BOOL)
	PERIOD/N	set backup interval (UWORD); units are minutes.
	CONFIRM/K	set confirm-backup mode (BOOL)
	PATH/K	set backup path (STRING)
	INFOS/K	set creation of info files (BOOL)
	AUTOLOAD/K	set AutoLoad mode (BOOL)
	AUTOFOLD/K	set AutoFold mode (BOOL)
	FOLDSTART/K	set fold-start marker (STRING)
	FOLDEND/K	set fold-end marker (STRING)
	BACKUP/K	set backup creation (BOOL)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

**1.221 MODE**

## MODE

Description of internal commands

command	option	description
MODE	INSERT/K	set insert/overwrite mode (BOOL)
	AUTOCASE/K	set AutoCase mode (BOOL)
	AUTOBRACKET/K	set automatic parenthesis check (BOOL)
	NUMPAD/K	enable/disable NumPad assignments (BOOL)

## 1.222 MORE

MORE

Description of internal commands

command	option	description
MORE	(no options)	open further window
	SMART/S	open window if current window is not empty

## 1.223 MOUSE

MOUSE

Description of internal commands

command	option	description
MOUSE	ASK/S	open mouse preferences requester
	SET/S	move cursor, mark block using the mouse
	LINE/S	mark whole lines only
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

Command: SET/S and LINE/S reserved for mouse configuration

## 1.224 NAME

NAME

Description of internal commands

command	option	description
NAME	ASK/S	ask for a new text name
	NEW/F	set new text name (STRING)

## 1.225 NEW

### NEW

Description of internal commands

command	option	description
-----		
NEW	(no option)	clear text; user is asked for confirmation
	FORCE/S	clear text at any rate
	NONAME/S	reset name to 'unnamed'

## 1.226 NEXT

### NEXT

Description of internal commands

command	option	description
-----		
NEXT	(no options)	move cursor to next word within current line

## 1.227 NOTIFY

### NOTIFY

Description of internal commands

command	option	description
-----		
NOTIFY	FILE/K/A	file to be monitored (STRING)
	START/S	start monitoring
	STOP/S	stop monitoring
	CHECK/S	number of write accesses since last check (UWORD)
	MACRO/K	macro to be executed upon write access (STRING)

Comment: Provides access to the notification mechanism of AmigaDOS. The file name is passed as argument to the macro.

## 1.228 OPEN

### OPEN

Description of internal commands

command	option	description
-----		
OPEN	NAME/M	file(s) to open (STRING or STRINGS)

---

FAST/S	use fast loading (no TAB substitution)
NEW/S	open new window for each file
AGAIN/S	reload current file
APPEND/S	append file(s) to current text
INSERT/S	insert file(s) into current text
ASK/S	ask for file(s)
QUIET/S	don't complain about missing files
PATH/K	default path to be used by file requester (STRING)
OLDPATH/S	use path of current text as default path
SMART/S	use current window unless window is not empty
RAW/S	don't convert TABs to spaces

Comment: returns window handle in ARexx mode. The window handle may be used to activate a window later on (see window ).

## 1.229 PATH

### PATH

Description of internal commands

command	option	description
-----		
PATH	ASK/S	open requester to set reference file(s)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

## 1.230 PHRASE

### PHRASE

Description of internal commands

command	option	description
-----		
PHRASE	CURRENT/S	try to complete current word
	ASK/S	open dictionary requester
	ADD/K	add keyword to dictionary (STRING)
	CLR/S	clear dictionary
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

## 1.231 PING

### PING

Description of internal commands

command	option	description
-----		
PING	SLOT/N	write cursor position to named slot
<p>Comment: GoldED offers ten slots ('bookmarks', 0-9) for each window to be recalled by PONG . Slot 0 usually is reserved for use within ARexx scripts.</p>		

## 1.232 PONG

PONG

Description of internal commands

command	option	description
-----		
PONG	SLOT/A/N	recall one of 10 bookmark positions (UWORD 0-9)
<p>Comment: GoldED offers ten bookmarks (0-9) for each window. Slot 0 usually is reserved for use within ARexx scripts (see PING ).</p>		

## 1.233 POP

POP

Description of internal commands

command	option	description
-----		
POP	(no options)	move line from text to pick/push buffer
<p>Comment: the pick/push buffer can hold up to 50 entries (lines). It is a last-in-first-out buffer.</p>		

## 1.234 PREFS

PREFS

Description of internal commands

command	option	description
-----		
PREFS	CONFIG/K	name of a preferences file (STRING)
	LOAD/S	load preferences file
	SAVE/S	save preferences file
	SPLIT/K	split preferences file: output prefix (STRING)
<p>Comment: SPLIT - splits the current configuration into several files (menu definition file, dictionary, ...). Mainly used</p>		

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during development of GoldED.

## 1.235 PREV

PREV

Description of internal commands

command	option	description
PREV	(no options)	move cursor to previous word

## 1.236 PREVEND

PREVEND

Description of internal commands

command	option	description
PREVEND	(no options)	move cursor to end of previous word

## 1.237 PRINT

PRINT

Description of internal commands

command	option	description
PRINT	FORCE/S	don't ask for confirmation
	BLOCK/S	print block
	ALL/S	print complete file
	LPI/N	set lines per inch (UWORD): 0=6 lpi, 1=8 lpi
	LQ/K	set letter quality (BOOL)
	ITALICS/K	set italics printing (BOOL)
	PROP/K	set proportional mode (BOOL)
	DOUBLE/K	set double width mode (BOOL)
	RESET/K	reset printer before output (BOOL)
	ASK/S	open printer configuration requester
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

## 1.238 PROJECT

### PROJECT

Description of internal commands

command	option	description
-----		
PROJECT	ASK/S	open project requester
	ADD/K	add source file (STRING)
	DEL/N	remove a source file (UWORD: 0, ...)
	CLR/S	clear list of source files
	LIST/N	set list (struct List *)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

## 1.239 PUSH

### PUSH

Description of internal commands

command	option	description
-----		
PUSH	(no options)	insert last line of pick/push buffer into text

## 1.240 QUERY

### QUERY

Description of internal commands

command	option	description
-----		
QUERY	NAME/M	variable(s) you are interested in (STRING)
	VAR/K	ARexx variable; where to put the result (STRING).

