



# **WinEdit Help Index**

---

The Index lists Help topics available for WinEdit. Use the scroll bar to see entries not currently visible in the Help window.

[OverView](#)      [Keyboard and Mouse](#)

## Menu Commands

[File Menu](#)      [Macro Menu](#)  
[Edit Menu](#)      [Window Menu](#)  
[Search Menu](#)      [Utility Menu](#)  
[Project Menu](#)

## Procedures

[Changing Printers and Printer Options](#)  
[Compiling \(Running other programs\)](#)  
[Control Bar](#)  
[Customizing WinEdit's Error Parsing](#)  
[Editing Text](#)  
[Working With Multiple Documents](#)  
[Extended Help](#)  
[Finding Text](#)  
[KeyAssignments](#)  
[Printing Documents](#)  
[Saving Documents](#)  
[Setting Preferences](#)  
[Setting Margins, Headers and Footers](#)  
[Syntax coloring](#)  
[Undo and Redo](#)  
[Using Regular Expressions](#)  
[Windows 3.1 Support](#)

## Customizing WinEdit

[Configuration Files](#)      [Extension DLL](#)      [Utility Menu](#)  
[WinEdit Extension API's](#)      [WIL Language Commands](#)

WinEdit © 1991, 93 Steve Schauer. All rights reserved

## WinEdit Overview

---

WinEdit is an ASCII text editor capable of editing numerous ASCII text files of an almost unlimited size (limited only by available Windows memory). WinEdit is first and foremost a programmer's editor, with many features designed for creating and maintaining program source code. Build, debug and run your programs directly from WinEdit with the ability to view any compiler errors or warnings and the corresponding source code.

As an ASCII text editor, WinEdit allows you to open numerous text files at once, print half sized "two-up" pages side by side in landscape orientation, print headers and footer text (document name, date and time, page number), merge files together, and word wrap your text to the size of the window (word wrap).

WinEdit has the following file limits:

- Maximum of 65,535 lines
- Lines must end with carriage return/line feed combination
- Maximum line length of 1,024 characters
- File cannot contain NULL characters

Some help topics include the designation **[Standard]** or **[Professional]**. This indicates a feature which is not available in the Lite version of WinEdit. The Standard version of WinEdit includes all features described here except those designated **[Professional]**.

Wilson WindowWare, Inc.  
2701 California Ave SW #212  
Seattle, WA 98116 USA

Orders: (800) 762-8383  
Support: (206) 937-9335  
Fax: (206) 935-7129

Microsoft® Windows is a Trademark of Microsoft Corporation.

# WinEdit Keyboard and Mouse Commands

---

## Moving the Insertion Point

<u>Key(s)</u>	<u>Function</u>
Up Arrow	Moves up one line.
Down Arrow	Moves down one line.
Right Arrow	Moves right one character.
Left Arrow	Moves left one character.
CTRL+Right Arrow	Moves right one word (insertion point is positioned at the beginning of the next word).
CTRL+Left Arrow	Moves left one word (insertion point is positioned at the beginning of the previous word).
Home	Moves to the beginning of the line.
End	Moves to the end of the line.
PgUp	Moves the view up one screenful.
PgDn	Moves the view down one screenful.
CTRL+Home	Moves to the beginning of the document.
CTRL+End	Moves to the end of the document.

## Selecting Text

<u>Key(s)</u>	<u>Function</u>
SHIFT+Left or Right Arrow	Extends the selection of text one character at a time.
SHIFT+Down or Up	Selects one line of text up or down from the current selection.
SHIFT+Home	Selects text from the insertion point to the beginning of the line.
SHIFT+End	Selects text from the insertion point to the end of the line.
CTRL+SHIFT+Left Arrow	Selects the previous word.
CTRL+SHIFT+Right Arrow	Selects the next word.
SHIFT+PgUp	Selects the previous screen of text.
SHIFT+PgDn	Selects the next screen of text.
CTRL+SHIFT+Home	Selects text from the insertion point to the beginning of the document.
CTRL+SHIFT+End	Selects text from the insertion point to the end of the document.

## Help Keys

<u>Key(s)</u>	<u>Function</u>
F1	WinEdit Help Index
Shift+F1*	<u>Extended Help</u> (Keyword Help)

\*The cursor needs to be positioned on the WINS SDK function, message or data structure name when pressing SHIFT+F1.

## Other Keys

Press the **Tab** key to insert a number of spaces and bring the insertion point to the next tab stop. The number of spaces inserted when the tab key is pressed is configurable in File Preferences (choose any value from 1 to 12). For example if the "Tab Size" is set to 3 in File Preferences, pressing the Tab key will advance the cursor three spaces to the right.

The **SHIFT+Tab** key combination moves the current position back to the previous tab stop (to the left). For example if the "Tab Size" is set to 3 in File Preferences, pressing the SHIFT+Tab key combination will move the cursor three spaces/positions to the left.

If more than one line is selected, the Tab and SHIFT+Tab keys will shift every line in the selection forwards (Tab) or backwards (SHIFT+Tab) by one tab stop.

## **Mouse Operations**

Click the Left mouse button on Control Bar along the top of the WinEdit screen and drag your mouse to "tear" the Control Bar from the top of the window. The Control Bar can be resized or moved anywhere on the screen. See [Control Bar](#) for more information.

Click the Right mouse button anywhere on the document window and a [Popup menu](#) will appear with a number of commands (such as Open, Find, Save and Next Error).

Hold the SHIFT key and click the Right mouse button on any Windows SDK function, message, or data structure name and WinEdit will access the SDKWIN.HLP topic for that item.

Double click the Left mouse button over a word to select the word.

Double click the Left mouse on message area of the status bar (the area to the right of the INS/OVR indicator) to jump to the Next Error message.

Double click the Left mouse button on word "Line" in the status bar to bring up the Goto to Line box.

Double click the Left mouse button on "INS" or "OVR" in the status bar to toggle between insert and overwrite mode.

## **Running Multiple Instances of WinEdit**

When starting a new copy of WinEdit, the active copy will be reactivated. If an associated file is double clicked, the current copy will load that file. WinEdit will only allow a single instance, unless the following entry is added to the WINEDIT.INI file:

```
MULTIPLEINST=1
```

The WINEDIT.INI file is a configuration file located in your Windows directory.

### **Related Topics:**

[WinEdit Configuration Files](#)

## WinEdit Menus

---

To get help on a particular menu, choose the appropriate top level menu title:

File Menu

Edit Menu

Search Menu

Project Menu

Macro Menu

Utility Menu

Window Menu

## **WinEdit Procedures**

---

[Changing Printers and Printer Options](#)  
[Compiling \(Running other programs\)](#)  
[Control BarCustomizing WinEdit's Error Parsing](#)  
[Editing Text](#)  
[Working With Multiple Documents](#)  
[Extended Help](#)  
[Finding TextKeyAssignments](#)  
[Printing Documents](#)  
[Saving Documents](#)  
[Setting Preferences](#)  
[Setting Margins,Headers and Footers](#)  
[Syntax coloring](#)  
[Undo and Redo](#)  
[Using Regular Expressions](#)  
[Windows 3.1 Support](#)

## File Menu Commands

---

### **New**

Opens a new untitled document window. Existing documents will not be closed when opening a new document.

### **Open...**

Opens a new window with the contents of an existing document/file. List the files of a certain type by selecting one of the following from the lower list box of file types:

- Source Files (\*.c;\*.h;\*.rc;\*.def)

- Text Files (\*.txt)

- All Files (\*.\*)

WinEdit can open an ASCII text file as large as available Windows memory. Select the appropriate drive and directory, select a file to open and choose the OK button. The default directory for the File Open command is set in the Project Management dialog (choose Configure from the Project menu). Once a file is opened, the full path and filename is displayed in the caption bar of the window.

### **Merge...**

To merge in the contents of another file into the active windows/document, position your cursor at the location where you would like the text from another file to appear. Choose Merge from the File menu, select a filename and choose the OK button to merge in the text. WinEdit will merge the contents of the file you selected starting on the line just below your insertion point.

### **Previous Files...**

Choose Previous Files to quickly open a file that you previously edited. WinEdit remembers the last 20 files that you have had open and lists these files in the Reopen File dialog. Double click on a filename in the list box or select the file and choose the OK button to open the file. If the you wish to open is not listed, choose the Open Now button to access the standard File Open dialog.

### **Close**

To close the document window before you, select Close from the File menu or double click on the close bar for the active window. If the document has changed since you last saved the file, WinEdit will prompt you to save changes to the file.

### **Save**

Saves the contents of the current window to disk. If the document is UNTITLED, WinEdit prompts you for a document name. In the Save File As dialog, provide a File Name with an extension (WinEdit does not automatically add a file extension to your filename). The file remains open after it is saved to disk.

### **Save As...**

Choose the Save As option to save the contents of the active window to a new or different filename. With the Save As command you can save FILE1.TXT as FILE2.TXT, leaving FILE1.TXT on disk as previously saved with the latest changes written to FILE2.TXT.

### **Print**

Prints the current document using the print settings entered in the Page Setup dialog box.

### **Page Setup...**

Allows you to set the margins, header and/or footer text, select a printer font, and choose a page layout (one portrait page of text per page or two pages in a landscape orientation).

### **Printer Setup...**

Before printing from WinEdit, choose Printer Setup to access printer options for the active Windows printer driver.

### **Preferences...**

Allows you to choose the screen font WinEdit uses for displaying text in the document window, the tab size (number of spaces per tab), whether the ControlBar is shown, and startup window size and an optional message box sound.

**Related Topics:**

[Setting Preferences](#)

**KeyAssignments...**

Allows you to redefine the shortcut keys used in WinEdit.

**Related Topics:**

[Key Assignments](#)

[WinEdit Configuration Files](#)

**Exit**

Closes all open windows and exits the WinEdit program. If there are any unsaved files, WinEdit prompts you to save each file before exiting. If you intend to close all of the open windows/documents and not exit WinEdit, then choose Close All from the Window menu.



## **Edit Menu Commands**

---

### **Undo**

Allows you to "undo" previous editing actions. WinEdit can undo the following edits:

- Inserting a character.
- Deleting a character.
- Cutting a selection.
- Pasting a selection.

WinEdit can undo the last 2000 editing actions. Press CTRL+Z to undo the last editing action.

### **Redo**

Allows you to reverse any Undo command. If you undo an editing action by mistake, you can "redo" the edit. Press SHIFT+CTRL+Z to redo the last editing action.

### **Cut**

Removes the current selection (highlighted text) from the document and places it on the Windows clipboard. You can then paste the contents of the clipboard at another position in the document, into a new document, or into another Windows application.

### **Copy**

Places a copy of the current selection (highlighted text) on the Windows clipboard without removing it from the document. You can then paste the contents of the clipboard at another position in the document, into a new document, or into another Windows application.

### **Paste**

Inserts the text from the Windows clipboard into the document at the current insertion point.

### **Delete**

Removes the current selection from the document without changing the contents of the clipboard. If there is no selection, the character to the right of the insertion point is deleted.

### **Insert Mode**

When Insert Mode is selected from the Edit menu, text is inserted at the current insertion position (if there is text to the right of the insertion position the text is pushed to the right as you insert text). When Insert Mode is not selected, WinEdit is in "Overtyping" mode. When in Overtyping mode, text to the right of the insertion position is overwritten with the new text that is typed. The status line at the bottom of the WinEdit screen, indicates the current editing status:

- OVR - Overtyping is active
- INS - Insert mode is active

The Insert or INS key toggles the editing mode from OVR to INS and back.

### **Word Wrap**

When Word Wrap is selected from the Edit menu, any text you enter will automatically wrap to the next line when the end of the line is reached (the end of the line is determined by the width of the document window). Turning Word Wrap "on" does not affect the word wrap of existing text, but rather only new text that is typed into the window.

### **Column Block (ALT+C)**

To select a column of text, turn the Column Break option on (press ALT+C) prior to selecting text. You can then select text using the mouse or by holding down the Shift key and using the arrow keys on the keyboard to extend the selection. Column select allows you to select a portion of a line for multiple lines, i.e. columns 5-10 for lines 100-120. The status bar at the bottom of the WinEdit window displays the column and line number for the cursor position (i.e. Line 6 Col 16).

**Select All**

Selects all of the text in the document window.

## Search Menu Commands

---

### Find...

Searches for text in a document.

You can specify these options:

- \* Find   Type the text you want to find.
- \* Match Upper/Lower Case               Select this box to match the upper and lower case exactly.
- \* Regular Expressions                   Select this box to use regular expressions.
- \* Forward                                    Search forward in the document starting at the insertion point.
- \* Backward                                  Search backward in the document starting at the insertion point.

### Repeat Last Find

Allows you to repeat the last search using the same options as the previous search, without opening the Find dialog box again. The quick key combination to repeat the last search/find is CTRL+F5.

### Change...

Searches for text within a document and replaces the found text with text you specify (essentially a search and replace function).

You can specify the following options:

- \* Find   Type the text you want to find in the document.
- \* Replace with                                Type the text you want to insert in place of the found text.
- \* Match case                                   Select this box to match the upper and lower case exactly.
- \* Regular Expressions                   Select this box to use regular expressions.
- \* Search backwards                         Search backward through the document starting at the insertion point.
- \* Confirm before changing                 When the search text is found, you will be asked if you want to change the occurrence with the replacement text (choose Yes, No or Cancel).
- \* Change All                                   When this option is selected, WinEdit will start at the current cursor position and search the entire document. If the "Confirm before changing" box is selected, you will be asked if you want to change the occurrence with the replacement text (choose Yes, No or Cancel).

### Next Error

### Prev Error

If any warning or error messages have been captured from the output of one of the Project Menu items, the Next and Prev Error menu selections allow you to review the error messages and the corresponding source code. Double clicking with the mouse on message area of the status bar (the area to the right of the INS/OVR indicator) is equivalent to choosing Next Error from the Search menu.

### View Compiler Output

If any of the options in the Project Management dialog (choose Configure... from the Project menu) were set to "capture output", the View Compiler Output command will open a new document window with the contents of the captured output file.

### Go to line...

Choose this menu item to jump to a particular line number in your document. After choosing "Go to line", type the appropriate line number in the "Go to line" box on the status bar. Press the Enter key and WinEdit will accept the number and move the cursor to the beginning of the indicated line. By default the current line number is displayed in the "Go

to line" box on the status bar. There are three ways to access the "Goto box" on the status bar:

Press ALT+G on the keyboard.

Double click on the line and column text on the status bar.

Choose "Go to line..." from the Search menu.

**Related Topic:**

[Using Regular Expressions](#)

## Project Menu Commands [Standard]

---

The commands on this menu allow you to run other programs from within WinEdit. Before compiling your program using the choose the Configure menu command to enter the necessary commands to run the program/compiler. Select the Capture Output box and WinEdit will run the program you configure and save its output (choose View Compiler Output from the Search menu to view compiler errors). When the compilation (Build or Rebuild) finishes, WinEdit will ask if you wish to review any warning or error messages, along with the corresponding source code.

%f = file name

%n = base name with no extension

%e = file extension only

Compile command: `tee.com cl -c -AM -W4 -Zps -Od -DNOCOMM %f`

Make command: `tee.com nmake.com %n`

Rebuild command: `tee.com nmake.com /a %n`

Debug command: `cvw %n`

Execute command: `%n`

TEE.COM is included with WinEdit and is the DOS equivalent of the UNIX TEE. WinEdit uses TEE.COM to redirect the stdout and stderr to a file while also echoing the information to the screen.

