BareED Brief Introduction

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Contents

Chapter 1

BareED Brief Introduction

1.1 BareED 0.9 - a dirty introduction

```
Please,  do  not  expect too much from this file nor from BareED itself, BareED is ↩
    currently only available as a
pre-version  (beta) that suits my need and perhaps yours. Although BareED runs  ↩
   very stable on my system, it
is possible that BareED will fail on yours!

 - What is BareED
  BareED is a simple text editor using the ASCII one character set for AMIGA  ↩
     computers.

 - Why another text editor when there are already hundrets of them out there?
  BareED  was  originally  designed  by  me as replacement for Notepad, the first  ↩
     word-processor for
  the Amiga, Amiga-ED, the batch and script editor, and Amiga-MEmacs, the text- ↩
     editor.

  What  I  liked  most  was  that  the  colours could be chosen in Notepad and  ↩
     that Notepad gave the
  ability  to  use  proportional  fonts.  Even Notepad is more powerful than  ↩
     BareED it has got so many
  limits that only a few people have used NotePad.

  Using  Amiga-MEmacs  on an intuitive driven platform like the Amiga is a pain in ↩
      the butt. Even the
  newer  versions  of  Amiga-ED  aren't  comfortable  to use nor they can be used  ↩
     to edit normal text
  files.
  My favorite text-editor is the one shipped with the Devpac$^1$ package - clean  ↩
     and easy to use!

  BareED  is  one of the few editors on the Amiga that make no use of the Amiga  ↩
     console device and
  therefore non ridgid colours can be used and of course non fixed width fonts.

  BareED  also  is  one  of  the  few editors which deal correctly with a sizeable ↩
      editor window, even
  commercial  editors  have  problems  with  that.  So  you  can  use  BareED  as  ↩
      notepad  on  your
```

```
  Workbench  which  means that you size BareED's editor window to minimum and  ↩
     leave it anywhere
  on  your  Workbench  desk  open  while  you  do  other  things.  When  you need  ↩
     it, for example to
  remember  important  stuff,  you activate BareED only (without sizing the editor ↩
      window to maximum)
  and enter the letters.

  Although  BareED  is  relatively  quick on my system it is maybe dramatically  ↩
     slow on yours; that is
  due  to  the  calculations  that  must  be  done  before  something  is  ↩
     performed; nothing is ridgid in
  BareED!  Therefore  it is quite modest of consuming memory but can slow down  ↩
     your machine to its
  limit while you scroll around in the text file or enter characters.

  BareED  has  not  been  designed  for  native Amigas (like an A1200 or A4000)  ↩
     but for accelerated
  maschines  with  a  (for  Amigas)  quick  CPU.  As if that's not bad enough,  ↩
     BareED is only useable
  with  a fast (and I mean fast!) interface to access system memory (forget any  ↩
     ZIII memory expansion
  card!) and with a 3rd party graphic device.


      Additional  informations  can  be  found  here,  if  you  encounter  any  ↩
         problems click the help-
        button in the status-bar of this window.

      BareED's primitive button interface

      ARexx supported macro commands, still under construction

      Icon save and icon imagery

      Disadvantages and faults of BareED

      Internas to BareED

      Copyright, distribution


$^1$) Devpac, ©® of HiSoft, UK
```

1.2 This page is under construction....

```
  - System      - the operating system, stuff to make the machine look like she is ↩
      alive
  - ASCII one   - international standard format of characters that fit into a byte
  - character set   - format of bitmasks representing the keys on your keyboard
  - Notepad   - first Amiga wordprocessor, 1985 (so far I know)
  - MEmacs    - text editor, 1986
  - ED      - text-editor for batch and script files, 1986, enhanced 1991
  - proportional fonts    - visualised character set where each character can  ↩
     differ in width
```

```
  - fixed width fonts   - visualised character set where each character has got ↩
     the same width
  - font      - character set that can be visualised, dropped as file
  - Workbench   - platform to perform things without touching the keyboard
  - console device    - high level interface to simplify text handling and text ↩
     output
  - ARexx     - Amiga specific implemention of Rexx (script interpreter)
  - ZIII      - expansion slot (Zorro) with 32 bit wide address range, update to ↩
     ZII (24 bit)
```

1.3 How to deal with BareED so that no crash occurs...

```
To  make BareED running you must first install (if not already done years ago) an ↩
    asl library module of at least
version  38. If you did this, make sure you own OS 3 and a 68020 or better CPU.  ↩
    Use also the latest available
SetPatch.

Click  double  on  the icon labelled »BareED«. A window appears. Here you can  ↩
    enter the characters; load in
files, delete or modify characters in a specific file and of course save them back ↩
    .

------ !!!! ------
NOTE:  Currently  there  is  no  UNDO function in BareED implemented, so if you  ↩
    make a mistake it cannot be
un-done. So be a bit carefully.
------ !!!! ------

Make  sure  when  you  try BareED for the first time on your system to save first  ↩
    any important things, close all
3rd party applications and be sure you have at least the minimum configuration  ↩
    that BareED presupposes.

If  BareED  crashes  your  system it's very likely that some applications in your  ↩
    Workbench startup drawer are
incompatible  to  BareED.  I  have  encounter  also  a  crash  that  occurs  when ↩
     BareED  is  started  after  a
commercial  Basic  compiler  /  interpreter  quits. The crash occurs when BareED  ↩
    attempts to allocate memory.
It's  not  a  fault  of  BareED  instead  this  compiler  /  interpreter corrupts  ↩
    the memory list of the system. So be
(again) carefully.

If  BareED  appears  but doesn't display the font set in the icon of the file you  ↩
    want to load in it is possible that
the  diskfont  library module or the font itself cannot be opened, either because  ↩
    of no more obtainable RAM or
unaccessable files.

If  the  asl screen mode requester module does not pop up the setting in BareED's  ↩
    icon set either to FOREIGN
or  NATIVE  and  you  don't  have  a 3rd party graphic board support software  ↩
    running, or your machine does
not support a DMA screen mode, respectively.
```

If you changed by mistake all line-feeds through carridge-returns (form-feed) and BareED tells you that it
cannot find any of those carridge-returns you have to add one line-feed at the end of your very
looooonnnng line. Then, BareED will find them. This applies to all text files, make sure there is at least one
line-feed.
By the way, you can enter a line-feed by pressing CONTROL + left AMIGA + j; and for a carridge- return
you press CONTROL + left AMIGA + m in the »Find & Replace« requester.

If you press the "Replace All" button do not activate the text editor window under any 3rd party graphic
software emulation! If you do, you will encounter a software failure which ends in a GURU! This is caused by
a corrupted memory list due to invalid calls to Exec PutMsg() and Gadtools GT_PostFilerIMsg(). Since
BareED doesn't use PutMsg() and GT_PostFilerIMsg() on its own it's very likely that this fault is caused by
belated react and reply to Intuition messages since BareED is heavy busy doing a job (replacing strings).
BareED 0.9428 tab handling has been re-written so that it is now drastically faster (where necessary -
rpPrintLine, SetCursorXY(), CursorLineEnd()). This should solve the above stated, but on a heavy loaded
system and even under a slow CPU it might fail.
I've also tried to lock the layer of BareED's editor window for the time being busy, but this has caused in
critical circumstances dead-locks.