Comment: Used to query the state of one or more of GoldED's internal variable(s). This function may be used in interactive mode (see misc/command ). In interactive mode a requester is used to display the result including the variable name (e.g. LINES=123). If evoked from a script file (after a LOCK command or if the VAR/K option is used)), the variable name will not be part of the result. In interactive mode it will. In ARexx mode you may specify the name of an ARexx variable to put the result into (defaults to RESULT). It is possible to combine several options (e.g. QUERY DIR DOC); the results will be separated by spaces, too. Valid variable names are:

ABAK..... AutoBackups enabled ? (BOOL)

ABSLINE..... current absolute line number (ULONG)  
ABSLINES..... absolute number of lines (ULONG)  
ACENTER..... CenterWin mode (BOOL)  
AFOLD..... AutoFold mode (BOOL)  
ALEFT..... Layout: use old border ? (BOOL)  
ALOAD..... AutoLoad mode (BOOL)  
ANSI..... number of non-ASCII characters (\*)  
ANYCHAR ..... current line not empty ? (BOOL)  
ANYFOLDS..... does text contain folds ? (BOOL)  
ANYTEXT..... any text in current window ? (BOOL)  
ASKBAK..... ask for backups ? (BOOL)  
BACKUP..... create backups ? (BOOL)  
BAKDIR..... backup path (STRING)  
BITS..... default protection bits (ULONG)  
BLOCK..... marker type (UWORD): 0=none 1=lines 2=characters  
BLOCKX..... block start column (UWORD: 1, ...)  
BLOCKY..... block start line (ULONG: 1, ...)  
BLOCKR..... block end column (UWORD: 1, ...)  
BLOCKB..... block end line (ULONG: 1, ...)  
BOLD..... bold mode used for printing (BOOL)  
BRACKET..... automatic parenthesis check ? (BOOL)  
BUFFER ..... current line (STRING)  
BYTES..... text size (number of bytes) (ULONG) (\*)  
CAT..... catalog name/language (STRING)  
CHKCASE..... automatic case check ? (BOOL)  
CODE..... ASCII code of character under cursor (UBYTE)  
COLUMN..... current column (UWORD: 1, ...)  
COLUMNS..... window width (UWORD)  
CON..... window dimension string (STRING)  
CURRENT..... pointer to memory area of current line (char \*)  
DIR..... path used by file requester (STRING)  
DOC..... window title = file name (STRING)  
DOUBLE..... use doublestrike printing ? (BOOL)  
DTABS..... use distinctive TABs ? (BOOL)  
ERR..... last error (STRING)  
FILE..... name of current text without path (STRING)  
FIND..... search pattern (STRING)  
FOLDA..... fold start marker (STRING)  
FOLDB..... fold end marker (STRING)  
FOLDS..... number of folds in text (ULONG) (\*)  
FONTX..... width of text font (UWORD)  
FONTY..... height of text font (UWORD)  
FUNC..... mode of QuickFunc list (UWORD: 0, ...)  
HANDLE..... window handle of current window (ULONG)  
HMI..... horizontal motion index/printer (UWORD)  
HOST..... name of ARexx port (STRING)  
INBLOCK..... cursor within block (BOOL)  
INDENT..... AutoIndention ? (BOOL)  
INFOS..... create \*.info files ? (BOOL)  
INSERT..... insert mode used ? (BOOL)  
ITALICS..... italics printing ? (BOOL)  
LEFT..... layout: left margin (UWORD)  
LEN..... length of current line  
LINE..... number of current line; not absolute (ULONG)  
LINES..... number of lines; not absolute (ULONG)  
LPI..... lines per inch (UWORD: 0 = 6lpi, 1 = 8lpi)  
LQ..... letter quality printing ? (BOOL)

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MARKED..... any block marked ? (BOOL)
MAXLEN..... lenght of longest line (UWORD) (*)
MODIFY..... has text been modified ? (BOOL)
PATH..... path of current text (STRING)
PICKED..... number of lines in pick/push buffer (UWORD)
PREVIEW..... current window: preview mode used ? (BOOL)
PROG..... program's name - usually GoldED (STRING)
PRJLIST ..... list of project files (struct List *)
READONLY..... is window read-only ? (BOOL)
REM..... (file-)comment of current text (STRING)
REMAP..... character translation file (STRING)
RESET..... reset printer before output ? (BOOL)
RIGHT..... layout: right margin (UWORD)
ROWS..... window height (UWORD)
RPLC..... replace text (STRING)
SCREEN..... screen name (STRING)
SCREENW..... screen width (UWORD)
SCREENH..... screen height (UWORD)
SCRMODE..... screen mode ID (ULONG)
SCRTYPE..... screen type: public/custom (UWORD)
SHANGHAI..... shanghai mode set ? (BOOL)
SINDENT..... smart indention enabled ? (BOOL)
SOLID..... solid TABs ? (BOOL)
SPC ..... white space characters (STRING); see config/GUI
STDLINE..... is current line a 'normal' line ? (BOOL)
TAB..... TAB distance keyboard (UWORD)
TABFILE..... TAB distance for TAB substitution (UWORD)
TIMER..... backup interval - minutes (UWORD)
TOPLINE..... line number of window's first line (ULONG)
UNFOLD..... unfold during GOTO ? (BOOL)
USECASE..... case sensitive search/replace ? (BOOL)
USER..... user name (STRING)
USER1-USER20.. user variable 1-20 (BOOL)
VER..... version string (STRING)
VERSION..... version ID code (ULONG)
WINDOWS..... number of open text windows (UWORD)
WINH..... window height (UWORD)
WINW..... window width (UWORD)
WORDS..... number of words (ULONG) (*)
WORD..... current word (STRING)
WRAP..... word wrap mode used ? (BOOL)
X..... window's left edge (UWORD)
XPK..... XPK compression mode (STRING)
Y..... window's top edge (UWORD)

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(\*): These variables are valid after an EXAll command only.