Note: WinEdit constructs a batch file to execute from DOS when you choose to capture output. For this reason, when running a Windows application from the Run menu, do not choose to capture the output.

### Related Topics:

[WinEdit Project Files](#)

[Compiling \(Running other programs\)](#)

[Customizing WinEdit's Error Parsing](#)

[WinEdit Configuration Files](#)

## Macro Menu Commands

---

The macro menu includes a macro recorder (Record Macro) and a listing of your recorded macros. To turn on the macro recorder press Ctrl+R from the keyboard or choose Record Macro from the Macro menu. The text "Recording macro" text appears in the lower right corner of the status bar. While the recorder is "on", WinEdit will record your keystrokes so that they can later be assigned to a key for quick playback. To turn off the recorder once your macro is complete, choose Record Macro again from the Macro menu or press Ctrl+R.

In the Lite and Standard versions of WinEdit, the recorded macros cannot be edited. You will be prompted for a name for the newly recorded macro. Choose a name in the format MACROx.MAC, where 'x' is a digit from 0 to 9.

In the Pro version of WinEdit, macros are recorded as WIL scripts. Once the recorder is turned off, the recorded macro script will be opened in a new document window. The proposed filename is MACROx.MAC. The default MACRO.MNU script file for the Macro Menu looks for script files named MACROx.MAC, where 'x' is a digit from 0 to 9. To use your recorded macro with the default menu, choose File Save As to save this script, replacing the 'x' in the name with a digit from 0 to 9. Alternately, you can give the recorded WIL script any valid filename you wish and edit the MACRO.MNU file to reflect the chosen name.

Example of a recorded macro to delete the current line:

1. Turn on the macro recorder by pressing Ctrl+R or choose "Record Macro" from the Macro menu.
2. Press the Home key on the keyboard to move to the beginning of the line.
3. Press SHIFT+DOWN to highlight from the beginning of the line to the beginning of the next line.
4. Press the Del or Delete key.
5. Choose "Record Macro" from the Macro menu or press Ctrl+R.
6. Save the script file as MACRO1.MAC.
8. Drop down the macro menu (ALT+M) and choose "1. Macro 1" to run the newly added macro.

## **Window Menu Commands**

---

### **Tile**

Choose Tile from the Windows menu to arrange all of the open windows on the screen so that a portion of each windows can be seen.

### **Cascade**

Choose Cascade to arrange all of the open windows in a stack. When this is done the title bar for each window is visible so that the window can be made active by clicking on the title bar.

### **Next**

Choose Next to change the active window to the next open document window.

### **Arrange Icons**

WinEdit windows that have been minimized appear at the bottom of the screen as an icon. Arrange Icons will place the document window icons along the bottom of the window in rows left to right.

### **Close All**

Closes all open document windows. If changes have been made to a document since it was last saved, you will be prompted to save changes before WinEdit closes the file.

### **Document Names**

Each open window is listed by name at the bottom of the Window menu. Choose a window name and the active window will change so that the selected window will become the active document window.

## **Utility Menu Commands [Professional]**

---

The Utility Menu is a custom menu created with WIL commands. For complete help on using the WIL language, consult the WIL.HLP help file.

The menu items on the Utility Menu and the functions behind them are totally configurable. The WINEDIT.MNU file contains the menu item text and the WIL language functions behind them. To edit this file and thus edit the Utility Menu, choose "Edit Utility Menu" from the Utility Menu.

### **Related Topic:**

[WIL Commands](#)



## **Changing Printers and Printer Options**

---

Select **Printer Setup** from the File menu to change settings in the printer setup dialog for your installed Windows printer drivers. Select a printer driver and choose the Setup button to access the printer driver options (the resulting dialog).

Select **Page Setup** from the File menu to change the following WinEdit page settings:

- Margins
- Header and/or footer text
- The printer font
- Page layout (one or two pages up)

WinEdit will remember your page settings from session to session.

### **Related Topics:**

[Printing Documents](#)

[Setting Margins, Headers and Footers](#)

## Compiling (Running other programs)

[Standard]

---

The first five commands on the Project menu are user-configurable commands to execute another program. You may configure these commands to execute any **.EXE** or **.BAT** program by typing the command text in the appropriate **Configure...** edit box..

For example a sample compile line may read:

```
tee.com cl -c -AM -W4 -Zps -Od -DNOCOMM %f
```

If the program supports DOS redirection (as most compilers and linkers do) you can select the **Capture Output** box to have WinEdit capture the program's output in a file. When the program has executed, WinEdit will allow you to review any messages generated, along with the corresponding source code.

The following wildcards are provided so that filenames in the Project Management dialog do not need to be changed when compiling different files:

%f = file name

%n = base name, no extension

%e = file extension only

If you select the Capture Output box, WinEdit will run the program you configure and save its output. When the program finishes, WinEdit will ask if you wish to review any warning or error messages, along with the corresponding source code.

WinEdit constructs a batch file to execute from DOS when you choose to capture output. For this reason, when running a Windows application from the Run menu, do not choose to capture the output. In this case, just indicate the EXE to run in the Execute command edit box (such as Cardfile). To run the exe listed in the Execute command edit box, do one of the following:

1. Choose the traffic light button on the Control Bar.
2. Press ALT+F7 from the keyboard.
3. Choose Execute from the Project menu.

### Related Topics:

[WinEdit Project Files](#)

[Project Menu Commands](#)

[WinEdit Configuration Files](#)

[Customizing WinEdit's Error Parsing](#)

## Control Bar

---

The Control Bar allows you to access some frequently used commands by clicking on an icon button along the top of the window. The function of the buttons left to right is as follows:

### Icon Buttons



Access the File Open dialog.



Saves the contents of the document window to disk.



Reopen a file from a listing of the last open files.



Prints the contents of the document window.



Restores the previous editing action.



Restores the previous undo action.



Cuts your selected text to the clipboard.



Copy your selected text to the clipboard.



Pastes the contents of the clipboard at the cursor location.



Finds specified text in the document.



Finds text in the document using the previously entered search string.



Allows you to change text (search and replace).



Compile. [Standard]



Make. [Standard]



Rebuild. (Visible only on SuperVGA or above resolution displays)



Debug. [Standard]



Executes your program from WinEdit. [Standard]



Previous Error. [Standard]



Next Error. [Standard]



Keyword Help (Extended Help).

The Control Bar along the top of the WinEdit screen can be resized and repositioned anywhere on the screen. Click the left mouse button on the Control Bar and pull downward to "tear" the Control Bar from the top of the window (the mouse cursor will change to a box with the text TEAR). Let go of the mouse button and the Control Bar is now floating on top of the WinEdit screen. Position your mouse over the edge of the bar and you can resize the bar just as you can document windows. The Control Bar can be docked along any window edge. So if you'd like you can "dock" the control bar on the left of the WinEdit window. To dock the bar, click in the middle of the Control Bar and move your cursor to the middle of the top, left, right or bottom window edge. Move your mouse cursor until the cursor changes from "TEAR" to "DOCK". Once your cursor reads "DOCK" release the left mouse button to dock the Control Bar along the window edge.

You can turn the Control Bar on or off at any time from the File Preferences menu (mark or unmark the Show Control Bar check box).

## Customizing WinEdit's Error Parsing

WinEdit can be configured for most major compilers by choosing a compiler from the combo box in the Project.Configure dialog. If your compiler is listed, WinEdit will be able to monitor compiler output and highlight in the source code any warnings or errors that occurred during a compile.

If your compiler is not listed, you may configure WinEdit for your compiler by editing the ERRORFORMAT, ERRORORDER, and ERRORTTEXT entries in the Project file (DEFAULT.WPJ by default). The information in this topic describes the format of the ERRORFORMAT entry.

WinEdit scans the compiler output according to the format string specified in the Project file's ERRORFORMAT entry. This entry is a scanf-formatted string which tells WinEdit how to break a line of the compiler's output into chunks which include the filename, line number and error description.

The most basic format specifiers are %s and %d. %s reads all characters up to the next white space character. %d reads all numeric characters up to the next white space character.

To read strings not delimited by space characters, a set of characters in brackets ([ ]) can be substituted for the s (string) type character. The corresponding input field is read up to the first character that does not appear in the bracketed character set. If the first character in the set is a caret (^), the effect is reversed: the input field is read up to the first character that does appear in the rest of the character set.

The scanf function scans each input field, character by character. It may stop reading a particular input field before it reaches a white space character for a variety of reasons:

- the specified width has been reached;
- the next character cannot be converted as specified;
- the next character conflicts with a character in the control string that it is supposed to match; or
- the next character fails to appear in a given character set.

For whatever reason, when scanf stops reading an input field, the next input field is considered to begin at the first unread character. The conflicting character, if there is one, is considered unread and is the first character of the next input field.

### **Example**

Sample compiler output:

```
generic.c(50) : warning C1022: signed/unsigned mismatch
```

The relevant information is embedded in the string as follows:

```
<filename>(<line>) : <message>
```

The corresponding ERRORFORMAT format string for this compiler output is:

```
%[^()](%[0-9]) : %[^~]
```

Including the literal characters in the format string, this example has eight separate format specifiers:

### **Format**

```
%[^()]
```

### **Explanation**

Uses the caret character (^) to read any character in the string EXCEPT a left parenthesis character. When the left parenthesis character is encountered,

reading stops and the result is stored as the first parsed field. This will extract the filename from the string.

- ( Read and discard the left parenthesis character.
- %[0-9] Read all numeric characters 0 through 9. When a non-numeric character is encountered, reading stops and the result is stored as the second parsed field. This will extract the line number from the string.
- ) Read and discard the right parenthesis character.
- <space> Read and discard the space character.
- : Read and discard the colon character.
- <space> Read and discard the space character.
- %[^~] Uses the caret character (^) to read any character in the string EXCEPT a tilde (~). Assuming there are no tilde characters in the string, reading will continue until the end of the string is reached, and the result is stored as the third parsed field. This will extract the remainder of the string for the message text.

### **Sample Error Format Entries**

MICROSOFT

ZORTECH

Format: <filename>(<line>) : warning|error <errno>: <message>

ERRORFORMAT="%[^ (] (%[0-9]) : %[^~]"

ERRORORDER=1, 2, 3

ERRORTTEXT=warning, error

BORLAND C++

Format: Error <filename> <line>: <message>

ERRORFORMAT=%s%s%[^:]:%[^~]

ERRORORDER=2, 3, 4

ERRORTTEXT=Warning, Error

BORLAND TURBO ASSEMBLER

Format: \*\*Error\*\* <filename>(<line>) <message>

ERRORFORMAT=%s %[^ (] (%[0-9])%[^~]

ERRORORDER=2, 3, 4

ERRORTTEXT=Warning, Error

BORLAND TURBO PASCAL

Format: <filename>(<line>): Error <errno>: <message>

ERRORFORMAT=%[^ (] (%[0-9]): %[^~]

ERRORORDER=1, 2, 3

ERRORTTEXT=Error

CLIPPER

Format: <sourcefile>(<line number>) "Error"|"Warning" <errno> <message>

ERRORFORMAT=%[^ (] (%[0-9]) %[^~]

ERRORORDER=1, 2, 3

ERRORTTEXT=Error, Warning

### **Related Topics:**

[WinEdit Project Files](#)

[Project Menu Commands](#)

## WinEdit Configuration Files

## Editing Text

---

To "copy and paste", or "cut and paste" the selected text, do the following:

1. Select the text to copy or cut.
2. Choose **Copy** from the Edit menu to copy the selected text to the clipboard. Or choose **Cut** from the Edit menu to cut the text to the clipboard.
3. Move the insertion point where you want the text to appear. Or if you want to replace a section of text with the contents of the clipboard, select the text in the document that you want replaced.
4. Choose **Paste** from the Edit menu.

### Editing Shortcuts:

#### Keypad + (Plus)

Copies the current line to the clipboard if nothing is selected or if there is a selection, the + key functions the same as Edit Copy (CTRL+INS).

#### Keypad - (Minus)

Cuts the current line to the clipboard if nothing is selected or if there is a selection, the - key is the same as Edit Cut (SHIFT+DEL).

### Deleting Text

To delete text without sending it to the Windows clipboard, do the following:

1. Select the text to delete.
2. Choose **Delete** from the Edit menu or press the **Del** key from the keyboard.

If no text is selected, Edit Delete will delete the character to the right of the cursor. To delete characters to the left of the cursor use the Backspace key.

### Tab and SHIFT Tab

Press the Tab key to insert a number of spaces and bring the cursor to the next tab stop. The number of spaces inserted when the tab key is pressed is configurable in File Preferences (choose any value from 1 to 12). For example if the "Tab Size" is set to 3 in File Preferences, pressing the Tab key will advance the cursor three spaces to the right.

The SHIFT+Tab key combination moves the current position back to the previous tab stop (to the left). For example if the "Tab Size" is set to 3 in File Preferences, pressing the SHIFT+Tab key combination will move the cursor three spaces/positions to the left.

If more than one line is selected, the Tab and SHIFT+Tab keys will shift every line in the selection forwards (Tab) or backwards (SHIFT+Tab) by one tab stop.



## Working With Multiple Documents

---

WinEdit allows you to open multiple documents and switch back and forth from document to document. To open a new document, choose **New** from the File menu and a new, untitled document window will appear. To load an existing document/file, choose **Open** from the File menu. Choose the file type you would like to open from the list box labeled "List Files of Type:".

There are selections for source files (\*.c;\*.h;\*.rc;\*.def), text files (\*.txt) and all files regardless of file extensions (\*.\*). Change to the appropriate drive and directory and double click on the file to open or select the file name and choose the OK button.

Once you have several windows/files open, you can view a list of the open windows by pressing ALT+W. The open files (drives and subdirectory paths included) are listed at the bottom of the Window menu. The active window is indicated by the check mark before the file name. Choose any of the windows listed to change the active window.

Additionally, **Tile** and **Cascade** are available from the Windows menu to change the arrangement of the windows. Choose Cascade to arrange all of the open windows in a stack. When this is done the title bar for each window is visible so that the window can be made active by clicking on the title bar. Choose Tile from the Windows menu to arrange all of the open windows on the screen so that a portion of each windows can be seen.

All of the document windows can also be sized and minimized. To size the document window, move the mouse over a window edge so that the mouse cursor changes to a double sided arrow. Now, click the drag the mouse to change the size of the window. To minimize a document window, click on the down arrow in the upper right corner of the document window. The windows will appear at the bottom of the WinEdit screen as a icon (appears as a white piece of paper). To restore the document window back to its original size, double click on the icon.

## **Extended Help**

## **[Standard]**

---

Press SHIFT+F1 or hold the SHIFT key and click the *Right* mouse button on a C language or Windows SDK function, message, or data structure name and WinEdit will access the help topic for that item.

WinEdit is preconfigured to access help for Windows SDK, Microsoft C and C++, and WIL or WinEdit script language keywords.

### **Related Topics:**

[WinEdit Configuration Files](#)

## Finding Text

---

Choose **Find** from the Search menu to search for text within the active document.

You can specify the following options:

- \* Find                                   Type the text you want to find.
- \* Match Upper/Lower Case    Select this box to match the upper and lower case exactly.
- \* Regular Expressions        Select this box to use regular expressions.
- \* Forward                         Search forward in the document starting at the insertion point.
- \* Backward                        Search backward in the document starting at the insertion point.

Choose [Repeat Last Find](#) (or press CTRL+F5) to repeat the last search using the same options as the previous search, without opening the Find dialog box again.

Choose [Change](#) from the Search menu to search for text in a document and replace the found text with text you specify.