If BareED crashes upon starting from Workbench or Shell take a look of the given stack size. BareED requires
on a native Amiga with OS 3 and no 3rd party graphic emulation 2200 bytes of stack. With OS 3 and a 3rd
party graphic emulation system it requires at least 3000 bytes of free stack (tested with CyberGraphX and
Picasso96). Newer versions of those Amiga graphic emulation systems may need more stack. So if you
encounter such a problem increase the stack size step by step by 1024 bytes until BareED starts up and
runs correctly.
This applies not only to BareED but to all other applications that can handle both, the native Amiga graphic
device and any 3rd party.
In addition, BareED has got now a stack check implemented. If BareED does not pop up when started from
Workbench, the amount of free stack memory has been chosen too low. Increase the stack size in this case
as stated 6 lines before.
If this happens when started from a CLI, a message will appear telling you that BareED cannot continue
which such less stack (for your savety).

On my pure system (A4000 Desktop from '92) I have not installed any patches not written by me. The only

exception is the Picasso96 software package (used to make that CyberVision 64/3D useable) and thus I do
not encounter any probelms when using BareED, in mind the hints given here.

Click here for »Amiga Rexx« related problems

1.4 Intro Install Requirements Language Use

"BareED" is a new editor for your Amiga/Draco computer.
"BareED" is actually only available as beta application (not ready yet) - but some simple files can be edited
"anyhow.

It has a new concept (as opposit to other FreeWare editors)
Designed for non-mono-space fonts (proportional fonts).
Does not use the system's console-device so that the colours can be chosen for the background,
text, cursor, text underneath the cursor and for the marked characters.

Currently it's really "bare" but further releases may get stronger.

Because I have not the time to write a complete guide in how to use "BareED " you should read this short
introduction carefully.

%%%

Installing "BareED"
---

(1)
To install "BareED" you have nothing else to do than to drag the program icon of "BareED" into your favorite
drawer.

(2)
If you wish to store "BareED" into a currently non-existing drawer select "New Drawer" from the Workbench
window menu. Make sure you have got selected a suitable medium and drawer where to create the new one.

If the new directory has been created, execute step one as stated above.

To install the complete package of "BareED" including Rexx-script, button interface and the german
catalogue simply drag "BareED's" drawer to your fovourite position on your harddrive.
No »ASSIGN« to "BareED's" "home-directory" is needed to run "BareED"!