## 1.241 QUIT

### QUIT

Description of internal commands

command	option	description
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QUIT	(no option)	close current window (ask for confirmation)
	FORCE/S	close current window at any rate
	UNLOAD/S	close window, unload editor (see HotKey )

---

## 1.242 REFRESH

### REFRESH

Description of internal commands

command	option	description
<hr/>		
REFRESH	PAGE/S	redraw current text
	LINE/S	redraw current line

## 1.243 REMAP

### REMAP

Description of internal commands

command	option	description
<hr/>		
REMAP	TABLE/K	remap text; use this translation file (STRING)
	ASK/S	open remap requester

## 1.244 REPLACE

### REPLACE

Description of internal commands

command	option	description
<hr/>		
REPLACE	STRING/K	pattern to look for (STRING)
	BY/K	replacement for pattern (STRING)
	PREV/S	replace previous occurrence of pattern (*)
	NEXT/S	replace next occurrence of pattern only (*)
	ALL/S	replace all occurrences of pattern (*)
	BLOCK/S	replace pattern within marked lines (*)
	ASK/S	open find/replace requester
	CASE/K	set case sensitive mode (BOOL)
	QUIET/S	don't complain about missing pattern ('not found')
	WORDS/K	look for whole words only ? (BOOL)
	CONFIRM/K	ask for confirmation ? (BOOL)

(\*) only one of these options may be specified.

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## 1.245 REQUEST

### REQUEST

Description of internal commands

command	option	description
-----		
REQUEST	HIDE/K	turn requesters off (BOOL)
	DEFAULT/K	set default if requesters are off (UWORD)
	BODY/K	body text, lines separated by ' ' (STRING)
	BUTTON/K	text for button(s), separated by ' ' (STRING)
	TITLE/K	requester title (STRING)
	LONG/S	ask for a number
	MIN/N	lower limit for number (WORD)
	MAX/N	upper limit for number/characters (WORD)
	OLD/K	default value (STRING)
	FILE/S	ask for a file
	SAVE/S	put ASL file requester into SAVE mode
	PATH/K	default path if asking for a file (STRING)
	MASK/K	file requester mask (e.g. "#?.c") (STRING)
	VAR/K	ARexx variable; where to put the result (STRING)
	STRING/S	ask for a string
	STATUS/K	text to display in status line (STRING)
	KEY/S	ask for key (returns code and qualifier)
	PROBLEM/K	error message to be displayed (STRING)

Comment: Don't use the hide option outside of ARexx macros. Enable requesters before leaving the macro. Turning requesters off is useful to suppress messages like 'pattern not found' (wich might annoy the user during macro execution); you'll be responsible for checking whether an operation was successful by examining the return code RC.

## 1.246 RIGHT

### RIGHT

Description of internal commands

command	option	description
-----		
RIGHT	(no options)	move cursor one position to the right

## 1.247 RUN

### RUN

Description of internal commands

command	option	description
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RUN	CMD/K	external program to run (STRING)
	LINE/S	execute current line of text
	PRI0/N	priority to be used (WORD: -3...3)
	STACK/N	stack to be used (ULONG)
	ASYNC/S	run program asynchronously
	OUTPUT/K	output (STRING)
	SHANGHAI/N	temporary shanghai time: seconds (UWORD)
	WAITPORT/K	wait for appearance of this port (STRING)
	SECONDS/N	WAITPORT timeout; defaults to 5 seconds (UWORD)

## 1.248 RX

RX

Description of internal commands

---

command	option	description
RX	CMD/K	command to be send (STRING)
	SYNC/S	send in synchronous mode (default: asynchronous)
	ASK/S	ask for command
	PORT/K	reciever; defaults to "AREXX" (STRING)
	MACRO/K	macro to execute if PORT is not valid (STRING)
	OUTPUT/K	output (STRING)

Comment: The macro is called with the command string as first argument. Basically same usage as the AmigaDos command RX if you set the port to AREXX: Use single quotation marks to have the command string evaluated by the Arexx server (e.g. rx 'info user'). Use double quotation marks or no quotation marks at all to make the server execute a script (e.g. rx golded:arexx/empty.ged).