You can specify the following options:

- \* Find                                   Type the text you want to find in the document.
- \* Replace with                    Type the text you want to insert in place of the found text.
- \* Match case                        Select this box to match the upper and lower case exactly.
- \* Regular Expressions        Select this box to use regular expressions.
- \* Search backwards                Search backward through the document starting at the insertion point.
- \* Confirm before changing        When the search text is found, you will be asked if you want to change the occurrence with the replacement text (choose Yes, No or Cancel).
- \* Change All                        When this option is selected, WinEdit will start at the current cursor position and search the entire document. If the "Confirm before changing" box is selected, you will be asked if you want to change the occurrence with the replacement text (choose Yes, No or Cancel).

### **Related Topic:**

[Using Regular Expressions](#)

## Key Assignments

---

Use this dialog box to modify key assignments for commands.

### Shortcut Key

Select the keys you want to assign to the selected command.

**Alt** Select this box to make the ALT key part of a shortcut key combination.

**Shift** Select this box to make the SHIFT key part of a shortcut key combination.

**Ctrl** Select this box to make the CTRL key part of a shortcut key combination.

**Key** Select the key you want to assign as a shortcut key. Note: Some keys do not appear because they cannot be assigned.

**Currently** If there is an assignment for the currently selected keys, the command name of the current assignment is displayed.

### Commands

Select the command to which you want to assign keys.

### Current Keys For <command>

Displays the existing key assignments for the command selected in the Commands listbox.

### Add

Adds the key assignment displayed under Shortcut Key to the selected command.

### Delete

Deletes the key assignment you select in the Current Keys For box.

### Reset

Restores the original WinEdit key assignments to commands.

### Related Topics:

[WinEdit Configuration Files](#)

## Using Regular Expressions

---

A regular expression is a search or replace string that uses special characters to match text patterns. WinEdit supports UNIX style regular expressions.

When WinEdit conducts a search using regular expressions, it must check character by character in your text. For this reason, searches using regular expressions are slower than regular searches.

The following table describes the regular expression characters recognized by WinEdit.

<b>Expression</b>	<b>Description</b>
<b>\</b>	<i>Escape</i> . WinEdit will ignore any special meaning of the character that follows the Escape expression. Use the Escape if you need to search for a literal character that matches a regular expression character.
<b>.</b>	<i>Wild Card</i> . Matches any character. For example, the expression 'X.X' will match 'XaX', 'XbX', and 'XcX', but not 'XaaX'.
<b>^</b>	<i>Beginning Of Line</i> . The expression matches only if it occurs at the beginning of a line. For example, '^for' matches the text 'for' only when it occurs at the beginning of a line.
<b>\$</b>	<i>End Of Line</i> . The expression matches only if it occurs at the end of a line. For example, '(void)\$' matches the text '(void)' only when it occurs at the end of a line.
<b>[ ]</b>	<i>Character Class</i> . The expression matches any character in the class specified within the brackets. Use a dash (-) to specify a range of character values. For example, '[a-zA-Z0-9]' matches any letter or number, and '[xyz]' matches 'x', 'y', or 'z'.
<b>[ ^ ]</b>	<i>Inverse Class</i> . The expression matches any character not specified in the class. For example, '[^a-zA-Z]' matches any character that is not a letter.
<b>*</b>	<i>Repeat Operator</i> . Matches zero or more occurrences of the character that precedes the '*'. For example, 'XY*X' matches 'XX', 'XYX', and 'YYYY'.
<b>+</b>	<i>Repeat Operator</i> . Matches one or more occurrences of the character that precedes the '+'. For example, 'XY+X' matches 'XYX' and 'XYYX', but not 'XX'.

### **Related Topic:**

[Finding Text](#)

## **Windows 3.1 Support**

---

### **"Drag and Drop"**

WinEdit is fully compatible with Windows version 3.1. WinEdit version 2.0 adds support for drag and drop from File Manager. To open files in WinEdit, simply drag and drop one or more files from the Windows File Manager onto WinEdit. Drag and drop from File Manager is functional when WinEdit is either minimized or maximized.

### **"Sounds"**

Whenever a Message Box comes up, WinEdit plays the WAVE file corresponding to the Message Box icon under Multimedia Windows or the Asterisk event under Windows 3.1. Under Windows Win 3.0 the standard beep will play. "Warning Sounds" is an option in File Preferences dialog and can be disabled if you'd like. There is also a WinEdit Startup event that can be configured for any WAVE file when operating under Windows 3.1 or Multimedia Windows (sound card required).

## Printing Documents

---

Choose **Print** from the File menu to send the text of the current document to the active printer. All print options such as the layout (one up portrait printing or two page landscape printing) and printer font, are set in the Page Setup dialog (accessible from the File menu). The default printer selection is made in the Windows Control Panel Printers section.

When choosing Print, the entire contents of the document file is sent to the printer. To print only a selection of text, do the following:

1. Select the text to print.
2. Choose Copy from the Edit menu.
3. Choose New from the File menu.
4. Choose Paste from the Edit menu to paste the contents of the clipboard.
5. Select the printer button on the Control Bar or choose Print from the File menu.

### **Related Topics:**

[Changing Printers and Printer Options](#)  
[Setting Margins, Headers and Footers](#)

## Saving Documents

---

To save a document to disk under the current file name (the filename appears in the title bar for the document window), choose **Save** from the File menu. If the file has not been saved before, WinEdit will prompt for a file name. To save a document to a new name and/or location, choose **Save As** from the File menu.

### Backup Files

By default, when a file is saved in WinEdit, the previous version of the document is renamed with a .BAK file extension. For example, if you make changes to FILENAME.TXT and choose to save the file, the previous version of the file is renamed to FILENAME.BAK while the new changes are saved to FILENAME.TXT. The backup file (FILENAME.BAK) is saved to the same directory as FILENAME.TXT.

You can customize the backup file specification with the Preferences... command on the File menu.



## Setting Preferences

---

The WinEdit program preferences are accessible by choosing **Preferences** from the File menu.

To change the screen font used to display document text, choose the button labeled Screen Font. In the resulting dialog choose a font name from the listing of fixed spaced screen fonts on your system. In addition to the typeface, there are four styles to choose from: Regular, Italic, Bold and Bold Italic. Select a style a point size for your on screen text.

The File Filter dialog allows you to enter a series of file filters used in the File Open and File Save As dialog boxes. The format of the filter string is

```
<description>|<mask>|<description>|mask|<description>|mask|
```

Backup Specification determines where or whether WinEdit will make a backup copy of saved files. The default specification is '%n.bak'. %n is a placeholder for the base file name. To prevent WinEdit from making backup files, delete the text from this edit box. To force all backup files into one directory, add a directory to the specification. For example, to save all backup files in the C:\TEMP directory, enter 'C:\TEMP\%n.BAK' as the backup specification. To save backup files in the same directory as the original file, but with an extension of 'XXX', enter '%n.XXX'.

The Tab Size list box allows you to set the number of spaces you would like to be inserted into your document, each time you press the tab key. Values range from one space to twelve spaces per tab.

The "Reopen last file at startup" is helpful if you usually start working were you left off in your last WinEdit session. If this option is selected, the last file open in WinEdit will be opened automatically the next time WinEdit is started. If this option is not selected, WinEdit will open with no windows open (use the File New or File Open command to begin working in WinEdit).

The "Zoom window at startup" option determines the size of the document window on startup of WinEdit. If the "Zoom" option is selected, then the WinEdit program will start with the document window zoomed out so that it fills the WinEdit program area. If the "Zoom" option is not selected in File Preferences, then the WinEdit document window will not fill the WinEdit program area.

The Show Control Bar option simply toggles the ControlBar of buttons On (if selected) or Off if not selected in File Preferences.

The "Warning sounds" option plays the WAVE file corresponding to the Message Box icon under Multimedia Windows or Windows 3.1, whenever a Message Box pops up such as search text not found. Under Windows version 3.0, the standard system beep will sound.

## Setting Margins, Headers and Footers

---

### Headers and Footers

Choose **Page Setup** from the File menu to configure header and footer text. Type the text you wish to appear at the top and bottom of each page.

You can use the following special characters in headers and footers:

- \* %f                               The document name will appear.
- \* %d                               The date and time of the printout will appear.
- \* %p                               The page number will appear.

The default header text is "%f - %d" or Document Name - Date and Time of the printout.

The default footer text is "Page %p" or Page 1.

Changes made to the header and footer text are remembered for the next session of WinEdit.

### Margins

Choose **Page Setup** from the File menu to change the margins used for WinEdit's printouts. You can enter the measurements for top, bottom, left, and right margins. The margin values are either in inches or centimeters, depending upon the Measurement setting in the Windows Control Panel International section/icon.

#### **Related Topics:**

[Changing Printers and Printer Options](#)

[Printing Documents](#)

## Syntax Coloring

---

WinEdit can be configured to highlight language specific keyword, comments, and string literals. The default configuration enables syntax coloring for C, C++, and WIL language source files. The source files colored and the colors used can be configured by editing the WECHROMA.INI file.

### **Related Topics:**

[WinEdit Configuration Files](#)

## **Undo and Redo**

---

### **Undo**

Allows you to "undo" previous editing actions. WinEdit can undo the following edits:

- Inserting a character.

- Deleting a character.

- Cutting a selection.

- Pasting a selection.

WinEdit can undo the last 2000 editing actions. Press ALT+Backspace to undo the last editing action or select Undo from the Edit menu.

### **Redo**

Allows you to reverse any Undo command. If you undo an editing action by mistake, you can "redo" the edit. Press CTRL+Backspace to redo the last editing action or choose Redo from the Edit menu.

## WinEdit Project Files

## [Standard]

---

Information entered into the Project Management dialog (choose Configure... from the Project menu) can be saved in a private INI file with a **.WPJ** (WinEdit Project File) extension. Choose the **Save...** pushbutton to save the contents of the dialog box in a .WPJ file. The default save path for the WPJ files is the WinEdit directory. After creating several project files you can load an existing .WPJ file by clicking on the **Open...** pushbutton.

There are five edit boxes for your Compile, Make, Rebuild, Debug and Execute command line information. The following wildcards are provided so that filenames in the Project Management dialog do not need to be changed when compiling different files:

%f = file name

%n = base name, no extension

%e = file extension only

If you select the Capture Output box, WinEdit will run the program you configure and save its output. When the program finishes, WinEdit will ask if you wish to review any warning or error messages, along with the corresponding source code. WinEdit constructs a batch file to execute from DOS when you choose to capture output. For this reason, when running a Windows application from the Run menu, do not choose to capture the output.

The Project Name field can be filled with a brief description of the project. The Working Directory field sets the default open and save directories for your project to the path indicated in this field.

Note: The last project file opened in WinEdit, will automatically be loaded the next time you start WinEdit. To change to another project file, choose Configure... from the Project menu and choose the Open... pushbutton.

### **Related Topics:**

[WinEdit Configuration Files](#)

[Customizing WinEdit's Error Parsing](#)

## **ACCELERATORS=<filename>**

This entry in WINEDIT.INI specifies the name of the binary accelerator table to use.

---

The default value is "WINEDIT.KEY".

## LEVEL=<0/1/2>

---

This entry in WINEDIT.INI determines the feature level.

- 0 Lite
- 1 Standard
- 2 Professional

The default value is 2. [Professional]

### **DOCK=<TOP/BOTTOM/LEFT/RIGHT>**

---

This entry in WINEDIT.INI lists which side of the frame window to dock the Control Bar.

The default entry is TOP. [Control Bar docked on top]

### **CONTROLBAR=<0/1>**

---

This entry in WINEDIT.INI determines whether or not the Control Bar is shown.

The default entry is 1. [Show Control Bar]

### **TOOLBAR=<top,left,width,height>**

---

This entry in WINEDIT.INI lists the screen position of the Control Bar if it is floating.

The default entry is 0,0,0,0. [Control Bar is docked]



X=<top>

Y=<left>

WIDTH=<width>

HEIGHT=<height>

---

These entries in WINEDIT.INI list the last known screen dimensions of the main WinEdit window at the end of the last session.

ZOOM=<0/1>

MAX=<0/1>

---

These entries in WINEDIT.INI list whether or not the window was maximized in the last session. and whether the child window should be maximized at startup.

The default entry for Zoom is 0.      [Not Zoomed]

The default entry for Max is 1.      [Maximize Child On]

## MULTIPLEINST=<0/1>

---

If this entry in WINEDIT.INI is 0, WinEdit limits itself to a single instance. Double clicking on an associated filename in File Manager will open a new document window in the currently running instance.

If this entry is 1, multiple copies of WinEdit can be run.

The default entry is 0. [Multiple Instances Off]

## WORDWRAP=<0/1>

---

This entry in WINEDIT.INI Determines whether or not WinEdit will automatically wrap lines as they are typed to the right edge of the screen.

The default entry is 0. [Wordwrap Off]

## INSERT=<0/1>

---

This entry in WINEDIT.INI determines whether WinEdit starts in Insert or Overtyping mode.

The default entry is 1.      [Insert On]

SCREENSIZE=<fontsize>  
SCREENFONT=<fontname>  
CHARSET=<0/1>  
WEIGHT=<number>  
ITALICS=<0/1>

---

These entries in WINEDIT.INI describe the screen font.

**Defaults**

ScreenSize=10	[size in points]
ScreenFont=Courier	
Charset=0	[0=ANSI, 1=OEM]
Weight=0	[0=normal,400=Bold]
Italics=0	[0=off, 1=on]

**PROJECT=<filename>**

---

This entry in WINEDIT.INI lists the pathname of the current Project file.

The default entry is DEFAULT.WPJ.

## OUTPUT=<filename>

---

This entry in WINEDIT.INI lists the pathname used to store compiler output. If the entry consists of a filename only (no path) output will be written to the filename in the current directory. If a fully qualified pathname is listed, all output will be written to the specific location listed. For example, if the entry is "EDOUT", output will be written to a file named EDOUT in the current directory. If the entry is "C:\WINEDIT\EDOUT", output will always be written to a file named EDOUT in the C:\WINEDIT directory.

The default entry is <WinEdit home directory>EDOUT.



## LASTFILE=<filename>inilastfile

---

This entry in WINEDIT.INI lists the pathname of the last file edited.

There is no default value.

PROFILTERS=<filefilter string>  
LITEFILTERS=<filefilter string>

---

These entries in WINEDIT.INI list a filter specification to be used in the File Open and File Save As dialog boxes. The format of the filter string is

<description>|<mask>|<description>|mask|<description>|mask|

The ProFilters entry is used for the Standard and Professional level configurations, and LiteFilters is used for the Lite configuration.

**Defaults:**

ProFilters=Source Files|\*.c;\*.h;\*.rc;\*.def|Text Files|\*.txt|All Files|\*.\*|

LiteFilters=Text Files|\*.txt|INI Files|\*.ini|All Files|\*.\*|

## SOUND=<0/1>

---

This entry in WINEDIT.INI determines whether or not warning sounds are played at startup and when Message Boxes are displayed.

The default entry is 0. [Sound off]

Also, an entry is written to WIN.INI to configure a new sound event for WinEdit startup. The default entry that is written to the [Sounds] section of WIN.INI is "WinEdit=TADA.WAV,WinEdit Startup".

## REOPEN=<0/1>

---

This entry in WINEDIT.INI determines whether or not WinEdit will automatically attempt to reopen the last edited file on startup.

The default entry is 1.      [Reopen on]

**TABSIZE=<number>**

---

This entry in WINEDIT.INI determines the number of spaces to insert when the Tab key is pressed.