%%%

Requirements

```
BareED  can be used up from OS 3.0 (perhaps also up from OS 2.0 when the asl. ↩
    library of OS 2.1 is installed,
but this has not been tested by me; futhermore, pen sharing and re-loading will  ↩
    then not work!.
There  aren't  any  specific  disk  resident  libraries  and  devices  used  by  " ↩
    BareED"  other  than those your
machine was originally equiped with.


Requirements (minimum):
  exec    v36
  dos   v36
  graphics    v33
  layers    v33
  intuition   v36
  gadtools    v36
  diskfont    v33
  icon    v33
  asl   v38

  CPU 68020, 512Kb RAM, OCS

better:
  exec    v36
  dos   v36
  graphics    v39
  layers    v39
  intuition   v39
  gadtools    v39
  diskfont    v33
  icon    v33
  asl   v39
  locale    v38

  CPU 68030, 2MB 32-Bit RAM, AA

perfect:
  Complete Kickstart v40 package (OS 3.1)
  68040 with onboard RAM
  3rd party graphic card pluged into Zorro 3 or Draco direct slot
  installed Picasso96 software package
  asl.library v41/42  (asl v40 has got several bugs...)
  several proportional fonts either bitmap related or outlined
  ttf (true type font engine) package by Richard Griffith

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Installing a suitable catalogue (OS 2.1 (kickstart v38))
---------------------------------------

To install the »catalog« containing the native language strings you have first to  ↩
    create the catalog:

     Edit the ".ct" file
     Use  "CatComp"  utilitiy  (or  an  equivalent  application)  to  produce  the
     »catalog« file.
     Create  a sub-directory on the medium where you have stored "BareED"
```

```
     called "catalogs".
     Create  in  this new created directory another one which is called exactly
     as your native language, e.g. "dansk".
     Move the translated (via "CatComp") »catalog« to this location.
     Fully:
      "Work:Edit/Editors/BareED"    - Home-directory of BareED

      1> dir work:edit/editors/BareED
          BareED      BareED.doc
      1> makedir work:edit/editors/bareed/catalogs
      1> makedir work:edit/editors/bareed/catalogs/dansk
      1> copy ram:bareed.catalog to work:edit/editors/bareed/catalogs/dansk
      1> dir work:edit/editors/bareed
          BareED      BareED.doc
          catalogs (dir)
      1> dir work:edit/editors/bareed/catalogs
          dansk (dir)
      1> dir work:edit/editors/bareed/catalogs/dansk
          bareed.catalog
      1>

If  you  are  an  average  user  of  the  Amiga  OS  you might ask why to create a ↩
    sub-directory in the drawer
where "BareED" stays instead of using "SYS:locale/catalogs/..../bareed.catalog".
The  reason why is: If you delete from Workbench the "BareED" drawer "BareED" and  ↩
   used by it files will also
be  deleted,  i.e.  you don't have to scan through your system-partition to look  ↩
   for "BareED" used files, simple
- eeh?

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Currently supported keys
------------------

CURSOR-UP   - move cursor to previous line
CURSOR-LEFT   - move cursor one position to the left
CURSOR-DOWN   - move cursor to next line
CURSOR-RIGHT    - move cursor one position to the right

SHIFT CURSOR-UP - move cursor to top of page, when cursor already set to this
         position, cursor is moved to previous page
SHIFT CURSOR-LEFT - move cursor to start of line
SHIFT CURSOR-DOWN - move cursor to bottom of page, when the cursor already set to
         this position, cursor is moved to next page
SHIFT CURSOR-RIGHT  - move cursor to end of line

SHIFT DELETE    - delete from cursor position all characters to end of line
SHIFT BACKSPACE - delete from character left of cursor all characters to start of  ↩
   line
SHIFT RETURN    - insert CarridgeReturn code (character 13) into archive

CTRL CURSOR-UP    - move cursor to first character of archive
CTRL CURSOR-DOWN  - move cursor to last character of archive

ALT CURSOR-LEFT - find previous word, number or single letter within current line
ALT CURSOR-RIGHT  - find next word, number or single letter within current line
```

```
ALT RETURN    - insert FormFeed code (character 12) into archive

AMIGA RETURN    - terminate line with a linefeed (character 10) and auto-indent ↩
   the next line

CTRL A      - arrange text to block format
CTRL B      - enter right margin for block format (requester pops up)
CTRL C      - change word's first letter into a capital
CTRL F      - find next occurrence (find string must have been already entered in ↩
   the Find/Replace requester)
CTRL G      - change letters of word underneath of cursor into captials ( ↩
   association: GREAT)
CTRL K      - delete from cursor position all characters to end of line
CTRL M      - fence-match, point cursor to one of these characters: ( [ { < > } ] ↩
   )
CTRL N      - find next occurrence (find string must have been already entered in ↩
   the Find/Replace requester)
CTRL P      - find previous occurrence (find string must have been already entered ↩
    in the Find/Replace requester)
CTRL R      - replace occurrence (find and replace strings must have been already ↩
   entered in the Find/Replace requester)
CTRL S      - change letters of word underneath of cursor into lower case letters ↩
   (association: SMALL)
CTRL U      - delete from character left of cursor all characters to start of line
CTRL W      - delete word or number underneath of cursor
CTRL X      - delete current line
CTRL Y      - delete current line
CTRL Z      - arrange text to block format but in an AmigaGuide compatible manner


+++ DON'T USE ONE OF THE FOLLOWING KEY COMBINATIONS
 CTRL H   CTRL I    CTRL J    CTRL L
 CTRL O   CTRL Q    CTRL T    CTRL [
++++++++++++++++++++++++++++++++++++++++++++++++++++++


CTRL DELETE   - delete current line

BACKSPACE   - delete character left of cursor
DELETE      - delete current character
RETURN      - terminate line with a linefeed (character 10) (paragraph)
ENTER     - same as RETURN but with auto-indent of characters


Left mouse button   - move cursor to position of mouse pointer

Right Amiga B   - start marking an area
Right Amiga X   - cut away the marked area (goes into clipboard)
Right Amiga C   - copy the marked area (goes into clipboard)
Right Amiga V   - insert earlier in clipboard remembered marked area

Double mouse click    - start marking an area

+++ A HINT +++
```

```
If you want to mark a really large number of characters use the mouse (it's faster ↩
    ):
  click once on the character that represents the first to mark character
  click again on this character (so called double click)
  click mouse one character behind the last to mark character
  - area shown in selected mark-colour
  - you can now cut, copy this area

+++ A REMARK +++

If  you  lay  out  your  text  using  the  AmigaGuide compatible machanism (CTRL-Z ↩
    ), ensure that a brace-left
character  is  preceeded through the at-sign and that the brace-left character has ↩
     got a following brace-right
character.  Otherwise,  in  case  not,  the AmigaGuide compatible mechanism is  ↩
    broken up and the result (text
layout)  is very difficult to restore to your original layout. Another  ↩
    disadvantage is that italic strings may not be
lay outed correctly.


Find Requester
-----------
n & Shift N   - find next occurence
l  & Shift L    - find previous occurrence
p & Shift P   - find previous occurrence


Number Requester
-------------
Return & Carridge Return  - leave requester with valid result of number gadget

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Settings and preferences
------------------
When  "Create  Icons?" is enabled BareED writes along with the archive the  ↩
    settings you have chosen for this
archive, for example the colours.
BareED  has  got no global preferences with two exceptions: You can enter in  ↩
    BareED's icon the monitor type
you  wish  the  asl  requester  module  to  display  and  whether  you  like  to   ↩
    reserve  the  pens taken for the
knob-bank so that other application cannot use these pens and no false colours  ↩
    occur.

Both are entered normally through the use of the tool types.

MONITORTYPE=ALL|FOREIGN|LIKEWB|NATIVE

where
  ALL means to display any monitor available on your machine
  FOREIGN means  only  to  display  non AMIGA modes, i.e. you must have
    plugged  in  a  3rd  party  graphic  device  into your Z3 bus (for
    example)
  LIKEWB  allows  only  to  display  by Workbench supported modes, i.e. no
    HAM, EHB, DPF, 15 bit and modes with an alpha channel
```

```
  NATIVE means to display only those monitors that can be directly
    displayed by the AMIGA hardware

Combinations of the above stated are allowed, such as
  MONITORTYPE=FOREIGN|LIKEWB  (e.g. for the Draco computer)
    or
  MONITORTYPE=NATIVE|ALL

Please do not combine NATIVE and FOREIGN....


KNOBPENS=RESERVE

  tells BareED to reserve the pens taken for the knob-bank - in order to
  avoid each time re-mapping the colours to the new surround when other
  applications attempt to reserve pens for their own purpose, e.g. image
  viewers (like MultiView), Workbench games, icon patches (NewIcons) or
  OS 3.5 icon subsystem.

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Because this file is very short it's recommend that you use method "trial ↩
    and error" when using "BareED".
"BareED" works just like other editors.
```

1.5 BareED's button interface

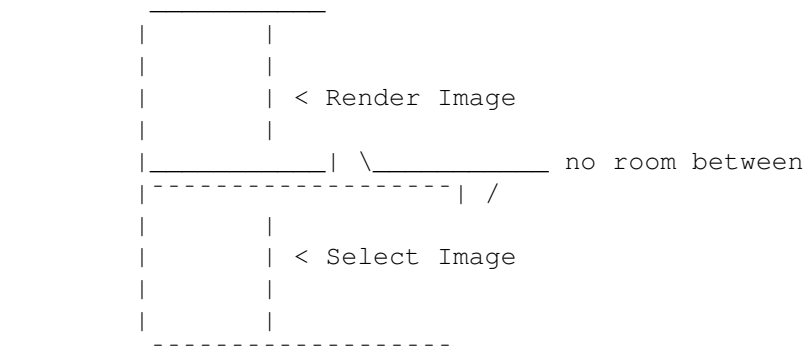
```
Before you start to use this feature of BareED make sure that you own a ↩
    68040 or higher CPU, OS 3.0 or
better and at least 130 Kbyte (for the graphical details) of free memory. Ensure ↩
     also that you are using a 256
colour screen with a resolution of at least 800 x 600 pixels (do not use the ↩
    button interface if you only have
one of the native Amiga graphic devices!). If this does not scare you, read ahead.


BareED offers a button interface which is disabled by default, due to the ↩
    memory consumption and the time
needed to set up the button interface. However, if you own a 68040+ CPU you may ↩
    wish to use it.

No image for the button bank of BareED is limited to something. This means ↩
     that the imagery may differ in
width, height, depth and colour.
By default no pens of the knobs are reserved in order to give any picture ↩
    displayer the ability to display any
imagery in the closest colour match. This may lead BareED to display those ↩
     knobs in false colours when
there are no more pens free, or when a picture displayer overrides BareED ↩
    used pens - but that can be
changed by BareED at any time, unfortunately, you have to tell BareED if the ↩
     button bank appears ugly. If
you don't agree with this, use the tooltype setting that forces BareED to reserve ↩
    these pens.
```

You should, even there is no such hard coded limit, limit your image to a height that can fit into the window
when there is also enought room left to display one text line.