## 1.249 SAVE

SAVE

Description of internal commands

---

command	option	description
SAVE	BLOCK/S	save block only
	ALL/S	save complete file
	NAME/K	set file name to be used for saving (STRING)
	ASK/S	open save-as requester
	EXIT/S	close window if save operation is succesful
	CRUNCH/S	compress file (XPK) while saving it
	XPKMODE/K	XPK compression mode (STRING, e.g. IMPL)
	PASS/K	XPK password (STRING)

---

## 1.250 SCREEN

### SCREEN

Description of internal commands

command	option	description
-----		
SCREEN	ASK/S	open display mode requester
	USE/K	name of public screen to use (STRING)
	ICONIFY/K	(un)iconify (BOOL)
	FRONT/S	move GoldED's screen to the front
	BACK/S	move GoldED's screen to the back
	CLOSE/S	close screen (wait for HotKey activation)
	NOSIZE/K	no fixed screen dimensions ? (BOOL)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

## 1.251 SET

### SET

Description of internal commands

command	option	description
-----		
SET	USER/N	user variable to set (UWORD 1..20)
	VALUE/K	new value (BOOL)

## 1.252 SHIFT

### SHIFT

Description of internal commands

command	option	description
-----		
SHIFT	COLUMNS/N	number of columns to shift (UWORD)
	TAB/S	set shifting distance to TAB size
	ASK/S	open requester (left/right shifting)
	LEFT/S	shift to the left
	RIGHT/S	shift to the right (indent)

## 1.253 SMARTCR

### SMARTCR

Description of internal commands

---

command	option	description
<hr/>		
SMARTCR	(no options)	'smart' return (no splitting of line)

## 1.254 SUFFIX

### SUFFIX

Description of internal commands

command	option	description
<hr/>		
SUFFIX	VAR/K	ARexx variable to be updated (STRING)
	SUFFIX/K	desired suffix (STRING, e.g. ".c")

## 1.255 TAB

### TAB

command	option	description
<hr/>		
TAB	BACK/S	perform a backtab (else a normal tab)
	SOLID/K	make it a solid TAB (BOOL)
	FIXED/S	make it a distinctive TAB
	DYNAMIC/S	make it a dynamic TAB (see dynamic TABs )
	REGULAR/S	make it a regular (standard) TAB

Comment: options of this command may be used to change TAB mode temporarily. They do not affect global TAB settings (use TABS instead).

## 1.256 TABS

### TABS

Description of internal commands

command	option	description
<hr/>		
TABS	FIXED/S	set TAB mode to distinctive TAB's
	REGULAR/S	set TAB mode to regular TAB's
	DYNAMIC/S	set TAB mode to dynamic TAB's
	FILE/N	number of SPC's used for TAB substitution (UWORD)
	KEY/N	TAB distance on screen (UWORD)
	ASK/S	open TAB preferences requester
	SET/N	add distinctive TAB position (UWORD)
	CLR/S	clear all distinctive TAB positions
	SOLID/K	make TABs solid (BOOL)

---

CONFIG/K	name of a preset file (STRING)
LOAD/S	load preset file
SAVE/S	save preset file

## 1.257 TASK

### TASK

Description of internal commands

command	option	description
-----		
TASK	PRI/N	set task priority of GoldED (WORD, -3 to 3)
	DEBUG/K	set debug mode (BOOL)

Comment: in debug mode recieved ARexx commands are printed to standard output.

## 1.258 TEXT

### TEXT

Description of internal commands

command	option	description
-----		
TEXT	T/K	text to be inserted at cursor position (STRING)
	VAR/K	variable to be inserted; see QUERY (STRING)
	STAY/S	don't move cursor while inserting text
	CR/S	append linefeed to text

Comment: use \*" within T/K to insert quotation marks (single quotation marks are considered as string delimiters).

## 1.259 TMLATE

### TMLATE

Description of internal commands

command	option	description
-----		
TMLATE	ASK/S	open templates requester
	USE/K	enable/disable templates (BOOL)
	CHECK/S	check word under cursor
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

## 1.260 UJUMP

### UJUMP

Description of internal commands

command	option	description
UJUMP	(no options)	jump to beginning of screen / previous page

Comment: Cursor jumps to first line of screen if placed below that line so far. Jumps to previous page if placed in line one already. Compare: UPAGE .

## 1.261 UNDO

### UNDO

Description of internal commands

command	option	description
UNDO	(no options)	undo line (restore previous contents)

## 1.262 UNLOCK

### UNLOCK

Description of internal commands

command	option	description
UNLOCK	(no option)	unlock GUI after a previously call to LOCK
	DELAY/S	unlock GUI, delay until exit of GoldED
	STICKY/S	unlock GUI, delay until current window is closed

Comment: The DELAY/STICKY options are reserved for use by external applications (e.g. the QuickStarter ED). They provide ways and means to synchronize with GoldED.

## 1.263 UP

### UP

Description of internal commands

command	option	description
---------	--------	-------------

UP (no options) move cursor one line up

## 1.264 UPAGE

UPAGE

Description of internal commands

command	option	description
UPAGE	(no options)	move to previous page (compare UJUMP )

## 1.265 USE

USE

Description of internal commands

command	option	description
USE	(no options)	accept current line

Comment: To be used within ARexx macros only. After having written directly to the memory area of the current line (which is \*dangerous\*) you have to call this function to make GoldED accept your changes. Use QUERY CURRENT (see QUERY ) to get a pointer to the current line's buffer. It is not possible to change the length of the current line by poking into the line buffer.

## 1.266 VIEW

VIEW

Description of internal commands

command	option	description
VIEW	LEFT/S	shift view left
	RIGHT/S	shift view right
	COLUMNS/N	number of columns to shift (UWORD); defaults to 5

Comment: VLEFT and VRIGHT provide a better performance and thus should be preferred.

## 1.267 VLEFT

### VLEFT

Description of internal commands

command	option	description
-----		
VLEFT	(none)	shift view 5 columns left

## 1.268 VRIGHT

### VRIGHT

Description of internal commands

command	option	description
-----		
VRIGHT	(none)	shift view 5 columns right

## 1.269 WINDOW

### WINDOW

Description of internal commands

command	option	description
-----		
WINDOW	MAX/S	blow up current window
	CENTER/S	center current window on screen
	ARRANGE/N	arrange windows (0: vertical, 1: horizontal)
	ZIP/S	zip window
	USE/K	activate named window/file (STRING)
	FORCE/S	load named file if necessary (see USE/K)
	WIDTH/N	resize window width (UWORD)
	HEIGHT/N	resize window height (UWORD)
	X/N	set window's x position (UWORD)
	Y/N	set window's y position (UWORD)
	NEXT/S	activate next window
	PREV/S	activate previous window
	RECOVER/S	redraw window
	HANDLE/N	activate window using its handle (ULONG)
	ORDINAL/N	activate 1st , 2nd, ... window (ULONG: 0, ...)
	QUIET/S	NEXT/USE/ORDINAL: leave window in the background
	SNAP/S	Use current window's dimensions as default size

Comment: A window handle is returned by the OPEN function. You may query the current window's handle, too (see QUERY /handle).