The default entry is 8.      [TabSize 8]

SEARCH=<string>  
REPLACE=<string>  
CASE=<0/1>  
BACKWARDS=<0/1>  
CONFIRM=<0/1>  
CHANGEALL=<0/1>  
REGULAR=<0/1>

---

These entries in WINEDIT.INI are used to configure default settings for the Find and Replace functions.

In addition, entries in the form SEARCHx=<string> and REPLACEx=<string> are used to retain the last twenty search and replace strings.

BKDRIVE=<drive letter>  
BKDIR=<pathname>  
BKEXT=<extension>

---

These entries in WINEDIT.INI are used to configure backup file parameters. If all three entries are blank, no backup files are written. If a backup file is to be written, the file name is constructed as

[bkdrive] [bkdir] %n [bkext]

where %n is a placeholder for the base name of the original file.

**Defaults**

BKDRIVE=	[no entry]
BKDIR=	[no entry]
BKEXT=.BAK	[includes period]

PRINTER=<description>  
DRIVER=<name>  
PORT=<port>  
PRINTFONT=<fontname> [default: Courier]  
SIZE=<fontsize> [default: 10]  
HEADER=<string>  
FOOTER=<string>  
TOP=<number> [default: 720]  
BOTTOM=<number> [default: 720]  
LEFT=<number> [default: 720]  
RIGHT=<number> [default: 720]  
TWOUP=<0/1> [default: 0]  
BOLD=<0/1> [default: 0]  
ITALIC=<0/1> [default: 0]  
UNDERLINE=<0/1> [default: 0]

---

These entries in WINEDIT.INI are used to configure the printer. The entries for Top, Bottom, Left, and Right are for the page margins, and are listed in twips. [1440 twips = one inch].



ERRORFORMAT=<format string>  
ERRORORDER=<order>  
ERRORTTEXT=<string1,string2,string3>

---

These entries in the project file are used to configure the error parsing functions.

ERRORFORMAT is a scanf-formatted string which describes a compiler's error or warning output as a series of tokens. ERRORORDER lists the order WinEdit can expect to find the filename, the line number, and the message text. ERRORTTEXT lists up to 3 strings which WinEdit can use to determine whether a particular line of output should be treated as a warning or error.

The default entries configure WinEdit for Microsoft and Zortech compiler output. Many other tools also use this format.

**Related Topics:**

[Customizing WinEdit's Error Parsing](#)

**INFO=<string>**

---

This entry in WINEDIT.INI is used to hold license information.

There is no default entry.

<FileExtension>=<section>

The entries in the [EXTENSIONS] section of WECHROMA.INI map a file extension to a configuration section. The purpose of the entry is to allow several file extensions to be mapped to one configuration section. For example, entries mapping files with the extensions "WBT" and "MNU" to a configuration section named "WIL" would be as follows:

```
WBT=WIL  
MNU=WIL
```

Any name can be used for the <section> entry.

## [<section>CONFIG]

This section in WECHROMA.INI is used to configure syntax coloring for a defined set of file extensions. The <section> part of the name must match an entry in the [EXTENSIONS] section of WECHROMA.INI. For example, if entries in the [EXTENSIONS] section mapped files with the extension "WBT" and "MNU" to "WIL", this section would be "[WILCONFIG]".

CHROMA=<0/1>

This entry in the [<section>CONFIG] section of WECHROMA.INI enables or disables syntax coloring for a configuration section.

KEYWORD=<red, green, blue>

This entry in the [<section>CONFIG] section of WECHROMA.INI defines a color value for keywords. If the keyword list does not include a lookup tag for a specific color, this entry determines the keyword color.

<tag>=<red, green, blue>

This entry in the [<section>CONFIG] section of WECHROMA.INI is used to determine a specific color for a keyword.

COMMENT=<red, green, blue>

This entry in the [<section>CONFIG] section of WECHROMA.INI is used to determine a color for comments.



QUOTE=<red, green, blue>

This entry in the [<section>CONFIG] section of WECHROMA.INI is used to determine a color for string literals.

CMTSTART1=<string>  
CMTEND1=<string>  
CMTSTART2=<string>  
CMTEND2=<string>

These entries in the [<section>CONFIG] section of WECHROMA.INI are used to define how comments in source code start and stop. If there is an entry for CMTSTART1 or CMTSTART2 without an entry for CMTEND1 or CMTEND2, this is taken to mean that the comment ends at the end of the current line. For example, C and C++ source code entries would be:

```
CMTSTART1="\*"
CMTEND1="*\\"
CMTSTART2="\\"
CMTEND2=
```

Note that because CMTEND2 is blank, comments beginning with "\\" are defined to be single line comments.

CASE=<0/1>

This entry in the [<section>CONFIG] section of WECHROMA.INI enables or disables case sensitivity when scanning for keywords.

[<section>]

This section in WECHROMA.INI is used to list the keywords that should be colored. The name of the section must match an entry in the [EXTENSIONS] section.

<Keyword>=<tag>

This entry in the [<section>] section of WECHROMA.INI lists a keyword and (optionally) a color lookup value. In addition to listing keywords for coloring, types of keywords can be distinguished, allowing, for example, specific colors for C, C++, and SDK keywords.

If the <tag> value matches an entry in the [<section>CONFIG] section, that value is used for the color of that keyword. If no entry in [<section>CONFIG] matches the entry here, the value for KEYWORD is used. For example, with the following entries

```
lstrlen=SDK  
memcpy=1  
new=CPP
```

if there are entries in [<section>CONFIG] for SDK and CPP, "lstrlen" and "new" would be colored according to the value for those entries. Assuming no entry is found for 1, the value in [<section>CONFIG] for KEYWORD would be used to color "memcpy".

CCAPT=<0/1>

MCAPT=<0/1>

BCAPT=<0/1>

DCAPT=<0/1>

RCAPT=<0/1>

These entries enable or disable output capture. Output of compilers can be captured if the compiler writes its output to STDOUT or STDERR.

## COMPILE=<command>

This entry defines the Compile command.

The default entry is

```
tee.com cl -c -AM -W4 -Zps -Od %f
```

TEE.COM is a utility shipped with WinEdit which echoes output to the display even if it is being redirected. %f is a placeholder for the complete pathname of the current file being edited. The following placeholders can be used:

%e	File extension
%f	Complete file name
%n	Base of file name only.

**MAKE=<command>**

This entry defines the Make command.

The default entry is

```
tee.com nmake.exe
```

TEE.COM is a utility shipped with WinEdit which echoes output to the display even if it is being redirected. With the Microsoft C compiler this command will run NMAKE, with MAKEFILE as the make file, and will rebuild only those files changed since the last make.



## REBUILD=<command>

This entry defines the Compile command.

The default entry is

```
tee.com nmake.exe /a
```

TEE.COM is a utility shipped with WinEdit which echoes output to the display even if it is being redirected. With the Microsoft C compiler this command will run NMAKE, with MAKEFILE as the make file, and will rebuild all files.

## DEBUG=<command>

This entry defines the Compile command.

The default entry is

```
cvw %n
```

This command will launch the CodeView debugger, passing the base name of the file being edited. For example, if you were editing GENERIC.C, the command would expand to

```
cvw GENERIC
```

The following placeholders can be used:

%e	File extension
%f	Complete file name
%n	Base of file name only.

## **RUN=<command>**

This entry defines the Compile command.

The default entry is

`%n`

This command will attempt to launch the executable file with the base name of the file currently being edited. For example, if you were editing `GENERIC.C`, this command would launch `GENERIC`.

The following placeholders can be used:

<code>%e</code>	File extension
<code>%f</code>	Complete file name
<code>%n</code>	Base of file name only.

**NAME=<name>**

This entry gives a descriptive name to the current project.

DIR=<path>

This entry defines a default directory for the project. Before any of the compile commands are executed, the current directory is changed to this path.

FILE2=<filename>

This entry (and FILE3 through FILE20) are used to remember previously opened files for this project.

## Configuration Files

---

WinEdit uses private configuration files to hold information which is remembered from session to session. With the exception of the WINEDIT.KEY binary file, the configuration files are standard Windows INI files. This information is furnished for completeness and for advanced customization. In most cases, customization should be done via the program's dialog boxes.

<u>WINEDIT.INI</u>	Main configuration file
<u>WECHROMA.INI</u>	Used for syntax coloring
<u>WEHELP.INI</u>	Used for keyword help
<u>DEFAULT.WPJ</u>	Project management
<u>WINEDIT.KEY</u>	Keyboard reassignments

# WINEDIT.INI

This topic describes the entries in the WINEDIT.INI file. To see the description and the examples, click on the entry, or press TAB until the entry is highlighted and press ENTER.

[WINEDIT]  
ACCELERATORS=<filename>  
BACKWARDS=<0/1>  
BKDIR=<pathname>  
BKDRIVE=<drive letter>  
BKEXT=<extension>  
BOLD=<0/1>  
BOTTOM=<number>  
CASE=<0/1>  
CHANGEALL=<0/1>  
CHARSET=<0/1>  
CONFIRM=<0/1>  
CONTROLBAR=<0/1>  
DOCK=<TOP/BOTTOM/LEFT/RIGHT>  
DRIVER=<name>  
FOOTER=<string>  
HEADER=<string>  
HEIGHT=<height>  
INFO=<string>  
INSERT=<0/1>  
ITALIC=<0/1>  
ITALICS=<0/1>  
LASTFILE=<filename>  
LEFT=<number>  
LEVEL=<0/1/2>  
LITEFILTERS=<filefilter string>  
MAX=<0/1>  
OUTPUT=<filename>  
PORT=<port>  
PRINTER=<description>  
PRINTFONT=<fontname>  
PROFILTERS=<filefilter string>  
PROJECT=<filename>  
REGULAR=<0/1>  
REOPEN=<0/1>  
REPLACE=<string>  
RIGHT=<number>  
SCREENFONT=<fontname>  
SCREENSIZE=<fontsize>  
SEARCH=<string>  
SIZE=<fontsize>  
SOUND=<0/1>  
TABSIZE=<number>  
TOOLBAR=<top, left, width, height>  
TOP=<number>  
TWOUP=<0/1>  
UNDERLINE=<0/1>  
WEIGHT=<number>  
WIDTH=<width>  
WORDWRAP=<0/1>  
X=<top>  
Y=<left>  
ZOOM=<0/1>



# WECHROMA.INI

This topic describes the entries in the WECHROMA.INI file. This configuration file is used to hold information used for syntax coloring of source files.

To see the examples, click on the entry, or press TAB until the entry is highlighted and press ENTER.

```
[EXTENSIONS]
<FileExtension>=<section>

[<section>CONFIG]
CHROMA=<0/1>
KEYWORD=<red, green, blue>
<tag>=<red, green, blue>
COMMENT=<red, green, blue>
QUOTE=<red, green, blue>
CMTSTART1=<string>
CMTEND1=<string>
CMTSTART2=<string>
CMTEND2=<string>
CASE=<0/1>

[<section>]
<Keyword>=<tag>
```

## WEHELP.INI

This topic describes the entries in the WEHELP.INI file. This file is used to hold information used for keyword help lookups.

The EXTENSIONS section below maps the extension of the file being edited with a group of help files to try looking up the desired keyword in. For example, if a file "XYZ.C" is being edited, the help files in the SDKHELP section will be checked to lookup the desired data.

```
[EXTENSIONS]
C=SDKHELP
WBT=WINBATCH
```

This section merely contains a list of possible help files the user would like presented to him. Edit at will.

```
[HELPALL]
HF1=WIN31WH.HLP
HF2=WIN31MWH.HLP
HF3=WINEDIT.HLP
HF4=WIL.HLP
```

The sections below are all pointed to by the EXTENSIONS section. The format of an entry is as follows:

```
HFx=<HelpFileName> <HelpFileType>
```

Although you may define all the types you wish, please use numbers above 99 to define your own private formats (WWW reserves help file types 0 thru 99).

Currently defined HelpFileTypes are:

- 0 Undefined
- 1 Quick and dirty MessageBox help. (See SAMPHLP.WEH example)
- 2 Windows help file - Use WinHelp function, pass keyword as is
- 3 Executable help file - (Like DOS QH.EXE)

```
[SDKHELP]
HF1=WIN31WH.HLP 2
HF2=WIN31MWH.HLP 2
HF3=WINEDIT.HLP 2
HF4=MSCXX.HLP 2
```

```
[WBT]
HF1=WIL.HLP 2
HF2=WINEDIT.HLP 2
HF3=FILECMDR.HLP 2
```

The macro code contained in WWWEDIT.DLL (a text file located in the Windows directory) uses the information in WEHELP.INI to find an associated INI file with the extension WEH. This file contains a list of valid keywords. For example, in the above example, if the file being edited had an extension of "C", WinEdit would search for an SDK keyword in the files WIN31WH.WEH, WIN31MWH.WEH, WINEDIT.WEH, and MSCXX.WEH, in that order.

## DEFAULT.WPJ

This topic describes the entries in the DEFAULT.WPJ file. This file is used to manage Project information for compiling and debugging source files.

To see the description and the examples, click on the entry, or press TAB until the entry is highlighted and press ENTER.

```
[PROJECT]
ERRORFORMAT=<format string>
ERRORORDER=<order>
ERRORTTEXT=<string1,string2,string3>
CCAPT=<0/1>
MCAPT=<0/1>
BCAPT=<0/1>
DCAPT=<0/1>
RCAPT=<0/1>
COMPILE=<command>
MAKE=<command>
REBUILD=<command>
DEBUG=<command>
RUN=<command>
NAME=<name>
DIR=<path>
FILE2=<filename>
```

## **WINEDIT.KEY**

WINEDIT.KEY is the default name for the binary file which contains the shortcut key assignments. To change key assignments, choose Key Assignments from the File Menu.

## WinEdit Extensions [Standard]

---

A WinEdit Extension DLL is a dynamic-link library (DLL) that contains a pre-defined entry point that processes menu commands and notification messages sent by WinEdit. You can redefine WinEdit's menus and write new functions which access WinEdit functions directly.

### Creating a WinEdit Extension

A WinEdit Extension DLL must be named WE\_EXT.DLL and must include a standard entry point, the WE\_ExtensionProc function. It must include the WE\_EXT.H header file that defines WinEdit messages and structures. WinEdit communicates with the Extension DLL by sending messages to the DLL's WE\_ExtensionProc function.

The WE\_ExtensionProc function is defined as follows:

```
WE_ExtensionProc(HWND hWnd,      /* WinEdit's window handle */
                 HANDLE hInst,   /* instance identifier      */
                 UINT wParam,    /* command ID              */
                 LONG lParam)    /* additional information   */
```

The hWnd parameter identifies the main WinEdit window. This window handle is used in most of the extension functions, and should also be used as the parent window for any child windows, dialog boxes, or message boxes created.

The hInst parameter is the HINSTANCE of the Extension DLL. This parameter is used when retrieving resources from the DLL.

The wParam parameter contains the message ID, which may be a command ID from a menu or accelerator, a notification message from WinEdit, or a request for information from WinEdit.

The lParam parameter is used in some messages to pass additional information to the Extension DLL.

### Loading the Extension

WinEdit searches the current directory and the path for WE\_EXT.DLL, and explicitly loads the Extension DLL if it is found. If the DLL is successfully loaded, WinEdit then sends the following notification and request messages to the Extension DLL:

#### **WEN\_LOADMENU**

This message is a request for a menu handle to be used as the main WinEdit menu. If the Extension DLL returns a handle to a menu as the return value for this message, WinEdit uses that menu. If the Extension DLL returns 0, the standard WinEdit menu is used.