The imagery themself have to be created through the use of an available paint program, e.g. Personal Paint.
Your render image and the select image have to be of same size. The border for the knob must be defined by
yourself. When you have made your imagery, save the render and the select image for each knob to disk as
a single file, where the render image is at the top and the select image at the bottom - and no row splits them
up!



Suggested is an image with less than 48 pixel in width and height and that all imagery have got the same
palette.

You can easily use BitMapSaver (enclosed) to form the needed image format. You should pay attention that
BitMapSaver is only able to convert IFF-brushes (and pictures) and that it is a palette based program that is
limited to 256 colours. You have to call BitMapSaver as follow:

```
1> bitmapsaver <name of iff image to convert> TO <knob file> OPT PEN RAW RAWHDR CMAP RGB32
```

This image format can be directly read by BareED.

When you have created the knobs, you create an ASCII file which tells BareED to use these imagery for the
knob bank. Important is not the name you give an image (o.k., it must be the same as the filename), but the
index.

```
2,knobs/Load.knob
3,knobs/Save.knob
4,knobs/New.knob
5,knobs/Close.knob
6,knobs/Print.knob
......
```

In this example, these imagery are taken from a sub-directory in the home- ↩
directory of BareED.

Currently, index numbers only from 2 to 22 are supported, where BareED ↩
displays the imagery 5, 6, 11, 14
and 22, 23 ghosted because they are internally unsupported.

The file describing the knobs must be labelled:

Button.cfg

and it must be in BareED's home-directory.

You may change the order of the imagery to form your personal whish, e.g. you ↩
need the block layout button
most of all so you would enter as first entry this button:

20,knobs/Layout.knob
2,knobs/Load.knob
3,knobs/Save.knob
4,knobs/New.knob
..... and so on .

Following index' are assign to these functions:

* 0 exit BareED
* 1 move gadget within BareED's right window border
  2 load a new file
  3 save existing file out off editor
  4 create a new, blank editor surround, ready to enter characters
* 5 close the current editor surround
* 6 print document
  7 select screenmode and use it
  8 select tab-step and use it
  9 select a new font and use it
  10 select pencils for document
* 11 change palette of screen
  12 snapshot marked block and save it as clip to the clipboard
  13 insert clip in clipboard into current document
* 14 un-do last "line remove"
  15 write marked block to disk
  16 insert a file into the current document
  17 open the find-requester
  18 open the replace-requester
  19 open the go-to-requester
  20 arrange current paragraph to block layout
  21 arrange current paragraph to block layout but in an AmigaGuide compatible ↩
manner
* 22 open requester to execute an ARexx-macro
* 23 set global preferences

(* = unsupported)

BareED let you also choose the background pattern and colour beside the ↩
imagery and the vertical and

```
horizontal distance between each image and the border of the knob-bank. There are ↩
    synonyms to choose it.

FILPAT    synonym for fill-pattern
PATPEN    synonym for pattern-pen
VSPACE    synonym for vertical spacing
HSPACE    synonym for horizontal spacing
ONEPAL    synonym for one palette


In  order  to  make  them  available  to  BareED these synonyms have to be entered ↩
     in the same file where the
knobs have been described, Button.cfg .

An example could look like this:

FILPAT=0
PATPEN=0
VSPACE=0
HSPACE=0
ONEPAL=0

The  FILPAT is a longword repesenting a mask for set and unset pixels. Currently, ↩
    it can be only entered as a
decimal number.
If you want to disable anything use a semicolon in front of the to disable thing, ↩
    e.g.

FILPAT=1431677610
PATPEN=2
;VSPACE=1
;HSPACE=1
;ONEPAL=1

Comments  may  occur  at  any position within a line. Comments have to be ↩
    introduced through the semicolon.
Anything behind a semicolon to the line's end is ignored by BareED.

FILPAT=1431677610 ; hexadecimal ($) 5555AAAA, dual (%) ↩
    01010101.01010101.10101010.10101010
PATPEN=2    ; use a white pattern (on my system)
VSPACE=1    ; use  between  each  image  (and between the pattern border and the ↩
    image itself)
      ; one vertical line
HSPACE=1    ; ditto for horizontal
ONEPAL=1    ; all  imagery  will  have  the same palette thus tell BareED to ↩
    compute the palette
      ; only once (30% faster)


Through  the  use  of the button interface BareED gives you the ability to run DOS ↩
     scripts or commands. They
are handled similiar to normal knobs that call directly BareED intern functions.

First  you  enter  the  index,  second the comma, third the filename which ↩
    represents the image on disk, fourth
```

one or several blanks (or instead, tabs) and fifth enclosed within parentheses the DOS command or script
you want to use, e.g.

40,knobs/DosScript.knob (SYS:Utilities/MultiView)

You may of course add also an argument for the command you want to run, e.g.

40,knobs/DosScript.knob (SYS:Utilities/MultiView T:tempfile)

The index' that will allow to use DOS commands are index 40 to 63.

The main reason for me to implement this feature into BareED is to have easy access to ARexx scripts, so
that following can be used:

40,knobs/ARexx_01.knob (SYS:RexxC/RX rexx/MyRexxScript.rx)

In this example the image for the knob is taken from a sub-directory in BareED's home-directory called
"knobs" and the script for the Rexx server is called "MyRexxScript.rx" and it is taken from a sub-directory in
BareED's home-directory called "rexx". The DOS-command is called "RX" and it resides in the
"SYS:RexxC" drawer. By the way, the "RX" command will attempt to give away the work to the Rexx server,
so that this server must be running (i.e. double click on the "RexxMast" icon in the SYS:System drawer before
you can use your script).
Starting with BareED 0.9518 you don't have to start the Rexx server manually. If the eleventh and the twelfth
letter are capitals that point to the word "RX" BareED attempts to start the "RexxMast" program in the
"SYS:System" drawer if the "RexxMaster process" is not already running. Note that no blanks may occur
within the filename and pathname when the "RX" command is used. This is due to a bug in the "RX"
command. Example:

40,knobs/ARexx_01.knob (SYS:RexxC/RX BareED's Drawer for rexx scripts/My Rexx Script.rx)

The "RX" command will here try to get access to the file (!!!) BareED's.rexx. Even if you enclose such a string
in double quotes it will not work since the "RX" command thinks in this case that this macro command is
directly entered at the console. Example:

40,knobs/ARexx_01.knob (SYS:RexxC/RX "BareED's Drawer for rexx scripts/My Rexx Script.rx")