## 1.270 XREF

XREF

Description of internal commands

command	option	description
-----		
XREF	CURRENT/S	find/open reference file related to current word
	PHRASE/K	find/open file related to this phrase (STRING)
	ASK/S	ask for topic
	CHECK/S	just determine whether a reference is available

## 1.271 Input events

Input events

Input event insertion (suggested by Markus Aretz):

GoldED's KEY command may be used to insert "events" (e.g. keystrokes) into intuition's global input stream. Inserting events makes the current application (the active GoldED window) behave as if the user had performed the described action. A key event description string EVENT/K may consist of plain text or plain text mixed with "event descriptions" in angle brackets (e.g. "<shift>"). You would have to specify the RAW/S option if you want to insert plain text containing angle brackets. Examples:

```
KEY EVENT="hello world"
KEY EVENT="hello world<return>"
KEY EVENT="--->" RAW
```

If you do not specify RAW, event descriptions like "<return>" are not treated as plain text but translated into input events (<return> would act as if the return key were pressed). The following expression outlines the format of description strings: <CLASS QUALIFIER(S) KEY>

A) CLASS may be one of the following (assuming <rawkey> if none is given):

```
rawkey ..... this is a keyboard event
rawmouse ..... this is a mouse button event
```

B) QUALIFIER(s) may be one or more of ...

```
shift ..... shift
control ..... ctrl
capslock ..... capslock
alt ..... alt
lcommand ..... left Amiga
rcommand ..... right Amiga
numericpad ..... numeric pad
leftbutton ..... left mouse button
rbutton ..... right mouse button
```

C) KEY may either be a plain character or ...

```
space ..... space
backspace ..... backspace
tab ..... tab
enter ..... enter
return ..... return
esc ..... esc
del ..... delete
up ..... cursor up
down ..... cursor down
right ..... cursor right
left ..... cursor left
f1 - f10 ..... function key
help ..... help
```

```
Examples: KEY EVENT="<rawkey shift A>"
          KEY EVENT="<rawkey f1>"
          KEY EVENT="<rawkey shift down>"
          KEY EVENT="<rawkey rcommand o>"
```

## 1.272 GENERAL HINTS

### GENERAL HINTS

Never change display mode if you are short of memory - the editor might not be able to reopen screen/windows.

Turn AutoFold (see config/misc ) OFF if you do not need folding. This will speed up loading since the editor won't have to examine each line after loading a text from disk (looking for fold markers).

Use the same marker strings for beginning/end of folded sections (see config/misc ) to increase the speed of folding: the editor won't have to look for two different strings. However, using the same strings doesn't allow nested folding.

The backup path should point to the same device as your main text directory, otherwise backup generation is slowed down because file copies have to be used instead of a fast DOS rename (which is not available accross devices).

Don't use soft/hardlinks with text files. If a file is renamed by the editor (happens during backup creation) the link doesn't change, i.e. it would point to the backup instead of the new file.

Do not use fast loading if you are short of RAM or for huge files since fast loading requires a huge buffer of exactly the original file's size. Attempting to load a 400 KB file would allocate a 400 KB IO buffer as well as about 450 KB to store the text (however the 400 KB IO buffer is freed immediately after loading). Slow loading is much more efficient in terms of memory consumption: a 16K buffer is required, no matter how large a file is.

The editor itself is not able to read the position of the 'sleep' icon

---

(reading an AppIcon's position is not supported by the OS), so it is not able to remember the icon's position after you have moved it. Nevertheless it is possible to snapshot the preferred position: Open the 'prefs/env-archive/GoldED' directory. Move the 'AppIcon' icon from within that directory to desired location, then snapshot it (icon menu of workbench). Finally move the icon back to its drawer. The editor will read the new position the next time it is evoked.

The Amiga OS supports font/library caching: Fonts or libraries opened by GoldED usually are not removed from memory when GoldED is closed - instead they are marked as 'unused'. The OS is able to flush these resources if required (in low memory situations), so the memory occupied by libs/fonts is not lost (you may verify this by using the 'avail flush' command).

In spite of the fact that GoldED keeps its default configuration file in 'envarc:GoldED' - do not use this directory to store further configuration files: A copy of envarc is written to RAM: during startup; you would waste memory. 'GoldED:' or even 's:' are more appropriate locations.

## 1.273 CREDITS

### CREDITS

\* DICE \* Reqtools \* XPK \* ARexxBox \* GadToolsBox \*

This program has been developed using Matt Dillon's Dice C compiler (v2.07.54R). Most of the requester design has been done using Jan van den Baard's 'GadToolsBox'. Thanx to Nico François for his 'reqtools.library'. Further credits got to the developers of 'xpk.library' - who created a fine (de)compression standard. The ARexx routines of GoldED are somewhat related to source code created by Michael Balzer's ARexxBox (though less sophisticated). Thanks to Stefan Zeiger for Boopsi example source code. And last but not least thanks to Joerg Gutzke, Dario Fava & Thomas Lechner for running Mowgli/Mailway/Tomate BBS (sources of most of the tools above). GUIMake has been developed by Rico Krasowski. Included with kind permission of the author. Finally, I would like to thank these people for their invaluable suggestions, ideas & support: Markus Aretz, Martin Fay, David 'Edi' Göhler, Christian Gottschling, Serge Hammouche, Andreas Harrenberg, Martin Korndörfer, René Laederach, Lieven Lema, Rudolphe Sanderson (French translations) and Stefan Schor !