#### **WEN\_LOADSHORTMENU**

This message is a request for a menu handle to be used as the "No file" menu. WinEdit displays this menu whenever no MDI child windows are open. If the Extension DLL returns a handle to a menu as the return value for this message, WinEdit uses that menu. If the Extension DLL returns 0, the standard WinEdit menu is used.

#### **WEN\_GETWINDOWMENU**

If the Extension DLL returned a menu handle in the WEN\_LOADMENU message, this message will be sent to obtain the handle to the Window popup menu. WinEdit uses this menu handle to append MDI child window names to.

#### **WEN\_INITMENU**

This message is sent before showing any drop down menu items. Respond by setting any check marks, graying any inapplicable items, etc.

**WEN\_RBUTTONDOWN**

This message is sent when the right mouse button is clicked in an MDI child window.

**WEN\_RBUTTONDOWNNC**

This message is sent when the right mouse button is clicked while the control key is down in an MDI child window.

**WEN\_RBUTTONDOWNNS**

This message is sent when the right mouse button is clicked while the shift key is down in an MDI child window.

**WEN\_RBUTTONDOWNNSC**

This message is sent when the right mouse button is clicked while the control key and the shift keys are down in an MDI child window.

**WEN\_END**

This message is sent before the DLL is unloaded. Any cleanup processing should be done, such as releasing allocated memory.

**Processing Menu Selections**

A WinEdit Extension DLL's menu resource can include two levels of menu identifiers. Identifiers in the range of WE\_EXTFIRST through WE\_EXTLAST (defined in WE\_EXT.H) are sent to the Extension DLL for processing. Other identifiers defined in WE\_EXT.H that begin with IDM\_ are internal WinEdit commands that WinEdit handles without calling the Extension DLL.

When designing menus, use the IDM\_ identifiers for predefined functions which WinEdit will handle without further processing by your Extension DLL. Use identifiers in the range of WE\_EXTFIRST through WE\_EXTLAST for functions you define. When the user selects a menu item or presses an accelerator key which is defined with an identifier in that range, WinEdit will pass the message on to the Extension DLL for processing. The following code example shows a simple example of a user-defined function being called:

```
#define EXT_EXAMPLE WE_EXTFIRST+1
.
.
.
switch (wParam)
{
case EXT_EXAMPLE:
return MyFunction();
break;
```

**Initializing the Extension Menu**

Whenever the user selects a menu item, WinEdit sends the WEN\_INITMENU message to the Extension DLL. The Extension DLL should respond to this message by adding check marks or disabling or enabling items. If the Extension DLL did not load its own menu, it can ignore this message.

**More Information**

[WinEdit Extension Example](#)

## WinEdit Extension Example

---

The following example shows a minimal WinEdit Extension DLL's WE\_ExtensionProc function. The Extension DLL loads its own menus, and defines one new command.

```
#include <windows.h>
#include "we_ext.h"

#define WINDOWMENU 4 /* position of window menu (0 based) */
#define EXT_EXAMPLE WE_EXTFIRST+1

UINT FAR PASCAL WE_ExtensionProc(HWND hWnd, /* WinEdit's window handle */
                                  HANDLE hInst, /* instance identifier */
                                  UINT wParam, /* command ID */
                                  LONG lParam) /* additional information */
{
    switch (wParam)
    {
        case WEN_LOADMENU:

            /* This is the menu WinEdit will display when there
             * is at least one document window open. Return NULL
             * to use the default WinEdit menu.
             */
            return (UINT)LoadMenu(hInst, "MyMenu");
            break;

        case WEN_LOADSHORTMENU:

            /* this is the menu WinEdit will display when there
             * are no document windows open. Return NULL
             * to use the default WinEdit menu.
             */
            return (UINT)LoadMenu(hInst, "MyShortMenu");
            break;

        case WEN_GETWINDOWMENU:

            /* WinEdit needs the handle of the submenu to
             * append MDI document names to. The hWnd parameter
             * is used to send the handle to the main menu.
             * This message will not be sent if you return
             * NULL to the WEN_LOADMENU message.
             */
            return (UINT)GetSubMenu((HMENU)hWnd, WINDOWMENU);
            break;

        case WEN_END:

            /* WinEdit is shutting down. Do any clean-up processing
             * here.
             */
            return TRUE;
            break;

        case WEN_INITMENU:

            /* This message is sent before showing any drop down
             * menu items. Respond by setting any checkmarks,
             * graying any inapplicable items, etc.
             */
            {
```

```

POINT ptStart,ptEnd;
HMENU hCurrentMenu;
UINT wStatus;

hCurrentMenu = GetMenu(hWnd);

/* if there is a current selection, enable the cut & copy
 * commands.
 */
wStatus = (UINT)edGetSelectionState(hWnd, &ptStart, &ptEnd);
if (!wStatus)
    wStatus = MF_GRAYED;
else
    wStatus = MF_ENABLED;
EnableMenuItem(hCurrentMenu, IDM_EDITCUT, wStatus);
EnableMenuItem(hCurrentMenu, IDM_EDITCOPY, wStatus);

/* if there is text on the clipboard, enable the paste
 * command.
 */
if (OpenClipboard(hWnd))
{
    if (IsClipboardFormatAvailable(CF_TEXT)
        || IsClipboardFormatAvailable(CF_OEMTEXT))
        EnableMenuItem(hCurrentMenu, IDM_EDITPASTE, MF_ENABLED);
    else
        EnableMenuItem(hCurrentMenu, IDM_EDITPASTE, MF_GRAYED);
    CloseClipboard();
}
else
    EnableMenuItem(hCurrentMenu, IDM_EDITPASTE, MF_GRAYED);

/* set the Undo, Redo, Insert, and WordWrap menu items */
wStatus = (UINT)edGetUndoState(hWnd);
if (!wStatus)
    wStatus = MF_GRAYED;
else
    wStatus = MF_ENABLED;
EnableMenuItem(hCurrentMenu, IDM_EDITUNDO, wStatus);

wStatus = (UINT)edGetRedoState(hWnd);
if (!wStatus)
    wStatus = MF_GRAYED;
else
    wStatus = MF_ENABLED;
EnableMenuItem(hCurrentMenu, IDM_EDITREDO, wStatus);

wStatus = (UINT)edGetWordWrapState(hWnd);
if (!wStatus)
    wStatus = MF_UNCHECKED;
else
    wStatus = MF_CHECKED;
CheckMenuItem(hCurrentMenu, IDM_EDITTOGGLEWRAP, MF_BYCOMMAND|wStatus);

wStatus = (UINT)edGetInsertState(hWnd);
if (!wStatus)
    wStatus = MF_UNCHECKED;
else
    wStatus = MF_CHECKED;
CheckMenuItem(hCurrentMenu, IDM_EDITTOGGLEINS, MF_BYCOMMAND|wStatus);

return TRUE; /* we handled it, don't return 0 */
break;

```



```
    }

    /* You can define your own commands in the range
     * WE_EXTFIRST to WE_EXTLAST that can be attached to
     * menu items or accelerators.
     */
    case EXT_EXAMPLE:
        MessageBox(hWnd, "Example command", "WinEdit Extension",
            MB_ICONINFORMATION|MB_OK);
        return TRUE;
        break;

    default:

        /* return NULL to all messages not processed. */
        break;

} /* end switch (wParam) */

return NULL;
}
```

## **More Information**

[WinEdit Extension API's](#)

## WinEdit Extension API's

[Standard]

---

edAddButton  
edDeleteButton  
edEditBackspace  
edEditBackTab  
edEditBeginningOfFile  
edEditBeginningOfLine  
edEditClearSelection  
edEditCopy  
edEditCopyLine  
edEditCut  
edEditCutLine  
edEditDelete  
edEditDownLine  
edEditEndOfFile  
edEditEndOfLine  
edEditEndSelection  
edEditGetCurrentWord  
edEditGoToBookmark  
edEditGoToColumn  
edEditGoToLine  
edEditInsertString  
edEditLeft  
edEditPageDown  
edEditPageUp  
edEditPaste  
edEditRedo  
edEditRight  
edEditSelectAll  
edEditSetBookmark  
edEditSetColumnBlock  
edEditStartSelection  
edEditTab  
edEditToggleIns  
edEditUndo  
edEditUpLine  
edEditWordLeft  
edEditWordRight  
edEditWrap  
edFileExit  
edFileList  
edFileMerge  
edFileNew  
edFileOpen  
edFilePageSetup  
edFilePrint  
edFilePrinterSetup  
edFileSaveAs  
edFileSave  
edFileSetPreferences  
edGetChar  
edGetColumnNumber  
edGetInsertState  
edGetLineNumber

edGetModifiedStatus  
edGetRedoState  
edGetSelectionMode  
edGetUndoState  
edGetWindowName  
edGetWordWrapState  
edHelpAbout  
edHelpCommands  
edHelpHelp  
edHelpIndex  
edHelpKeyboard  
edHelpKeyWord  
edHelpProcedures  
edRecord  
edRunCommand  
edRunCompile  
edRunConfigure  
edRunDebug  
edRunExecute  
edRunMake  
edRunRebuild  
edSearchChange  
edSearchFind  
edSearchNextError  
edSearchPrevError  
edSearchRepeat  
edSearchViewOutput  
edStatusMsg  
edWindowArrangeIcons  
edWindowCascade  
edWindowClose  
edWindowMaximize  
edWindowMinimize  
edWindowRestore  
edWindowsCloseAll  
edWindowTile

SearchRecord

## edAddButton

---

### Syntax

```
int FAR PASCAL edAddButton(HWND hWnd, WORD wIcon, WORD wCommand, WORD wPosition)
```

### Parameters

HWND hWnd

Identifies the WinEdit window.

WORD wIcon

Identifies which icon to display.

WORD wCommand

The command ID to be called when this button is pressed. This can be any of the IDM\_ values for internal WinEdit commands, or the ID of an Extension DLL function.

WORD wPosition

The 0-based position on the control bar for the button to be added.

### Return Value

The result is nonzero if the function was successful. Otherwise it is zero.

### Comments

edAddButton adds a button to the control bar. The following WinEdit icon IDs are documented in the WE\_EXT.H include file:

```
#define IDLEXICON    6    /* main icon          */
#define IDNOTE      2    /* icon for child windows */
#define IDONEUP     4    /* one-up print icon   */
#define IDTWOUP     5    /* two-up print icon   */

#define OPEN        48   /* file open           */
#define SAVE        49   /* file save           */
#define PRINT       50   /* file print          */
#define FIND        51   /* find                */
#define FINDNEXT    52   /* find next           */
#define CHANGE      53   /* change              */
#define NEXT        54   /* next error          */
#define PREV        55   /* prev error          */
#define COMPILE     56   /* compile             */
#define MAKE        57   /* make                */
#define REBUILD     58   /* rebuild            */
#define DEBUGICON   59   /* debug               */
#define EXECUTE     60   /* execute             */
#define CUT         61   /* cut                 */
#define COPY        62   /* copy                */
#define PASTE       63   /* paste               */
#define HELPKEY     64   /* key word help      */
#define UNDO        65   /* undo                */
#define REDO        66   /* redo                */
#define FILELIST    67   /* filelist            */
```

## edDeleteButton

---

### Syntax

int FAR PASCAL edDeleteButton(HWND hWnd, WORD wPosition, WORD wCommand);

### Parameters

HWND hWnd

Identifies the WinEdit window.

WORD wPosition

The 0-based position on the control bar for the button to be added.

WORD wCommand

The command ID associated with this button.

### Return Value

The result is nonzero if the function was successful. Otherwise it is zero.

### Comments

The default WinEdit control bar has the following commands:

Position	Command
-----	-----
0	IDM_FILEOPEN
1	IDM_FILESAVE
2	IDM_FILELIST
3	IDM_FILEPRINT
4	IDM_EDITUNDO
5	IDM_EDITREDO
6	IDM_EDITCUT
7	IDM_EDITCOPY
8	IDM_EDITPASTE
9	IDM_SEARCHFIND
10	IDM_SEARCHNEXT
11	IDM_SEARCHCHANGE
12	IDM_COMPILE
13	IDM_MAKE
14	IDM_REBUILD
15	IDM_DEBUG
16	IDM_EXECUTE
17	IDM_SEARCHPREVEERROR
18	IDM_SEARCHNEXTERROR
19	IDM_HELPKEYWORDS

## **edFileList**

---

### **Syntax**

int FAR PASCAL edFileList(HWND hWnd);

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the function was successful. Otherwise it is zero.

### **Comments**

edFileList brings up the Reopen File dialog box (same as selecting Previous Files from the File menu), allowing the user to pick a file to open from a list of the last 20 previously opened files.

## **edFileNew**

---

### **Syntax**

int FAR PASCAL edFileNew(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the new window was successfully opened. Otherwise it is zero.

### **Comments**

edFileNew creates a new MDI child window.

## edFileOpen

---

### Syntax

int FAR PASCAL edFileOpen(HWND hWnd, LPSTR lpFileName)

### Parameters

HWND hWnd

Identifies the WinEdit window.

LPSTR lpFileName

Name of file to open.

### Return Value

The result is nonzero if a new window was created and the file was read. Otherwise it is zero.

### Comments

edFileOpen creates a new MDI child window and reads an existing file into the window. To open a file without prompting, pass a valid file name to edFileOpen in the lpFileName parameter. If lpFileName is NULL, the File Open dialog box will be used to obtain a file name from the user.



## **edFileMerge**

---

### **Syntax**

int FAR PASCAL edFileMerge(HWND hWnd, LPSTR lpFileName)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

LPSTR lpFileName

Name of file to merge into current window. This must be the name of an existing file.

### **Return Value**

The result is nonzero if the file was read. Otherwise it is zero.

### **Comments**

edFileMerge reads an existing file into the active MDI child window. To merge a file without prompting, pass a valid file name to edFileMerge in the lpFileName parameter. If lpFileName is NULL, the File Merge dialog box will be used to obtain a file name from the user.

## edFileSave

---

### Syntax

int FAR PASCAL edFileSave(HWND hWnd)

### Parameters

HWND hWnd  
Identifies the WinEdit window.

### Return Value

The result is nonzero if the file was successfully saved. Otherwise it is zero.

### Comments

edFileSave saves the file in the currently active MDI child window without prompting.

### See Also

[edGetModifiedStatus](#)  
[edFileSaveAs](#)

## edFileSaveAs

---

### Syntax

int FAR PASCAL edFileSaveAs(HWND hWnd, LPSTR lpFileName)

### Parameters

HWND hWnd

Identifies the WinEdit window.

LPSTR lpFileName

Name of file to save.

### Return Value

The result is nonzero if the file was successfully saved. Otherwise the return value is zero.

### Comments

edFileSaveAs saves the file in the currently active MDI child window. If lpFileName is not NULL, edFileSaveAs saves the file with that name without prompting. If lpFileName is NULL, the File Save As dialog box will be used to obtain a file name from the user.

### See Also

[edGetModifiedStatus](#)

[edFileSave](#)

## **edFilePrint**

---

### **Syntax**

int FAR PASCAL edFilePrint(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the print job file was successful. Otherwise it is zero.

## **edFilePageSetup**

---

### **Syntax**

int FAR PASCAL edFilePageSetup(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the function was successful. Otherwise it is zero.

### **Comments**

edFilePageSetup brings up the Page Setup dialog box.

## **edFilePrinterSetup**

---

### **Syntax**

int FAR PASCAL edFilePrinterSetup(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the function was successful. Otherwise it is zero.