I strongly urge you to follow these guidelines:
Rexx scripts for BareED should be placed in one drawer and this drawer should reside in
BareED's main (home) directory, e.g.

```
    Work:Tools/BareED/      <- main (home) drawer of BareED
    Work:Tools/BareED/BareED      <- objectfile of BareED
    Work:Tools/BareED/Button.cfg      <- configuration file
    Work:Tools/BareED/knobs/      <-drawer for knobs
    Work:Tools/BareED/rexx/     <-drawer for rexx scripts
    Work:Tools/BareED/rexx/Info.rx    <- a rexx script with a suffix

By the way, if your rexx script does not contain a suffix "ARexx" will add ↩
   one on its own. This suffix is ever
".rexx". So "Info" becomes to "Info.rexx". You should remember this when you ↩
   choose a name for your rexx
script.

Now something smart: BareED will deliver its Rexx port name in the clip variable ↩
   "BAREED". The clip variable
"BAREED" will refer to the running copy of BareED which you have used to start ↩
   the Rexx command / script
through the use of the button interface (knob-bank). Example:

/* Rexx Demo - first line */

BAREED_HOST = GetClip('BAREED') /* Get the name, e.g. BAREED.1, BAREED.2 and so on

IF BAREED_HOST = '' THEN DO /* Ensure we got it */
  CALL SetClip('BAREED')  /* Remove from ClipNode */
  EXIT 5      /* Error, no name! */
  END

ADDRESS VALUE BAREED_HOST /* Refer from now on to this running copy of BareED */

CALL SetClip('BAREED')    /* Remove from ClipNode */

.... here you can now let you script start


Of course it's not necessary to remove the clip via SetClip("BAREED") but this ↩
   saves memory thus I use it.
```

1.6 The Amiga Rexx Interface of BareED

```
First of all, this chapter and in general the ARexx-interface of BareED are under ↩
   construction!


BareED can indirectly be driven by ARexx scripts, but at the moment ↩
   BareED does not offer to execute
ARexx scripts with one exception: the button interface of BareED gives you direct ↩
   access to such scripts.

BareED is able to deal with strings containing up to three macro- ↩
   commands where the first is called
»Command-Index«, the second »Object-Index« and the third »Parameter-Index«.

So instead of writing:
```

```
GetAmountChars
 you write
Get Amount Chars

which  is  first  better  to  read  and second for me easier to parse. The  ↩
   disadvantage is that it may collide with
reserved  ARexx  symbol  names  or  functions,  e.g.  Set  Error  Off,  where  ↩
   ·»ERROR«· is a reserved ARexx
command.

One  goal  of  BareED's ARexx interface is the non-case-sensitive handling of  ↩
   overgiven strings. So you can
write:
  get amount chars

    or

  'get amount chars'      «« enclosed in single quotes
  'get aMOunt chARs'
  'GET AMOUNT CHARS'

It's  non  important  to  BareED! BareED splits a command line (string) into the  ↩
   above stated index' where hash
values are used instead of simple string comparision.

Currently  BareED  has  got  an  ARexx  interface with more than 80 macro-commands ↩
    but only a few call the
appropriate routines (under construction). Supported are:


        additional string
        ------------------------------|
              |
Command-Index Object-Index  Parameter-Index «astr»  RESULT
-------------------------------------------------------------------------------
SET
    ERROR   ON  |  OFF    -none-  ( useful when debugging )
    ECHO    ON  |  OFF    -none-  ( useful when debugging )
    FONT    "times.font,13"   -none-  should be clear....
    FONTSTYLE 0,1,2,3 or combined -none-    try!
    CLIPUNIT    0 - (almost) ~    -none-  0 suggested for textfiles
    FIND    STRING    "string"  -none-  the string to look for
    REPLACE STRING    "string"  -none-  find string replaced with this one

    FINDMODE  -none-      -none-  Set default mode, case sensitive but no word  ↩
       only search
        NORMAL      -none-  non case sensitive search
        WORDONLY    -none-  word only search

    MARGIN    RIGHT   "number"  -none-  set right margin in number of letters
    TAB   SIZE    "number"  -none-  "number" in amount of characters
    BLOCKSTART  -none-      -none-  set start point for marked area or erase it
    BLOCKEND  -none-      -none-  set end point for marked area or erase it (not  ↩
       necessary, anyhow...)
-------------------------------------------------------------------------------
GET
```

```
    ARCHIVESTART  -none-      address memory where characters start
    ARCHIVEEND  -none-      address memory where characters end
    REGION    -none-      address allocated memory for storage
    REGION    SIZE      amount allocated memory for storage in bytes
    ARCHIVENAME -none-      filename without path
    FILENAME  -none-      filename inclusive path

    AMOUNT
        CHARS     amount characters in archive
        LINES     amount lines in archive
        CHANGES   amount of modifications
    CURRENT
        CHAR      RC    single character (RC unequal zero if end of archive)
        LINE      RC    complete string line (RC unequal zero if end of archive
                        or only a paragraph)
        COLUMN      offset in number of spaces in current line
    CURSOR
        X     offset (in number of characters) in current line
        Y     current line

    BVERSION  -none-      packed: version (high word), revision (low word)
    FONT    -none-      string: fontname - terminated by a comma - then font  ↩
       height
    TAB   SIZE      amount of space characters a tab takes up
    CHARWIDTH "char"      characters width in number of pixels
    BLOCK   -none-      add contents of clip to archive
-------------------------------------------------------------------------
PUT
    CHARS   "string"      -none-  add string to archive
    CHAR    "Q"     -none-  add single character to archive
    BLOCK   -none-      -none-  copy marked block (written to clipboard)
-------------------------------------------------------------------------
LAYOUT
    NORMAL    -none-      -none-  layout paragraph to normal block format
    GUIDE   -none-      -none-  layout paragraph Amiga Guide compatible
-------------------------------------------------------------------------
MOVE
    CURSOR
        LEFT      -none-
        RIGHT     -none-
        UP      -none-
        DOWN      -none-
        LINESTART   -none-
        LINEEND     -none-
        PAGESTART   -none-
        PAGEEND   -none-
        ARCHIVESTART    -none-
        ARCHIVEEND    -none-

    BLOCK   -none-      -none-  cut and copy marked block (written to clipboard)
-------------------------------------------------------------------------
GOTO
    linenumber  -none-      -none-
    LINE    linenumber    -none-
    BOOKMARK  1 to 10     -none-
-------------------------------------------------------------------------
DELETE
```

```
    CURRENT
        CHAR      -none-
        LINE      -none-
        WORD      -none-
    TO
        LINEEND     -none-
        LINESTART   -none-
    CHAR
        LEFT      -none-
        RIGHT     -none-

    LINE    -none-      -none-
------------------------------------------------------------------------
LOCK
    ON    -none-      -none-  forbid modifications through user interface
    OFF   -none-      -none allow it
------------------------------------------------------------------------
ACTIVATE
    WINDOW    -none-      -none-  input stream set to editor window

------------------------------------------------------------------------
FIND
    NEXT    WORD      RC   unequal zero if none found
    PREVIOUS  WORD      RC   unequal zero if none found
    NEXT    STRING      RC   unequal zero if none found
    PREVIOUS  STRING      RC   unequal zero if none found
------------------------------------------------------------------------
REPLACE
    NEXT    -none-      RC   unequal zero if none found
    ALL   -none-      -none-  but requester pops up
------------------------------------------------------------------------
SAVE
    -none-    -none-      -none- (but file-requester pops up!)
    "filename"  -none-      -none-
------------------------------------------------------------------------
NEW   -none-    -none-      -none-
    "filename"  -none-      RC    unequal zero if "filename" could not be loaded ↩
       in
------------------------------------------------------------------------
QUIT    -none-    -none-      -none-
------------------------------------------------------------------------
TELL
    "string"    -none-      -none-
------------------------------------------------------------------------
CASETELL
    "string"    -none-      1 = yes, 0 = no
------------------------------------------------------------------------


Some notes at this point:
With »storage« I refer to the allocated memory region where characters ↩
   can be placed within. It is not
identical to the physical address of the first character of the file that has ↩
   been previously loaded in, or to the
first character you have entered in the text editor window.
Instead, »archive« represent the group of single characters that are ↩
   combined together and which can be
```

```
written to a medium as a single file.

------------------------------------------------------------------------------

The find/replace functions are still under construction (as the complete BareED ↩
    Rexx port).
The macro "FINDMODE" offers three choices:
     FINDMODE  - without any arguments, to set the initial state: case sensitive, ↩
        no search for "words only"
     FINDMODE  - NORMAL, to search case insensitive
     FINDMODE  - WORDONLY, to ignore combined words

I  strongly  urge  you  to  call the FINDMODE command without an argument before ↩
    you begin to search for a
string, otherwise you run with unknown settings and unexpected results may happen.

move cursor archivestart
set find string "BareED"
set replace string "»bare editor«"
set findmode
set findmode wordonly

reps = 0

do while RC = 0
  find next string
  if RC ~= 0 then
    break
  replace next
  reps = reps + 1
end

tell "Found" reps "occurrences to replace!"

NOTE:  If  you  use  "REPLACE  NEXT" on its own - and currently the cursor does ↩
    not point to the string you
are  looking  for,  "REPLACE  NEXT" will only move the cursor to the next ↩
    occurrence without replacing it. No
error is returned, which means that you cannot distinguish between a simple cursor ↩
     move and an exchange.

------------------------------------------------------------------------------

If you want to obtain informations from BareED then don't forget to use:

OPTIONS RESULTS

otherwise  BareED  does not return a value or string. Following is an example that ↩
     cares about all hints above
stated:

/* Demo - First line */
address BAREED.1      /* Refer from now on to first running copy of BareED */
options results     /* Tell BareED to return values in case requested */

'set echo on'     /* BareED should display any incommings */
'set error off'     /* Pass through any encountered errors */
```

```
get amount chars      /* Get amount of used chars, warning: zero possible - when ↩
   archive is empty! */
amount = result     /* AMOUNT is a macro name of BareED, here used as variable, so ↩
    the next time
           we refer to amount, we refer to the variable and not to the marco name ↩
              !!! */
'get amount lines'      /* Using single quotes prevents ARexx to refer to the ↩
   variable, the string is passed
           through to BareED as it! */
lines = result      /* LINES is also a BareED macro name, so see above */

get archivestart      /* Get memory address of first character or letter, thus ↩
   archive pointer */
aptr = result

say "Archive at 0x"D2X(aptr)", size in bytes:" amount "- where the archive ↩
   contains" lines "lines."
```