## 1.274 HOW TO REGISTER

### HOW TO REGISTER

If you are currently using the unregistered version (saving/printing limited to 1000 lines) you may want to register. Registered users receive a keyfile, providing unrestricted access to the program(s). Please allow up to 8 weeks for delivery. This is the worst case. Average is three weeks. The following sites provide registration services (prices may differ; some manual

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translations are not available at all sites):

Registration site Germany  
Registration site Belgium  
Registration site France

## 1.275 Registration site Germany

### Registration site Germany

The German registration site (address: see how to contact author ) offers the packages listed below. To register for GoldED, send an EUROcheck or cash. I can not accept ANY OTHER kind of payment than eurochecks or cash with exception of the GoldED Pro/NET distribution. No foreign checks, no postal money orders. Please type your letter. Supply a valid and fully qualified address for shipment, including country name. All offers valid until end of 1994:

GoldED Light (20 DM German orders, 25 DM Europe, 20\$ outside Europe)

-----  
Mailing consists of one disk. Includes a keyfile for GoldED (only). The latest versions of the GoldED package as well as standard disk-based documentation is shipped. Please state whether you own a 1.7 MB HD disk drive.

GoldED Pro (35 DM German orders, 40 DM Europe, 30\$ outside Europe)

-----  
Mailing consists of one or two disks and a printed manual of about 70 pages. Please state whether you own a 1.7 MB HD disk drive. Includes a single user licence for the latest versions of GoldED & HiSpeed. Please choose the manual translation you would like to receive (French translations are available at the Registration site France ):

- o English (default)
- o German (if requested)

GoldED Pro/NET (25 DM worldwide)

-----  
The net distribution: you'll receive a keyfile for GoldED and HiSpeed upon orders sent to DIETMAR@TOMATE.OCHE.DE (a German domain). Z-Net/Internet access required. Once your keyfile is installed, you can use your currently installed unregistered GoldED/HiSpeed (0.99 or better) without restrictions. Since keyfiles are shipped PGP encrypted, your PGP key has to be part of your order (pgp -kxa); orders without a PGP key are not processed. Payment is expected to be transferred to the following account within two weeks: Dietmar Eilert, account 5129 92-505, Postbank Köln, BLZ 370 100 50

In generally FD support tools and libraries are not part of the distribution unless we get permission from the authors. We do provide disk(s)/postage, covered by slightly higher prices for international orders. Special conditions are available if you order more than one copy; don't forget to provide a user name/address for each of them (required for registration):

---

2 packages ..... -20% each  
 more (just joking :-) ..... -30% each

## 1.276 Registration site Belgium

### Registration site Belgium

AUGFL offers a Belgian registration site by the services of Lieven Lema, Sint-Amandsstraat 61, 1853 Strombeek, Belgium. Bank Account ASLK 001-1869832-39. He can be joined on Fido 2:292/603.11 or Compuserve 100343,241 or Internet Lieven.Lema@AUGFL.BE. The rates listed below will be applied for customers, the exchange rate for 1 DM = 22 BEF will be applied. Should significant changes occur (for better or for worse) they will be taken into account after consulting. The following packages are available; offers valid until end of 1994:

GoldED Light (650 BEF Europe, AUGFL members: 550 BEF, 20\$ international)

-----  
 Mailing consists of one disk. Includes a keyfile for GoldED (only). The latest versions of the GoldED package as well as standard disk-based documentation is shipped. Please state whether you own a 1.7 MB HD disk drive.

GoldED Pro (950 BEF, AUGFL members: 850 BEF, 30\$ international)

-----  
 Mailing consists of one or two disks and a printed manual of about 70 pages. Please state whether you own a 1.7 MB HD disk drive. Includes a single user licence for the latest versions of GoldED & HiSpeed. Please choose the manual translation you would like to receive (French translations are available at the Registration site France ):

- o English (default)
- o German (if requested)
- o Dutch (not yet available)

GoldED Pro/NET (650 BEF international, AUGFL members: 550 BEF)

-----  
 The net distribution: you'll receive a keyfile for GoldED and HiSpeed upon orders sent to Lieven.Lema@AUGFL.BE (Internet) or 2:292/603.11 (Fido) or Compuserve 100343,241. Once your keyfile is installed, you can use your currently installed unregistered GoldED/HiSpeed (0.99 or better) without restrictions. Since keyfiles are shipped PGP encrypted, your PGP key has to be part of your order (pgp -kxa); orders without a PGP key are not processed. Payment is expected to be transferred to the following account within two weeks: Lieven Lema, Sint-Amandsstraat 61, 1853 Strombeek. Bank Account ASLK 001-1869832-39

In generally FD support tools and libraries are not part of the distribution unless we get permission from the authors. We do provide disk(s)/postage, covered by slightly higher prices for international orders. Special conditions are available if you order more than one copy; don't forget to provide a user name/address for each of them (required for registration):

2 packages ..... -20% each

more (just joking :-) ..... -30% each

## 1.277 Registration site France

### Registration site France

The French company FFD France Festival Distribution offers registered GoldED PRO packages in France. These packages include a printed professional-made French translation of the manual (about 100 pages). French manuals are exclusively distributed by FFD and not available at the other sites. A GoldED PRO package is available for 250 FF TTC; taxes and shipping included. Please send your orders to:

France Festival Distribution  
3, rue Anatole France  
13220 Chateuaneuf Les Martigues  
FRANCE  
Fax: +33.42.76.18.70

## 1.278 HOW TO GET UPDATES

### HOW TO GET UPDATES

The only way to receive updates, whether registered or unregistered, is to call your local BBS and look out for the latest GoldED copy. Registered users receive a keyfile any may thus use demo versions without restrictions. Don't send disks unless you want to get rid of them (don't worry, they are put to a good cause; preferably backups :-). Uploads usually go to Tomate BBS (Aachen, Germany) - this is the main support BBS:

TOMATE (Aachen/Germany); Sysop: Thomas 'Tom' Lechner - SYSOP@TOMATE.OCHE.DE

-----  
+49-(0)2408-7788 (ZyXEL). Editor placed in GoldED file area. Guest access.