### **Comments**

edFilePrinterSetup brings up a dialog box listing all installed printers. The user can choose a printer from the list, which WinEdit will use for all print jobs. The user can also access the printer's Setup dialog box to change printer settings. These changes, if any, are used for the current editing session only and do not change the system wide printer settings.

## **edFileSetPreferences**

---

### **Syntax**

int FAR PASCAL edFileSetPreferences(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the function was successful. Otherwise it is zero.

### **Comments**

edFileSetPreferences allows the user to set screen font, tab size, and other configuration options through a dialog box. The results are stored in WINEDIT.INI and used in future editing sessions.

## edFileExit

---

### Syntax

int FAR PASCAL edFileExit(HWND hWnd)

### Parameters

HWND hWnd

Identifies the WinEdit window.

### Return Value

TRUE if the user did not cancel the exit. FALSE otherwise.

### Comments

If there are any unsaved files, the user will be prompted to save before closing. The user can cancel the exit operation at that point. If there are no unsaved files, the exit is unconditional.

### See Also

[edGetModifiedStatus](#)

[edFileSave](#)

[edFileSaveAs](#)



## **edEditUndo**

---

### **Syntax**

int FAR PASCAL edEditUndo(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

TRUE if any operation was undone, FALSE otherwise.

### **See Also**

[edGetUndoState](#)

## **edEditRedo**

---

### **Syntax**

int FAR PASCAL edEditRedo(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

TRUE if any operation was redone, FALSE otherwise.

### **See Also**

[edGetRedoState](#)

## edEditCut

---

### Syntax

int FAR PASCAL edEditCut(HWND hWnd)

### Parameters

HWND hWnd

Identifies the WinEdit window.

### Return Value

TRUE if any text was cut to the clipboard, FALSE otherwise.

### Comments

edEditCut cuts the current selection to the clipboard.

### See Also

[edEditCutLine](#)

[edEditDelete](#)

## **edEditCopy**

---

### **Syntax**

int FAR PASCAL edEditCopy(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

TRUE if any text was copied to the clipboard, FALSE otherwise.

### **Comments**

edEditCopy copies the current selection to the clipboard.

### **See Also**

[edEditCopyLine](#)

## **edEditPaste**

---

### **Syntax**

int FAR PASCAL edEditPaste(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

TRUE if any text was pasted from the clipboard, FALSE otherwise.

### **Comments**

edEditPaste pastes text from the clipboard into the active MDI child window.

## edEditDelete

---

### Syntax

int FAR PASCAL edEditDelete(HWND hWnd)

### Parameters

HWND hWnd

Identifies the WinEdit window.

### Return Value

TRUE if any text was deleted, FALSE otherwise.

### Comments

edEditDelete deletes either the current selection or, if there is no selection, the character following the current insertion position. The text is deleted and is not copied to the clipboard.

### See Also

[edEditCut](#)

[edEditCutLine](#)

## **edEditToggleIns**

---

### **Syntax**

int FAR PASCAL edEditToggleIns(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

TRUE if the Insert state was changed, FALSE otherwise.

### **Comments**

edEditToggleIns toggles the insert state between Insert and Overtyping modes.

### **See Also**

[edGetInsertState](#)

## edEditWrap

---

### Syntax

int FAR PASCAL edEditWrap(HWND hWnd)

### Parameters

HWND hWnd

Identifies the WinEdit window.

### Return Value

TRUE if word wrap state was changed, FALSE otherwise.

### Comments

edEditWrap toggles the word wrap state on or off.

### See Also

[edGetWordWrapState](#)



## **edEditSetColumnBlock**

---

### **Syntax**

int FAR PASCAL edEditSetColumnBlock(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

TRUE if column block state was set, FALSE otherwise.

### **Comments**

edEditSetColumnBlock enables column block marking for the next block operation.

WinEdit automatically returns to stream block marking after the next block operation.

## **edEditInsertString**

---

### **Syntax**

int FAR PASCAL edEditInsertString(HWND hWnd, LPSTR lpString)

### **Parameters**

HWND hWnd

Identifies the WinEdit window

LPSTR lpString

Identifies the text to be inserted.

### **Return Value**

TRUE if any text was inserted.

### **Comments**

edEditInsertString inserts lpString at the current insertion position.

## **edEditBackspace**

---

### **Syntax**

int FAR PASCAL edEditBackspace(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise it is zero.

### **Comments**

edEditBackSpace deletes the character to the left of the current position.

## **edEditSelectAll**

---

### **Syntax**

int FAR PASCAL edEditSelectAll(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise it is zero.

### **Comments**

edEditSelectAll selects all the text in the active window. The current position is moved to the end of the file.

## edEditCopyLine

---

### Syntax

int FAR PASCAL edEditCopyLine(HWND hWnd)

### Parameters

HWND hWnd

Identifies the WinEdit window.

### Return Value

The result is nonzero if the operation was successful. Otherwise it is zero.

### Comments

edEditCopyLine copies the current line to the clipboard if there is no selection. If there is a selection, edEditCopyLine calls edEditCopy and copies the current selection to the clipboard.

### See Also

[edEditCopy](#)

## **edEditCutLine**

---

### **Syntax**

int FAR PASCAL edEditCutLine(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise it is zero.

### **Comments**

edEditCutLine cuts the current line to the clipboard if there is no selection. If there is a selection, edEditCutLine calls edEditCut and cuts the current selection to the clipboard.

### **See Also**

[edEditCut](#)

## **edEditGoToLine**

---

### **Syntax**

int FAR PASCAL edEditGoToLine(HWND hWnd, int iLineNo)

### **Parameters**

HWND hWnd

Identifies the WinEdit window

int iLineNo

Identifies the line number to go to.

### **Return Value**

The result is nonzero if the current position was changed to iLineNo. Otherwise it is zero.

### **Comments**

edEditGoToLine moves the current position to the line identified by the iLineNo parameter. If iLineNo is greater than the last line in the file, the current position is moved to the last line in the file.

## **edEditGoToColumn**

---

### **Syntax**

int FAR PASCAL edEditGoToColumn(HWND hWnd, int iColNo)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

int iColNo

Identifies the column number to go to.

### **Return Value**

The result is nonzero if the current position was changed to iColNo. Otherwise it is zero.

### **Comments**

edEditGoToColumn moves the current position to the column identified by iColNo.



## **edEditBeginningOfLine**

---

### **Syntax**

int FAR PASCAL edEditBeginningOfLine(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise it is zero.

### **Comments**

edEditBeginningOfLine moves the current position to Column 1.

## **edEditEndOfLine**

---

### **Syntax**

int FAR PASCAL edEditEndOfLine(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise it is zero.

### **Comments**

edEditEndOfLine moves the current position to the column following the last text character in the current line.

## **edEditBeginningOfFile**

---

### **Syntax**

int FAR PASCAL edEditBeginningOfFile(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise it is zero.

### **Comments**

edEditBeginningOfFile moves the current position to Line 1, Column 1.

## **edEditEndOfFile**

---

### **Syntax**

int FAR PASCAL edEditEndOfFile(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise it is zero.

### **Comments**

edEditEndOfFile moves the current position to the column following the last text character at the end of the file.

## **edEditDownLine**

---

### **Syntax**

int FAR PASCAL edEditDownLine(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditDownLine moves the current position to the next line.

## **edEditUpLine**

---

### **Syntax**

int FAR PASCAL edEditUpLine(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditUpLine moves the current position to the previous line.

## **edEditLeft**

---

### **Syntax**

int FAR PASCAL edEditLeft(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditLeft moves the current position one column to the left. If the current position is Column 1, the current position is moved to the end of the previous line.

## **edEditRight**

---

### **Syntax**

int FAR PASCAL edEditRight(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditRight moves the current position one column to the right.



## **edEditPageUp**

---

### **Syntax**

int FAR PASCAL edEditPageUp(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditPageUp moves the current position one screenful of lines up.

## **edEditPageDown**

---

### **Syntax**

int FAR PASCAL edEditPageDown(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditPageDown moves the current position one screenful of lines down.

## **edEditWordLeft**

---

### **Syntax**

int FAR PASCAL edEditWordLeft(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditWordLeft moves the current position one word to the left.

## **edEditWordRight**

---

### **Syntax**

int FAR PASCAL edEditWordRight(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditWordRight moves the current position one word to the right.

## **edEditStartSelection**

---

### **Syntax**

int FAR PASCAL edEditStartSelection(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditStartSelection marks the beginning position of a new selection. Any previous selection is cleared.

## **edEditEndSelection**

---

### **Syntax**

int FAR PASCAL edEditEndSelection(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditEndSelection completes the marking of a selection started with edEditStartSelection.

## **edEditClearSelection**

---

### **Syntax**

int FAR PASCAL edEditClearSelection(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditClearSelection removes any selection marks.

## **edEditSetBookMark**

---

### **Syntax**

int FAR PASCAL edEditSetBookMark(HWND hWnd, int iMark)

### **Parameters**

HWND hWnd

Identifies the WinEdit window

int iMark

Identifies the mark to be set.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditSetBookMark sets a mark at the current position. The caret can subsequently be moved to that position with edEditGoToBookMark.



## **edEditGoToBookMark**

---

### **Syntax**

int FAR PASCAL edEditGoToBookMark(HWND hWnd, int iMark)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

int iMark

Identifies the mark to go to.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditGoToBookMark moves the current position to the mark previously set with a call to edEditSetBookMark.

## **edEditTab**

---

### **Syntax**

int FAR PASCAL edEditTab(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditTab inserts spaces and moves the current position to the next tab stop. If there is a selection, every line within the selection is shifted to the right one tab stop.

## **edEditBackTab**

---

### **Syntax**

int FAR PASCAL edEditBackTab(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditBackTab moves the current position to the previous tab stop. If there is a selection, every line within the selection is shifted to the left one tab stop.

## **edEditGetCurrentWord**

---

### **Syntax**

int FAR PASCAL edEditGetCurrentWord(HWND hWnd, LPSTR lpBuffer, int iLength)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

LPSTR lpBuffer

A buffer for the returned word.

int iLength

The length of lpBuffer.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edEditGetCurrentWord fills lpBuffer with the word at the current position. If the caret is not on an alphanumeric character, lpBuffer is not filled.

## edSearchFind

---

### Syntax

int FAR PASCAL edSearchFind(HWND hWnd, LPSEARCHRECORD lpSearch)

### Parameters

HWND hWnd

Identifies the WinEdit window.

LPSEARCHRECORD lpSearch

Identifies the search parameters to be used.

### Return Value

The result is nonzero if the operation was successful. Otherwise the result is zero.

### Comments

edSearchFind searches for the text identified by the lpSearchText field of lpSearch. The lpReplaceText field of lpSearch is ignored.

### See Also

[SEARCHRECORD](#)

## **edRecord**

---

### **Syntax**

int FAR PASCAL edRecord(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edRecord begins or ends macro recording.

## edSearchRepeat

---

### Syntax

int FAR PASCAL edSearchRepeat(HWND hWnd, LPSEARCHRECORD lpSearch)

### Parameters

HWND hWnd

Identifies the WinEdit window.

LPSEARCHRECORD lpSearch

Identifies the search parameters to be used.

### Return Value

The result is nonzero if the operation was successful. Otherwise the result is zero.

### Comments

edSearchRepeat conducts a search using the same search string used in the previous search. The lpSearchText and lpReplaceText fields of lpSearch are ignored.

### See Also

[SEARCHRECORD](#)

## edSearchChange

---

### Syntax

int FAR PASCAL edSearchChange(HWND hWnd, LPSEARCHRECORD lpSearch)

### Parameters

HWND hWnd

Identifies the WinEdit window.

LPSEARCHRECORD lpSearch

Identifies the search parameters to be used.

### Return Value

The result is nonzero if the operation was successful. Otherwise the result is zero.

### Comments

edSearchChange searches for the text identified by the lpSearchText field of lpSearch and replaces it with the text identified by the lpReplaceText field of lpSearch.

### See Also

[SEARCHRECORD](#)



## **edSearchNextError**

---

### **Syntax**

int FAR PASCAL edSearchNextError(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edSearchNextError displays the next warning or error message on the status line.

## **edSearchPrevError**

---

### **Syntax**

int FAR PASCAL edSearchPrevError(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edSearchPrevError displays the previous warning or error message on the status line.

## **edSearchViewOutput**

---

### **Syntax**

int FAR PASCAL edSearchViewOutput(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edSearchViewOutput loads the captured output from a compilation into an MDI child window.

## **edRunCompile**

---

### **Syntax**

int FAR PASCAL edRunCompile(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edRunCompile executes the Run command. The command is set in the Run.Configure dialog box.

### **See Also**

[edRunConfigure](#)

## edRunMake

---

### Syntax

int FAR PASCAL edRunMake(HWND hWnd)

### Parameters

HWND hWnd

Identifies the WinEdit window.

### Return Value

The result is nonzero if the operation was successful. Otherwise the result is zero.

### Comments

edRunMAke executes the Make command. The command is set in the Run.Configure dialog box.

### See Also

[edRunConfigure](#)

## edRunRebuild

---

### Syntax

int FAR PASCAL edRunRebuild(HWND hWnd)

### Parameters

HWND hWnd

Identifies the WinEdit window.

### Return Value

The result is nonzero if the operation was successful. Otherwise the result is zero.

### Comments

edRunRebuild executes the Rebuild command. The command is set in the Run.Configure dialog box.

### See Also

[edRunConfigure](#)

## **edRunDebug**

---

### **Syntax**

int FAR PASCAL edRunDebug(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edRunDebug executes the Debug command. The command is set in the Run.Configure dialog box.

### **See Also**

[edRunConfigure](#)

## **edRunExecute**

---

### **Syntax**

int FAR PASCAL edRunExecute(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edRunExecute executes the Execute command. The command is set in the Run.Configure dialog box.

### **See Also**

[edRunConfigure](#)



## edRunCommand

---

### Syntax

int FAR PASCAL edRunCommand(HWND hWnd, BOOL bWait, BOOL bCapture, LPSTR lpCommand)

### Parameters

HWND hWnd

Identifies the WinEdit window.

BOOL bWait

If TRUE, WinEdit won't return until the process has completed.

BOOL bCapture

If TRUE, any character output from the process will be captured in a file named EDOUT. Output in Microsoft or Borland error format can be parsed and displayed with calls to edViewNextError and edViewPrevError.

LPSTR lpCommand

Identifies the command, including any command line parameters, to execute.

### Return Value

The result is nonzero if the operation was successful. Otherwise the result is zero.

### Comments

Only the output from DOS character mode programs which write to stdout can be captured.

## **edRunConfigure**

---

### **Syntax**

int FAR PASCAL edRunConfigure(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edRunConfigure brings up the dialog box which allows the user to configure the Run commands.

## **edStatusMsg**

---

### **Syntax**

int FAR PASCAL edStatusMsg(HWND hWnd, LPSTR lpString)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

LPSTR lpString

Identifies the string to write on the status bar.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edStatusMsg displays lpString on the WinEdit status bar.

## **edWindowTile**

---

### **Syntax**

int FAR PASCAL edWindowTile(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edWindowTile tiles all MDI child windows. If there are three or less windows, the windows will be tiled horizontally.

## **edWindowCascade**

---

### **Syntax**

int FAR PASCAL edWindowCascade(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edWindowCascade cascades the MDI child windows.

## **edWindowArrangelcons**

---

### **Syntax**

int FAR PASCAL edWindowArrangelcons(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edWindowArrangelcons orders all minimized MDI child windows.

## **edWindowMinimize**

---

### **Syntax**

int FAR PASCAL edWindowMinimize(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edWindowMinimize minimizes the active MDI child window.