Click here for »Amiga Rexx« related problems

By BareED reserved keywords in alphabetical order.

```
ACTIVATE  ALL   AMOUNT    ARCHIVE   ARCHIVEEND
ARCHIVENAME ARCHIVESTART  BLOCK   BLOCKEND  BLOCKSTART
BOOKMARK  BVERSION  CASETELL  CHANGES CHAR
CHARS   CHARWIDTH CLIPUNIT    COLOR   COLORS
COLUMN    COMPUTE CURRENT CURSOR    DELETE
DEPTH   DOWN    DRAWERNAME  ECHO    ERROR
FILE    FILENAME  FIND    FINDMODE  FIRST
FONT    FONTSTYLE GET   GOTO    GUIDE
HEIGHT    INACTIVATE  INFOWINDOW  INITIALX    LAST
LAYOUT    LEFT    LEFTX   LENGTH    LINE
LINEEND   LINES   LINESTART LOCK    MARGIN
MARK    MOVE    NEW   NEXT    NORMAL
OFF   ON    PAGE    PAGEEND PAGESTART
PENS    POSITION  PREVIOUS  PUT   QUIT
REGION    REPLACE REQUEST RESTORE RIGHT
RPORT   SAVE    SCREEN    SET   SIZE
STRING    TAB   TELL    TO    UP
USED    WIDTH   WINDOW    WORD    WORDONLY
WORDS   X   Y
```

Reserved symbols by ARexx - not available to BareED

```
Abbrev()    Abs()   Addlib()    Address   Address()
AllocMem()  Arg   Arg()   B2C()   BAddr()
BitAnd()    BitChg()    BitClr()    BitComp()   BitOr()
BitSet()    BitTst()    BitXor()    Break   Break_C
Break_D   Break_E   Break_F   C2B()   C2D()
C2X()   Call    Center()    Centre()    Close()
ClosePort() Compare() Compress()  Copies()    D2C()
D2X()   Datatype()  Date()    Delay()   Delete()
DelStr()    DelWord() Digits()    Do    Drop
```

```
Echo    Else    End   Eof()   Error
ErrorText() Exists()    Exit    Export()    Find()
Forbid()    Form()    Forward()   FreeMem() FreeSpace()
Fuzz()    GetArg()    GetClip()   GetPkt()    GetSpace()
Halt    Hash()    HI    If    Import()
Index()   Insert()    Interpret   IoErr   Iterate
LastPos()   Leave   Left()    Length()    Lines()
MakeDir()   Max()   Min()   Next()    Nop
NoValue   Null()    Numeric   Offset()    Open()
OpenPort()  Options   Otherwise Overlay()   Parse
Permit()    Pos()   Pragma()    Procedure Pull
Push    Random()    RandU()   RC    ReadCh()
ReadLn()    RemLib()    Rename()    Reply()   Result
Return    Reverse()   Rexx...   Right()   RX
RXC   RXSET   Say   Seek()    Select
SetClip()   Shell   Show()    ShowDir()   ShowList()
SigL    Sign()    Signal    SourceLine()  Space()
StateF()    StdErr    StdIn   StdOut    Storage()
Strip()   SubStr()    SubWord() Symbol()    Syntax
TCC   TCO   TE    Time()    Trace
Trace()   Translate() Trim()    Trunc()   TS
TypePkt()   Upper()   Value()   Verify()    WaitPkt()
When    Word()    WordIndex() WordLength()  Words()
WriteCh()   WriteLn()   X2C()   X2D()   XRange()
```

1.7 Amiga Rexx problems

```
___
  I Unknown command
-----
```

When you encounter a problem that you cannot track down it's very likely that ↩
    a function either of the rexx
master or a rexx support library returned an error or even no error in the ↩
   RC variable. In case that occurs
ARexx tells you that the command (here BareED) returned the value 10.