MOWGLI (Aachen/Germany); Sysop: Joerg Gutzke

-----  
+49-(0)241-405949. The editor is placed in the <files/utilities> area. Fido file request: magic GoldED.

DOOM (Bremen/Germany)

-----  
Ports: +49-(0)4223-8355, +49-(0)4223-3256, +49-(0)4223-3313 (ZyXEL). Filearea  
FILESERVER-AMIGA/SUPPORT/GOLDED.

SUNBURN (Germany/Westfalen-Lippe)

-----  
+49-(0)5231-18626 USR DS, ISDN +49-(0)5231-969361, SUPPORT area.

TAURUS ALPHA 1/Austria

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Ports: 43-732-611243, 43-732-609032, 43-732-663090 (ZyXEL). Fido FREQ magic  
GOLDED.

## 1.279 HOW TO CONTACT AUTHOR

### HOW TO CONTACT AUTHOR

Feel free to e-mail or fax bug reports, comments or suggestions. Please do not send normal letters unless you want to register. We aren't able to answer your written questions unless you provide a self-addressed envelope, postage paid (international reply coupons, no foreign stamps). In generally you can reach the support by writing to one of the addresses below. These addresses are not valid for requesting updates (see: How to get updates ).

Dietmar Eilert  
Mies-v-d-Rohe-Str. 31  
52074 Aachen (Germany)  
Phone: +49- (0) 241/81665  
FAX: +49- (0) 241/81665

Dietmar Eilert  
Kampstraße 28  
59269 Beckum (Germany)  
Phone: +49- (0) 2525/7776

E-mail: DIETMAR@TOMATE.OCHE.DE

Please call to find out the current address. Or send your registration to one address, a short note to the other (this may slow down delivery a bit).

## 1.280 GoldED

APC	FIND/ASCII INSERT	MISC/LINE PUSH
API	FIND/ASCII TABLE	MISC/LINE SWAP
APPICON	FIND/CHARACTER SET	MISC/SEARCH FILE
APPLICATION INTERFACE	FIND/CHECK	MISC/SHELL
APPWINDOWS	FIND/COMPLETE	MISC/SOURCE FILES
AREXX PORT	FIND/COUNT	MISC/STATISTICS
AREXXBOX	FIND/FIND	MISC/UNDO LINE
ARGUMENTS	FIND/FIND NEXT	MODE
AUTOARRANGE	FIND/FIND PREVIOUS	MORE
AUTOBACKUP	FIND/FUNCTIONS	MOUSE
AUTOCASE	FIND/INSERT CODE	MOUSE HANDLING
AUTOFOLD	FIND/MATCHING BRACKET	MULTIPLE COMMANDS
AUTOINDENTION	FIND/REFERENCE	MULTISELECT
AUTOLOAD	FIND/REFERENCE...	NAME
BACK	FIND/REPLACE	NEW
BEEP	FIND/REPLACE NEXT	NEXT
BIND	FIND/SHOW CODE	NOTIFY
BITS	FIND/TOGGLE CASE	OPEN
BLOCK	FIRST	OVERWRITE
BLOCK MENU	FIX	PARAGRAPHE VS. BLOCK
BLOCK/APPEND TEXT	FOLD	PARENTHESIS CHECK
BLOCK/BCOPY	FOLDING	PATH
BLOCK/BDELETE	FONT	PHRASE
BLOCK/BMOVE	FORMAT	PING
BLOCK/COLUMN TEXT	FORMATTER	PONG