## **edWindowMaximize**

---

### **Syntax**

int FAR PASCAL edWindowMaximize(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edWindowMaximize maximizes the active MDI child window.



## **edWindowRestore**

---

### **Syntax**

int FAR PASCAL edWindowRestore(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edWindowRestore restores the active MDI child window to its non-minimized, non-maximized state.

## **edWindowClose**

---

### **Syntax**

int FAR PASCAL edWindowClose(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edWindowClose closes the active MDI child window. If there are unsaved changes, the user is prompted to save the changes before closing.

## **edWindowCloseAll**

---

### **Syntax**

int FAR PASCAL edWindowCloseAll(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edWindowCloseAll closes all MDI child windows. If there are unsaved changes, the user is prompted to save the changes before closing.

## **edHelpIndex**

---

### **Syntax**

int FAR PASCAL edHelpIndex(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edHelpIndex calls WinHelp and displays the main WinEdit help index.

## **edHelpKeyboard**

---

### **Syntax**

int FAR PASCAL edHelpKeyboard(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edHelpIndex calls WinHelp and displays the 'keyboard' help topic.

## **edHelpCommands**

---

### **Syntax**

int FAR PASCAL edHelpCommands(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edHelpCommands calls WinHelp and displays the 'commands' help topic.

## **edHelpProcedures**

---

### **Syntax**

int FAR PASCAL edHelpProcedures(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edHelpProcedures calls WinHelp and displays the 'procedures' help topic.

## **edHelpKeyWord**

---

### **Syntax**

int FAR PASCAL edHelpKeyWord(HWND hWnd)

### **Parameters**

HWND hWnd

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edHelpKeyWord retrieves the current word and uses that as a help topic for Windows API help. WinEdit looks for a Windows API help file in this order:

- The help file identified by the SDKHELP entry in WINEDIT.INI
- WIN31WH.HLP file
- QCWIN.HLP
- SDKWIN.HLP



## **edHelpHelp**

---

### **Syntax**

int FAR PASCAL edHelpHelp(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edHelpCommands calls WinHelp and displays the 'using help' help topic.

## **edHelpAbout**

---

### **Syntax**

int FAR PASCAL edHelpAbout(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edHelpAbout displays WinEdit's About dialog box.

## **edGetModifiedStatus**

---

### **Syntax**

int FAR PASCAL edGetModifiedStatus(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

TRUE if the active MDI child has been modified.

## **edGetLineNumber**

---

### **Syntax**

int FAR PASCAL edGetLineNumber(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The line number of the current position in the active MDI child window if successful, 0 if not.

## **edGetColumnNumber**

---

### **Syntax**

int FAR PASCAL edGetColumnNumber(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The column number of the current position in the active MDI child window if successful, 0 if not.

## edGetSelectionState

---

### Syntax

int FAR PASCAL edGetSelectionState(HWND hWnd, LPPOINT ptStart, LPPOINT ptEnd)

### Parameters

HWND hWnd

Identifies the WinEdit window.

LPPOINT ptStart

The x field contains the line number and the y field contains the column number of the start of the selection.

LPPOINT ptEnd

The x field contains the line number and the y field contains the column number of the end of the selection.

### Return Value

The result is nonzero if the operation was successful. Otherwise the result is zero.

## **edGetUndoState**

---

### **Syntax**

int FAR PASCAL edGetUndoState(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if any operation can be undone. Otherwise the result is zero.

## **edGetRedoState**

---

### **Syntax**

int FAR PASCAL edGetRedoState(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The result is nonzero if any operation can be redone. Otherwise the result is zero.



## **edGetWordWrapState**

---

### **Syntax**

int FAR PASCAL edGetWordWrapState(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

TRUE if word wrap is enabled, FALSE otherwise.

## **edGetInsertState**

---

### **Syntax**

int FAR PASCAL edGetInsertState(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

TRUE if Insert is on, FALSE if Overwrite is on.

## **edGetWindowName**

---

### **Syntax**

int FAR PASCAL edGetWindowName(HWND hWnd, LPSTR lpBuffer, int iSize)

### **Parameters**

HWND hWnd

Identifies the WinEdit window

LPSTR lpBuffer

Buffer to hold the returned file name.

int iSize

Length of lpBuffer.

### **Return Value**

The result is nonzero if the operation was successful. Otherwise the result is zero.

### **Comments**

edGetWindowName fills lpBuffer with the fully qualified path name of the active MDI child window.

## **edGetChar**

---

### **Syntax**

int FAR PASCAL edGetChar(HWND hWnd)

### **Parameters**

HWND hWnd

Identifies the WinEdit window.

### **Return Value**

The character at the current position.

## SEARCHRECORD

---

```
typedef struct tagSEARCHRECORD
{
    UINT    fComplain:    1;    /* show 'not found' etc. to user    */
    UINT    fPrompt:      1;    /* bring up search/replace dialog box */
    UINT    fMatchCase:   1;    /* exact case match only            */
    UINT    fForward:     1;    /* forward direction                 */
    UINT    fChangeAll:   1;    /* change all                        */
    UINT    fConfirm:     1;    /* ask user to confirm changes       */
    UINT    fRegular:     1;    /* use regular expressions           */
    UINT    fUnused:      9;
    LPSTR   lpSearchText;    /* string to search for              */
    LPSTR   lpReplaceText;  /* string to replace found text with */
} SEARCHRECORD;

typedef SEARCHRECORD FAR *LPSEARCHRECORD;
```

The SEARCHRECORD structure holds the information used in calls to the edSearchFind, edSearchRepeat, and edSearchChange functions.

### Member Description

fComplain	If this flag is set, a "Not found" message box will be shown to the user on unsuccessful searches.
fPrompt	If this flag is set, the search and/or replace information will be obtained through the use of a dialog box rather than the SEARCHRECORD information.
fMatchCase	If this flag is set, case sensitivity is turned on.
fForward	If this flag is set, the search is in a forward direction from the current position.
fChangeAll	If this flag is set, the replace operation continues until cancelled by the user or the end of file is reached.
fConfirm	If this flag is set, the user will be prompted to confirm each replacement.
fRegular	If this flag is set, the search string is parsed for regular expression statements
fUnused	Reserved.
lpSearchText	A LPSTR to the text string to be searched for. This field must contain a valid zero terminated string unless the fPrompt flag is set.
lpReplaceText	A LPSTR to the text string to be used as a replacement. This field must contain a valid zero terminated string in calls to edSearchReplace unless the fPrompt flag is set.

### See Also

[edSearchFind](#)  
[edSearchRepeat](#)  
[edSearchChange](#)

## Configuring the Utility Menu

## [Professional]

---

The Utility Menu is a custom menu created with WIL language extension commands. The menu items on the Utility Menu and the functions behind them are totally configurable. The WINEDIT.MNU file contains the menu item text and the WIL language functions behind them. The functions are made up of statements, constants, and variables, much like any programming language. To edit the Utility Menu file choose "Edit Utility Menu" from the Utility Menu.

In the WINEDIT.MNU file, the menu item text that appears below the Utility Menu begins in Column one of the text file. Commands for the menu item are at least 8 spaces to the right below the menu text. In the example below, "File Open with prompt" is the text that will appear on the Utility Menu and the "WFileOpen("")" command will be executed if the menu item is selected.

```
File Open with prompt      ; Open a document file via dialog box
        WFileOpen("")
```

To create a pop-out submenu, add one space before the menu title for every item of the main menu. For example, "Accessories" will appear on the Utility Menu with "Appointment Scheduling" and "Calculator" appearing as pop out menu selections.

```
Accessories
  Appointment Scheduling
        run("Calendar.exe", "")
  C&calculator
        run("calc.exe", "")
```

Adding an ampersand before any letter in the title causes that letter to be displayed underlined. Such underlined letters are recognized by Windows as menu hot keys accessed through an ALT+letter key combination.

### **See Also:**

[Utility Menu](#)

[WIL Commands](#)

## WIL Commands

## [Professional]

---

In addition to the following WinEdit WIL commands you can use the WIL (Windows Interface Language) commands when configuring the Utility Menu file (WINEDIT.MNU). Look to the WIL.HLP file for more information on the Windows Interface Language and its available commands.

wAddButton  
wCallMacro  
wChange  
wDelButton  
wEdBackspace  
wEdBackTab  
wEdCopyLine  
wEdCopy  
wEdCutLine  
wEdCut  
wEdDelete  
wEdDownLine  
wEdEndOfFile  
wEdEndSel  
wEdEnd  
wEdGetWord  
wEdGoToCol  
wEdGoToLine  
wEdHome  
wEdInsString  
wEdLeft  
wEdNewLine  
wEdPageDown  
wEdPageUp  
wEdPaste  
wEdRedo  
wEdRight  
wEdSelectAll  
wEdSetColBlk  
wEdStartSel  
wEdTab  
wEdToggleIns  
wEdTopOfFile  
wEdUndo  
wEdUpLine  
wEdWordLeft  
wEdWordRight  
wEdWrap  
wFileExit  
wFileList  
wFileMerge  
wFileNew  
wFileOpen  
wFilePgSetup  
wFilePrint  
wFileSaveAs  
wFileSave  
wFind

wGetChar  
wGetColNo  
wGetFileName  
wGetIns  
wGetLineNo  
wGetModified  
wGetRedo  
wGetSelState  
wGetUndo  
wGetWrap  
wHelpAbout  
wHelpCmds  
wHelpHelp  
wHelpIndex  
wHelpKeybrd  
wHelpKeyWord  
wNextError  
wPrevError  
wPrinSetup  
wRecord  
wRepeat  
wRunCommand  
wRunCompile  
wRunConfig  
wRunDebug  
wRunExecute  
wRunMake  
wRunRebuild  
wSetPrefs  
wStatusMsg  
wViewOutput  
wWinArricons  
wWinCascade  
wWinCloseAll  
wWinClose  
wWinMaximize  
wWinMinimize  
wWinRestore  
wWinTile



## wAddButton

---

### wAddButton(icon, command, position)

#### Comments

wAddButton adds a new button to the control bar.

Icon is the constant identifier indicating which icon to use and can be one of the following values:

@openicon	@makeicon
@saveicon	@rebuildicon
@listicon	@debugicon
@printicon	@executeicon
@findicon	@cuticon
@repeaticon	@copyicon
@changeicon	@pasteicon
@nexticon	@undoicon
@previcon	@redoicon
@compileicon	@helpkeyicon

The command parameter is the constant identifier indicating which command to execute when the user clicks the icon. The command parameter can be one of the following values:

@wfilenew	@wfileopen
@wfilemerge	@wfilelist
@wfilesave	@wfilesaveas
@wfileprint	@wfilepgstup
@wprinsetup	@wsetprefs
@wfileexit	@wedundo
@wedredo	@wedcut
@wedcopy	@wedpaste
@weddelete	@wedtoggleins
@wedwrap	@wedsetcolbk
@wedinsstrng	@wedbackspce
@wedselctall	@wedcopyline
@wedcutline	@wedgotoline
@wedgotocol	@wedhome
@wedend	@wetopoffile
@weendoffile	@wedupline
@weddownline	@wedleft
@wedright	@wedpageup
@wedpagedown	@wedwordleft
@wewordright	@wedstartsel
@wedendsel	@wedclearsel
@wedtab	@wedbacktab
@wedgetword	@wfind
@wrepeat	@wchange
@wnexterror	@wpreverror
@wviewoutput	@wruncompile
@wrunmake	@wrunrebuild
@wrundebug	@wrunexecute
@wruncommand	@wrunconfig
@wwintile	@wwincascade
@wwnarrIcons	@wwnminimize
@wwnmaximize	@wwinrestore

@wwinclose	@wwncloseall
@whelpindex	@whelpkeybrd
@whelpcmds	@whlpkeyword
@whelphelp	@whelpabout
@wgtmodified	@wgetlineno
@wgetcolno	@wgtsselstate
@wgetundo	@wgetredo
@wgetwrap	@wgetins
@wgtfilename	@wgetchar
@waddbutton	@wdelbutton
@wcall1	@wcall2
@wcall3	@wcall4
@wcall5	@wcall6
@wcall7	@wcall8
@wcall9	@wcall10
@wcall11	@wcall12
@wcall13	@wcall14
@wcall15	@wcall16
@wcall17	@wcall18
@wcall19	@wcall20

The position parameter is the 0-based position on the control bar for the button to be added. (the first button is position 0 and the last is position 16)

**Example:**

```
wAddButton(@debugicon, @wcall1, 12)
```

The above example will add the debug icon to the control bar at position 12. The "@wcall1" parameter will run the macro commands in the WWWEDIT.DLL file for label number 1. Look to the WWWEDIT.DLL file in the Windows directory for more information.

**See Also:**

[wDelButton](#)

## **wAutoIndent**

---

### **wAutoIndent()**

#### **Comments**

wAutoIndent() toggles AutoIndent on or off. With AutoIndent on, WinEdit indents a new line so that the first character of the new line matches the indentation of the preceding line. With AutoIndent off, no indenting is done.

---

## wCallMacro

---

### wCallMacro(label)

#### Comments

wCallMacro calls a user-defined macro defined in the WWWEDIT.DLL file. Label is a string which is used as a label in the WWWEDIT.DLL file. In order to use the wCallMacro function with control bar icons, the label for each macro must be a number from 1 through 20 (or @wcall1-@wcall20) - see [wAddButton](#) for an example.

Example:

```
wCallMacro (1)
```

The above command calls the macro defined for label number 1 in the WWWEDIT.DLL file. See the WWWEDIT.DLL file in the Windows directory for more information.

## wDelButton

---

### wDelButton(position,command)

#### Comments

wDelButton deletes the button at the indicated position. Command is the command constant as described for the wAddButton command (see [wAddButton](#)). The default WinEdit control bar has the following commands:

Position	Command
-----	-----
0	@WFileOpen
1	@WFileSave
2	@WFileList
3	@WFilePrint
4	@WEdUndo
5	@WEdRedo
6	@WEdCut
7	@WEdCopy
8	@WEdPaste
9	@WFind
10	@WRepeat
11	@WChange
12	@WRunCompile
13	@WRunMake
14	@WRunRebuild
15	@WRunDebug
16	@WRunExecute
17	@WPrevError
18	@WNextError
19	@WHlpKeyword

#### See Also:

[wAddButton](#)

## wChange

---

### wChange(SearchText, ReplaceText, Forward, MatchCase, ChangeAll)

#### Comments

wChange searches for the specified SearchText and replaces it with ReplaceText. If ChangeAll is equal to 1 (True), then the search and replace will continue to the end of the file.

Example:

```
wChange("Blue", "Red", 1, 0, 1)
```

The above command will start at the cursor position and search through to the end of the file, replacing text string "Blue" with "Red". The MatchCase argument is set to False or 0, so the search string "Blue" will be changed to "Red" regardless of the case of the word blue in the document.

## **wEdBackspace**

---

### **wEdBackspace()**

#### **Comments**

wEdBackSpace deletes the character to the left of the current position. This command is the equivalent of pressing the backspace character on the keyboard.

#### **Example:**

```
wEdBackSpace ()  
wEdHome ()
```

The above example deletes the character to the left of the cursor and moves the cursor to the beginning of the line.

## **wEdCopy**

---

### **wEdCopy()**

#### **Comments**

wEdCopy copies the selected text to the Windows clipboard.

#### **Example:**

```
wEdStartSel ()  
wEdWordLeft ()  
wEdEndSel ()  
wEdCopy ()
```

The above commands will select the word to the left of the cursor and copy it to the Windows clipboard.