For example I used this and similiar fragments which caused a lot of error ↩
   messages until it was solved:

```
Address BareED.1
Options Results

Delay( 2)
Put Char '0A'X
```

Seems to be ok. to me. I opened the »rexxsupport.library« and therewith the ↩
   Delay() function could be used.
The mistake that I made was that I didn't cared about the RC variable where a ↩
   function overgives the result of
the function.
In the ARexx manual is stated that a returned function code may not be ↩
   explicit called, it's automatically

done. I know that but never thought that the result of Delay() is passed ↩
immediately to BareED. In the example
code above the ARexx-Server made following of the code:

```
Address BareED.1
Options Results

Delay( 2)
0       <<<< !!!!
Put Char '0A'X
```

When BareED encountered the character zero (»0«) it didn't know how to ↩
handle it so it returned 10 (not
known by me)! This mistake is not only visible when »Options Results« is used (↩
application function, do and
return a result).

This problem to solve is very easy, call a function so that ARexx knows that you ↩
don't care about a result. In
the code fragment above it is done through:

```
Address BareED.1
Options Results

Call Delay( 2)      <<<< !!!!
Put Char '0A'X
```

The »CALL« command indicates that the RC variable has got no influence ↩
on the further »programmè
course«. Thus RC is taken as unset by ARexx and therewith ignored, which ↩
leads ARexx to continue with
»Put Char '0A'X« instead of »0«.
Nevertheless, the return code of the function Delay() can be check, it's not ↩
placed in the RC variable but in
the RESULT variable!

___
I I BareED's macros become not recognize

As already stated somewhere in this document, BareED has got a non case- ↩
sensitive interface to ARexx
where a letter is ever treated as it would have been entered in uppper case. The ↩
next is that BareED doesn't
use single macro commands, e.g. »MoveCursorArchiveend«, instead it ↩
will support »Move Cursor
Archiveend«. This has got the advantage to be more readable but can put anybody ↩
in trouble if he/she don't
know which symbols are reserved by ARexx and BareED!

So a simple line like:

```
Set Error Off
```

will cause trouble because »ERROR« is a reserved ARexx and BareED macro name! To avoid this enclose
any probably from both used macro name in single quotes, e.g.:

```
'Set Error Off'
```

Now this string is passed through to BareED instead of being analysed by ARexx, because ARexx treats the
three words as one single line and therewith as a macro (which it does not understand).

Also, variable names can cause trouble, e.g.:

```
Get Amount Lines
Lines = RESULT    < OK

....bla bla bla

Get Amount Lines    < ERROR
Lines = RESULT
```

In the example I (mis-) used a reserved macro name as variable name, »Lines«. Until the second »Get
Amount Lines« is encountered all goes as it should, when now ARexx analysizes the second »Get Amount
Lines« it encounters the »Amount« macro name followed by the »Lines« variable. If »Lines« has got the
value 1300 ARexx would pass this string to BareED:

```
Get Amount 1300
```

Of course BareED cannot handle this. To avoid this there are several solutions, first: do not use variable
names which will also be used as macro commands by BareED, second: enclose the macro name which
collides with the variable name in single quotes, e.g.:

```
> Get Amount 'Lines' <, or which is in my opinion better, enclose all macro names in single quotes:

'Get Amount Lines'
```

As already told, it doesn't bother BareED if you write in lower or upper case or in mixed form. So you can
even write:
'gEt aMoUnT lineS'
BareED knows how to handle this.

____
I I I Not know problems by author

Room for your extraordinary experiences with BareED and ARexx...

1.8 Disadvantages and faults - oh no!

Disadvantages and faults known by author

Does not work together with Nico François PowerSnap version xx. This means only that PowerSnap does not find the right characters for snapping since BareED reserves between each text- line a separate row.

Running on a screen with less than 4 colours and marking an area causes a little problem: cursor and marked area will be shown in the same colour. Thus it cannot be displayed where the marked area ends .

Paragraphs (blank lines) will not be shown in selected mark colour when within a marked area.

ToolTypes-values only allowed to set up as decimal counts: As I mentioned in the source of BareED "atoi" and alike functions of my compiler crashed my machine. Because of this I used the built-in OS function StrToLong() of the DOS library. This function accepts only decimal counts. With the introduction of OS 4.0 it might handle also dual and hexadecimal counts.

Slow deleting / inserting of characters: Currently BareED adds / removes each character instantly. This might be changed with a line-buffer. The problem with a line-buffer is that it has got a ridgid size where the line doesn't, hmmm. The next problem is that the internal cursor of BareED which displays the visible cursor does not has "ground beneath its feet" in this special case. So, at the moment I don't like to touch the routines. Added a sub-function written in assembly that will reduce the time needed to move and copy characters.

Pen-selection not very kindly: A plan for a future version of BareED is to use a friendlier interface to choose the pens.

If you press a key and nothing happens "BareED" cannot obtain more RAM from the system. In this special case it's also not possible to save the file because due to the low available memory the "Asl" file-requester cannot be displayed. Perhaps a future version of "BareED" gives a warning if you will run out of memory.

The whole userinterface of BareED is font-sensitive; it uses the screen's bar-title font which may be is proportional. When now the font is so tall that the window which is computed basing on this font's width and height cannot be opened, BareED does not fallback and uses the topaz-8 font. The next bug is that it does not display this error.

By the way, currently BareED does not display an occurred error caused by other libraries than Amiga-DOS.

System function ObtainBestPenA() inconsequent: First four and last four colours used ever by intuition screens (multi-colour mode); if ObtainBestPenA() is used existing colours (pen index) not returned even if it is the same as the requested. Thus, I have to implement on my own a better support to share screen pens.

Set pen not cut-down to number of displayable colours. This comes up if you're currently using a screen-depth of e.g. 32 colours and then switch back to (say) 8 colours.

Currently BareED does not support more than 256 pens of a screen, this will change in the (far) future when BareED also offers to choose the colour values for pens.

Created catalog files with 'CatComp' where the short-cut for a menu-item is invalid (or double used) not recognized by BareED - and thus not corrected!

Underscore (short-cut) for gadgets not set and handled even if gadtools 37 is available.

Might trash window border when a font shall be displayed using font-style " italic". This is due to the fact that such a font is bend to the right side, in addition, several fonts draw even pixel out to the left side. Currently, BareED attempts to calculate the needed room left and right of the drawing area once, but it may fail.