BLOCK/COPY	FREEZE	POP
BLOCK/CUT	FUNC	PREFS
BLOCK/DELETE COLUMN	FUP	PREV
BLOCK/HIDE MARK	GADTOOLSBOX	PREVEND
BLOCK/INDENT	GENERAL HINTS	PREVIEW
BLOCK/INSERT COLUMN	GETTING STARTED	PRINT
BLOCK/LOWERCASE	GLOBAL SEARCH	PROJECT
BLOCK/MARK	GOTO	PROJECT MENU
BLOCK/PASTE	GREP	PROJECT/ABOUT
BLOCK/PASTE VERTICAL	GUI	PROJECT/APPEND
BLOCK/PRINT	GUIMAKE	PROJECT/BITS
BLOCK/SAVE AS	HELP	PROJECT/CLEAR TEXT
BLOCK/SORT	HELP KEY	PROJECT/CURRENT DIR
BLOCK/UPPERCASE	HOTKEY	PROJECT/INSERT
BOTTOM SLIDER	HOW TO CONTACT AUTHOR	PROJECT/MORE ED
BRACKET	HOW TO FOLD LINES	PROJECT/NEW NAME
CENTERWIN	HOW TO GET UPDATES	PROJECT/OPEN
CHARACTER SET REMAP	HOW TO REGISTER	PROJECT/OPEN FAST
CLIP	HUNTER	PROJECT/OPEN NEW
CLIPBOARD	INDENT	PROJECT/OPEN ORIGINAL
CMD	INDEX	PROJECT/PRINT
CODE	INFO	PROJECT/QUIT & UNLOAD
COLON	INPUT EVENTS	PROJECT/QUIT (WINDOW)
COMMAND LIST	INSERT	PROJECT/SAVE
COMMAND SET EXTENSIONS	INSERTION OF COLUMNS	PROJECT/SAVE & EXIT
CONFIG MENU	INTERNAL COMMANDS	PROJECT/SAVE AS
CONFIG/API	INTRODUCTION	PROJECT/SAVE AS XPK
CONFIG/Dictionary	KEY	PROJECT/USER
CONFIG/DISPLAY	KEYBOARD	PUSH
CONFIG/FILE HUNTER	LANGUAGE	QUERY
CONFIG/GUI	LAYOUT	QUICKFUNC
CONFIG/INDENTION	LAYOUT MENU	QUICKREFERENCE
CONFIG/KEYBOARD	LAYOUT/AUTOCASE	QUICKSTARTER
CONFIG/LAYOUT	LAYOUT/BLOCK CENTER	QUIT
CONFIG/LOAD	LAYOUT/BLOCK LEFT	REFRESH
CONFIG/MENUS	LAYOUT/BLOCK LEFT/RIGHT	REGISTRATION SITE BELGIUM
CONFIG/MISC	LAYOUT/BLOCK RIGHT	REGISTRATION SITE FRANCE
CONFIG/MOUSE	LAYOUT/RIGHT-TO-LEFT	REGISTRATION SITE GERMANY
CONFIG/PRINTER	LAYOUT/SECTION BLOCK	REMAP
CONFIG/REFERENCES	LAYOUT/SECTION CENTER	REMOVAL OF COLUMNS
CONFIG/SAVE	LAYOUT/SECTION LEFT	REPLACE
CONFIG/TABS	LAYOUT/SECTION RIGHT	REQTOOLS
CONFIG/TEMPLATES	LAYOUT/SET RIGHT MARGIN	REQUEST
CONTROL MENU	LAYOUT/TEMPLATES ON/OFF	REQUIRED SYSTEM
CONTROL/FOLD ALL	LAYOUT/USE CURRENT MARGIN	RETURN KEY
CONTROL/FREEZE WINDOW	LAYOUT/WORD WRAP ON/OFF	REVERSED
CONTROL/GO TO LINE	LEFT	RIGHT
CONTROL/ICONIFY	LICENCE	RIGHT-TO-LEFT
CONTROL/INSERT	LINES	RUN
CONTROL/NEXT WINDOW	LOAD TWICE	RX
CONTROL/NUMPAD = MOVEMENT	LOCK	SAVE
CONTROL/PREVIEW	LOCK A WINDOW	SCREEN
CONTROL/PREVIOUS WINDOW	MACRO	SCROLL BORDERS
CONTROL/RECALL POSITION	MACRO MENU	SEARCH/REPLACE HISTORY
CONTROL/STORE POSITION	MACRO RECORDING	SELECT A HOST
CONTROL/TO LAST CHANGE	MACROS/EDIT MACRO	SEQUENCES
CONTROL/TOGGLE TAB MODE	MACROS/GUIMAKE	SET

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CONTROL/TOP-BOTTOM	MACROS/MACROS C	SHIFT
CONTROL/UNFOLD ALL	MACROS/MACROS OTHERS	SHIFTING
CONTROL/WINDOW ARRANGE	MACROS/PLAY MANY	SMARTCR
CONTROL/WINDOW CENTER	MACROS/RUN TEXT AS MACRO	SMARTINDENTION
CONTROL/WINDOW ENLARGE	MACROS/SEQUENCE LOAD	SPEEDS OF SCROLLING
CONTROL/WINDOW ZIP	MACROS/SEQUENCE PLAY	SPELLCHECKER
CR	MACROS/SEQUENCE RECORD	STARTUP MACRO
CREDITS	MACROS/SEQUENCE SAVE	STATUS BAR
CURSOR KEYS	MAGIC CODES	SUFFIX
DEL	MAIN	TAB
DEL KEY	MARGINS	TAB KEY
DELETE	MARK	TABS
DESCRIPTION OF MENUS	MAXDOWN	TASK
DICE	MAXUP	TEMPLATES
DIR	MENU TREE OF BLOCK MENU	TEXT
DISPLAY MODE	MENU TREE OF CONFIG MENU	TMPLATE
DJUMP	MENU TREE OF CONTROL MENU	UJUMP
DO YOUR JOB	MENU TREE OF FIND MENU	UNDO
DOCK	MENU TREE OF LAYOU MENU	UNLOCK
DOWN	MENU TREE OF MACRO MENU	UNLOCK GUI
DPAGE	MENU TREE OF MISC MENU	UP
DYNAMIC TABS	MENU TREE OF PROJECT MENU	UPAGE
ENDWORD	MENUHELP	USE
EOL WRAP	MENUS	USE ASL
ESC KEY	MISC	USER DEFINED GADGETS
EVENT DEFINITION	MISC MENU	USER VARIABLES
EXALL	MISC/CALCULATOR	VIEW
EXTRACT	MISC/COMMAND	VLEFT
F-KEYS	MISC/FILES	VRIGHT
FAST SCROLLING	MISC/FILTER	WEIGHT
FASTLOAD	MISC/HELP	WHITE SPACE
FDOWN	MISC/HISPEED	WINDOW
FEATURE LIST	MISC/INSERT DATE	WORDWRAP
FILE	MISC/INSERT PATH	XPX
FILE HUNTER	MISC/INSERT TIME	XPX SUPPORT
FIND	MISC/LAST ERROR	XREF
FIND MENU	MISC/LINE DOUBLE	
FIND/ASCII INSERT	MISC/LINE PICK	

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