Button interface render engine written in C (CHUNKY TO PLANAR) and thus it is slow. The next is that it will ever use eight bit deep bitplanes - even the destination area isn't so deep.

BareED is very suscept to faults made by 3rd party applications. This can result in crashes. Be warned! Non carefully written system hacks will often lead BareED to fail! Since BareED doesn't trashes memory what has been not demanded by itself, no 3rd party application has the right to trash memory demanded by BareED. BareED uses the allocated resources in their full size. Trashing even one of such a byte can result in a desaster.

1.9 BareED is able to save icon imagery

BareED has got as default a 4 colour built-in icon image. If you, for example, prefer icon of MagicWB, NewIcon or even GlowIcon type you would be disappointed when BareED would only save a 4 colour icon image to disk. To solve the problem, I implemented a routine which checks first if there is already an icon

```
image  on  disk,  i.e.  you save a newer version of the text file. If it is, this  ↩
   one is taken instead of the built-in 4
colour  icon  image.  If  there  is  currently  no icon image on disk, BareED  ↩
   checks if in its home directory is a
directory  labelled  "defs"  that contains an icon image which suffix correspond  ↩
   with the one of the file you are
going to write to disk. Example:

You want to save the file "BareED.guide" to disk.

In  this  example  BareED  will  look  for  an  icon  in  the  drawer  "defs"  ↩
   labelled  "def_guide.info".  The  file
"def_guide.info"  is  a  normal  Workbench  icon. If BareED finds the file, this  ↩
   file (icon) is saved along with the
text file instead of the 4 colour built-in icon of BareED.

You should note that a suffix must not be longer than 6 characters:
  BareED.guide  -> 5, ok
  CpyLib.asm  -> 3, ok
  Startup.c   -> 1, ok
  Kernal.cpp  -> 3, ok
  CreateKnobs.script  -> 6, ok
  Man.postscript  -> 10, wrong - here the 4 colour icon would be used!

In the above example these icons must be present in the "defs" drawer:
  def_guide.info
  def_asm.info
  def_c.info
  def_cpp.info
  def_script.info

From Workbench those files will be viewed as:
  def_guide
  def_asm
  def_c
  def_cpp
  def_script


In  order  to  save  an  icon  image  to disk the menu item "Create Icons?" must  ↩
   be turned on. You should pay
attention that no tooltype of an existing icon is stored in the new created one.
```

1.10 Internas to BareED

```
You  may not imagine how much effort I spent to optimise BareED - not only to make ↩
    it faster but also to make
it as short as possible...


- BareED has been written with the complete renunciation of all 3rd party link  ↩
   libraries and object files
- All  standard  functions  like  strlen, strcmp, strncmp, strncat and so on have  ↩
   been re-designed in plain C so
```

```
   that any compiler can use relative addressing mode to processor register a4 ( ↩
      small data)
- A complete new startup-code, written entirely in plain C (almost)

o gained about 11Kb of code
o gained about 2700 long relocation entries (~16 Kbytes)
o gained speed when accessing the operating system, especially Exec, GadTools and  ↩
   Intuition
o auto-detach from CLI/Shell
o no assign to PROGDIR needed (even when called from the console)
o 3rd party graphic device compliant (no default PAL/NTSC screen setting)
o coloured editor window
o proportional font support
o real tabulators
o stack check at initializing time
o Draco computer compliant
o Enforcer/Mungwall/IO_Torture tested
o extensive tests already done for OS 3.0, 3.1


Internal limits of BareED:
  Up to 2.1 millards characters per archive
  Up to 2.1 millards pixels per line
  Up to 2.1 millards lines per archive
  Up to 65535 pages per archive
  No screen depth limit (although more than 8 get not really supported through the ↩
      system (yet))
  Any screen size greater than 640 pixel in width and 200 pixel in height
  Up  to  75  pixel height for the font (due to the limit of the visible area;  ↩
     internally BareED can handle
  fonts up to 32767 pixel in height)
  Tabulator  size up from 1 to endless (although any tabulator width greater than  ↩
     2 milliards pixels will
  put BareED into trouble)
  Up to 16.7 million different colours per pen supported (24 bit, sorry no 48 bit  ↩
     support)
  Up to 2.1 miillards clipboard units but currently only one (lonely) block  ↩
     supported
  Only one font per text file supported
  Only one font style per text file supported


BareED consists at the moment of 3 files (system header files do not count here):

  - startup.c   19799 bytes source     3468 bytes object  -GNU-C compliant
  - BareED.c  351747 bytes source 115388 bytes object   -ditto-
  - cpylib.asm     6282 bytes source       432 bytes object


BareED designed using:  Maxon's MaxonC++ compiler V1 and V4 in C mode
      HiSoft's Devpac Amiga assembler V3 in 68000 mode
      HiSoft's Devpac Amiga debugger V3
      Cloanto's paint program Personal Paint V7
      Martin Apel's ADis disassember V1
      Author's own graphical converter BitMapSaver V1
      Auhtor's own hunk analyser DropHunk V1
```

```
Experimental compile runs under:
  AZTEC-C «« Not tested with BareED source codes higher than version 0.87 .
          Version 0.87 ok. (rely on warnings sprinkled out all over the source ↩
             code!)
  GNU-C   «« large data mode ok., near will cause a lot of internal compiler ↩
     errors
          (spilled register -while setting up RawDoFmt() and several GadTools ↩
             functions)
  VBCC    «« Not tested with BareED source codes higher than version 0.72 .
          Version 0.72 ok. (3rd pass of optimisation could not be used by me due ↩
             to lack of RAM)
```

1.11 Copyright and Distribution

```
The copyright holder is:
  Joerg van de Loo
  Hoevel 15
  47559 Kranenburg
  Germany

  It  is  allowed  to re-distribute the loadfile of BareED and the enclosed ↩
     documentation for free when
  noone  takes  explicit  money  for  it.  It  is  not  allowed  to  re-distribute ↩
       BareED  on  floppy disks
  (exception  cover disks for Amiga magazins). It's ok. to me to spread it through ↩
      nets and CD-ROMs.
  The  source-code  of  BareED  is  free  available  but  only  through me and ↩
     noone has the right to
  make copies of it and spread it to 'friends'.

  If  you  want  to  obtain  a copy of BareED's source code then send a floppy ↩
     disk already formatted
  (either  880  KB  or  1.76  MB) and a self addressed envelope with 5 US$ cash to ↩
      my address. I will
  not ship BareED's source code through nets!

  As  stated  in  this document already BareED is a beta-release which means that ↩
     it is not bug-free
  (and  far away from perfect). So, if you encounter a bug which leads to a fatal ↩
     crash or fault, which
  again  has  the  result  in  lost  of datas or anything else that someone can ↩
     imagine, I refuse to take
  any  liability.  Again,  all  use  is  at  your  own  risk. I cannot be held ↩
     liable for any probable made
  mistake or lost of something, including profit!
```