## **wEdPaste**

---

### **wEdPaste()**

#### **Comments**

wEdPaste pastes text from the clipboard into the active WinEdit document window.

#### **Example:**

```
wEdSelectAll()  
wEdCopy()  
wFileNew()  
wEdPaste()
```

The above commands will copy the contents of the active document window and paste the contents of the window into a new document window.

## wEdCopyLine

---

### wEdCopyLine()

#### Comments

wEdCopyLine copies the current line to the clipboard if there is no selection. If there is a selection, wEdCopyLine calls wEdCopy and copies the selected text to the clipboard.

#### Example:

```
wEdCopyLine()  
wEdDownLine()  
wEdPaste()
```

The above example copies the line of text where the cursor resides, moves down a line, and pastes the line of text from the clipboard.

## wEdCut

---

### wEdCut()

#### Comments

wEdCut cuts the current selection to the clipboard. The text cut to the clipboard can be later inserted into a document with the wEdPaste command. This command requires that text is selected. If nothing is selected, the wEdCut() command will return the following message:

Nothing selected to cut.

#### See Also:

[wEdDelete](#)

[wEdPaste](#)

## wEdCutLine

---

### wEdCutLine()

#### Comments

wEdCutLine cuts the current line to the clipboard if there is no selection. If text is selected, then wEdCutLine calls wEdCut and cuts the selected text to the clipboard.

#### Example:

```
wEdCutLine()  
wEdGoToLine(4)  
wEdPaste()
```

The above example cuts the contents of the current line to the clipboard and pastes the line on line 4 of the active document.

## wEdDelete

---

### wEdDelete()

#### Comments

wEdDelete deletes either the current selection or, if there is no selection, the character following the current position without copying the text to the clipboard. This command is the equivalent of pressing the Del or Delete character on the keyboard.

#### Example:

```
wEdDelete ()  
wEdHome ()
```

The above example deletes the character to the right of the cursor and moves the cursor to the beginning of the line.

#### See Also:

[wEdCut](#)

## **wEdGoToLine**

---

### **wEdGoToLine(lineno)**

#### **Comments**

wEdGoToLine moves the current position to the line number identified by the lineno parameter. If the line number is greater than the last line in the file, the current position is moved to the last line in the file.

#### **Example:**

```
wEdGoToLine (6)
```

The above command will move the cursor to line 6 in the document file while maintaining the current column position. So if your cursor is positioned on Line 13, Col 21, the cursor position will be Line 6, Col 21 after the above command is executed.

#### **See Also:**

[wEdGoToCol](#)

## **wEdGoToCol**

---

### **wEdGoToCol(colno)**

#### **Comments**

wEdGoToCol moves the current cursor position to the column identified by the colno parameter.

#### **Example:**

```
wEdGoToCol (10)
```

The above command will move the cursor to column 10 in the document file while maintaining the current line position. So if your cursor is positioned on Line 13, Col 21, the cursor position will be Line 13, Col 10 after the above command is executed.

#### **See Also:**

[wEdGoToLine](#)

## **wEdHome**

---

### **wEdHome()**

#### **Comments**

wEdHome moves the current cursor position to Column 1 (the beginning of the line).

Example:

```
wEdHome ()  
wEdPaste ()
```

The above commands will move the cursor to the beginning of the line and paste in the contents of the clipboard.



## **wEdEnd**

---

### **wEdEnd()**

#### **Comments**

wEdEnd moves the cursor position to the column following the last text or space character in the current line.

#### **Example:**

```
wEdEnd()  
wEdInsString("Hello")
```

The above commands will insert the text Hello at the end of the current line.

## **wEdTopOfFile**

---

### **wEdTopOfFile()**

#### **Comments**

wEdTopOfFile moves the cursor position to Line 1, Column 1 (the equivalent of pressing CTRL+Home).

#### **Example:**

```
wEdTopOfFile()  
wEdInsString("Top of File")
```

The above commands will insert the text "Top of File" at the beginning of the document window (Line 1 Column 1).

## **wEdEndOfFile**

---

### **wEdEndOfFile()**

#### **Comments**

wEdEndOfFile moves the cursor position to the column following the last text character on the last line of the file (the equivalent of pressing CTRL+End).

#### **Example:**

```
wEdEndOfFile()  
wEdInsString("End of File")
```

The above commands will insert the text "End of File" after the last text in the document window.

## **wEdUpLine**

---

### **wEdUpLine()**

#### **Comments**

wEdUpLine moves the current cursor position to the previous line (moves to the line above the current line).

#### **Example:**

```
wEdUpLine ()  
wEdHome ()
```

The above commands will move the cursor position to the beginning of the previous line.

## **wEdDownLine**

---

### **wEdDownLine()**

#### **Comments**

wEdDownLine moves the current position to the next line (moves to the line below the current line).

#### **Example:**

```
wEdDownLine()  
wEdEnd()
```

The above commands will move the cursor position to the end of the next line.

## **wEdLeft**

---

### **wEdLeft()**

#### **Comments**

wEdLeft moves the current position one column to the left. If the current position is Column 1, the current position is moved to the end of the previous line.

#### **Example:**

```
wEdLeft ()  
wEdTab ()
```

The above commands will move the cursor position one position to the left and insert a tab (the number of spaces for the tab character is set in File Preferences).

## **wEdRight**

---

### **wEdRight()**

#### **Comments**

wEdRight moves the current position one column to the right.

Example:

```
wEdRight()  
wEdTab()
```

The above commands will move the cursor position one position to the right and insert a tab (the number of spaces for the tab character is set in File Preferences).

## **wEdPageUp**

---

### **wEdPageUp()**

#### **Comments**

wEdPageUp moves the current position up one screenful of text (equivalent of pressing PgUp on the keyboard).



## **wEdPageDown**

---

### **wEdPageDown()**

#### **Comments**

wEdPageDown moves the current position down one screenful of text (equivalent of pressing PgDn on the keyboard).

## **wEdWordLeft**

---

### **wEdWordLeft()**

#### **Comments**

wEdWordLeft moves the cursor position one word to the left (the cursor will be positioned just before the word to the left of the current cursor position).

## **wEdWordRight**

---

### **wEdWordRight()**

#### **Comments**

wEdWordRight moves the current position one word to the right (the cursor will be positioned just before the word to the right of the current cursor position).

## **wEdStartSel**

---

### **wEdStartSel()**

#### **Comments**

wEdStartSel marks the beginning position of a new selection. Any previous selection is cleared.

#### **Example:**

```
wEdStartSel ()  
wEdWordRight ()  
wEdEndSel ()  
wEdCopy ()
```

The above commands will copy the word to the right of the cursor position into the Windows clipboard (use the Edit Paste menu command or wEdPaste() to retrieve the text).

## **wEdEndSel**

---

### **wEdEndSel()**

#### **Comments**

wEditEndSel completes the marking of a selection started with wEdStartSel.

#### **Example:**

```
wEdStartSel ()  
wEdWordRight ()  
wEdWordRight ()  
wEdEndSel ()  
wEdCopy ()  
wEdHome ()  
wEdPaste ()
```

The above commands will copy the two words to the right of the cursor position and paste the two words at the beginning of the current line.

## **wEdTab**

---

### **wEdTab()**

#### **Comments**

wEdTab inserts a number of spaces and moves the current position to the next tab stop. If more than one line is selected, every line within the selection is shifted to the right one tab stop. The amount of spaces that is inserted is set in the Preferences dialog (choose Preferences from the File menu).

## **wEdBackTab**

---

### **wEdBackTab()**

#### **Comments**

wEdBackTab moves the current position to the previous tab stop. If there is a selection, every line within the selection is shifted to the left one tab stop. The amount of spaces that the text is shifted is a settings in the Preferences dialog (choose Preferences from the File menu).

## wEdGetWord

---

### wEdGetWord()

#### Comments

wEdGetWord returns the word at the current cursor position. If the cursor is not on an alphanumeric character, an empty string is returned.

#### Example:

```
A=wEdGetWord()  
Message("Title",A) ; WIL Command, see WIL.HLP
```

The above commands get the word where the insertion point is positioned and assign the text to the variable "A". The Message command is used to display the contents of the A variable in a message box. The "Message" command is a WIL (Windows Interface Language) command. Look to the WIL.HLP file for more information on the WIL commands.



## **wEdSelectAll**

---

### **wEdSelectAll()**

#### **Comments**

wEdSelectAll selects all the text in the active document window. The insertion position is moved to the end of the file.

#### **Example:**

```
wEdSelectAll ()  
wEdCopy ()  
wFileNew ()  
wEdPaste ()
```

The above commands will copy the contents of the active document window and paste the contents of the window into a new document window.

## **wEdInsString**

---

### **wEdInsString(string)**

#### **Comments**

wEdInsString inserts string at the current position.

#### **Example:**

```
A=wEdGetWord()  
wEdDownLine()  
wEdGoToCol(1)  
wEdInsString(A)
```

The above commands get the word where the insertion point is positioned and assign the text to the variable "A". The remaining commands inserts the contents of the A variable at the beginning of the next line.

## **wEdNewLine**

---

### **wEdNewLine()**

#### **Comments**

wEdNewLine is equivalent to pressing the "Enter" key to break a line at the current position.

#### **Example:**

```
wEdGoToCol (10)  
wEdNewLine ()
```

The above commands move the current position to column 10 and inserts a new line at that point.

## wEdSetColBlk

---

### wEdSetColBlk()

#### Comments

wEdSetColBlk enables column block marking for the next block operation. WinEdit automatically returns to stream block marking after the next block operation.

#### Example:

```
wEdStartSel ()
wEdSetColBlk ()
wEdGoToCol (10)
wEdDownLine ()
wEdEndSel ()
wEdCopy ()
wEdDownLine ()
wEdGoToCol (1)
wEdPaste ()
```

The first five lines above will block select 10 characters to the right of the insertion point on the current line and the line below. Once marked, the text is copied to the clipboard and inserted and at the beginning of the following line.

## **wEdWrap**

---

### **wEdWrap()**

#### **Comments**

wEdWrap toggles the word wrap state on or off. If Word Wrap is selected under the Edit menu (turned "on"), then the wEdWrap() command will toggle word wrap "off".

#### **See Also:**

[wGetWrap](#)

## **wEdToggleIns**

---

### **wEdToggleIns()**

#### **Comments**

wEdToggleIns toggles the insert state between Insert and Overtyping modes (INS or OVR indicates the insert state on the status bar). If Insert Mode is selected under the Edit menu (turned "on"), then the wEdToggleIns() command will toggle to OverType mode.

#### **See Also:**

[wGetIns](#)

## wEdRedo

---

### wEdRedo()

#### Comments

Equivalent of selecting Redo from the Edit menu. The wEdRedo() command allows you to reverse any Undo command.

#### See Also:

[wGetRedo](#)

## **wEdUndo**

---

### **wEdUndo()**

#### **Comments**

Allows you to "undo" the most recent editing action.

#### **See Also:**

[wGetUndo](#)



## **wFileList**

---

### **wFileList()**

#### **Comments**

wFileList brings up the Reopen File dialog box which lists the last 20 documents opened (same as pressing F4 or choosing Previous Files from the File menu)

## **wFileNew**

---

### **wFileNew()**

#### **Comments**

wFileNew creates a new MDI child window.

#### **Example:**

```
wEdSelectAll()  
wEdCopy()  
wFileNew()  
wEdPaste()
```

The above commands will copy the contents of the active document window and paste the contents of the window into a new document window.

## wFileOpen

---

### wFileOpen(filename)

#### Comments

wFileOpen creates a new MDI child window and reads an existing file into the window. To open a file without prompting, pass a valid file name to wFileOpen. If the FileName parameter is "", the File Open dialog box will appear prompting the user for a filename.

#### Example:

```
wFileOpen("")
```

The above command will prompt the user for a filename to open. To open a file directly without prompting, use the following syntax:

```
wFileOpen("FILENAME.TXT")
```

## wFileMerge

---

### wFileMerge(filename)

#### Comments

wFileMerge reads an existing file into the active MDI child window. To merge a file without prompting, pass a valid file name to wFileMerge in the FileName parameter. If FileName is "", the File Merge dialog box will be used to obtain a file name from the user.

#### Example:

```
wFileMerge("")
```

The above command will prompt the user for a filename to merge. To merge in a file directly without prompting, use the following syntax:

```
wFileMerge("FILENAME.TXT")
```

The indicated file is merged at the insertion position in the active document window.

## **wFileSave**

---

### **wFileSave()**

#### **Comments**

wFileSave saves the file in the currently active MDI child window without prompting (same as selecting Save from the File menu).

## **wFileSaveAs**

---

### **wFileSaveAs(filename)**

#### **Comments**

wFileSaveAs saves the file in the currently active MDI child window to a new filename.

Example:

```
wFileSaveAs("")
```

The above command will prompt the user for a filename. To save the file directly to new file name without prompting, use the following syntax:

```
wFileSaveAs("FILENAME.TXT")
```

## **wFilePrint**

---

### **wFilePrint()**

#### **Comments**

wFilePrint prints the text in the currently active MDI child window (same as choose Print from the File menu).

## **wFilePgSetup**

---

### **wFilePgSetup()**

#### **Comments**

wFilePgSetup brings up the Page Setup dialog box (same as choosing Page Setup from the File menu).



## **wPrinSetup**

---

### **wPrinSetup()**

#### **Comments**

wPrinSetup brings up a dialog box listing all installed printers (same as selecting Printer Setup from the File menu). The user can choose a printer from the list and WinEdit will use the selected driver for all print jobs. The user can also access the printer driver setup dialog by choosing the Setup button.

## **wFileExit**

---

### **wFileExit()**

#### **Comments**

Command to exit WinEdit. If there are any unsaved files, the user will be prompted to save before closing. The user can cancel the exit operation at that point. If there are no unsaved files, the exit is automatic (no chance to cancel the exit).

## **wFind**

---

### **wFind(SearchText,Forward,MatchCase)**

#### **Comments**

wFind searches for the text identified by SearchText parameter. If Forward is TRUE, the search direction is forward. If MatchCase is TRUE, then the search is case sensitive.

#### **Example:**

```
wFind("Blue",1,1)
```

The above example searches forward through the document window for the word Blue.

## **wGetChar**

---

### **wGetChar()**

#### **Return Value**

Returns the character to the right of the insertion point.

Example:

```
a=wGetChar()  
wEdInsString(a)
```

This example gets the character to the right of the insertion point and inserts the character into the document window.

## wGetFileName

---

### wGetFileName()

#### Comments

wGetFileName returns a string with the fully qualified path name of the active MDI child window.

#### Example:

```
a=wGetFileName()  
wEdInsString(a)
```

This example gets the filename for the active document window and inserts the filename (with the path information) at the insertion point.

## wGetIns

---

### wGetIns()

#### Return Value

Returns TRUE (1) if Insert is on, FALSE (0) if Overtyping is on.

Example:

```
a=wGetIns()  
If a == 0 Then Message ("Title", "Overtyping is on")  
If a == 1 Then Message ("Title", "Insert Mode is on")
```

The above commands assign the return value of wGetIns() to the "a" variable and then test for whether "a" is True or False. The If command used above to evaluate the "a" variable is a WIL (Windows Interface Language) command. Look to the WIL.HLP file for more information on the WIL commands.

#### See Also:

[wEdToggleIns](#)

## **wGetSelState**

---

### **wGetSelState()**

#### **Return Value**

The result is TRUE if there is a selection, otherwise the function returns zero.

Example:

```
a=wGetSelState()  
If a == 1 Then wEdCopy()
```

This example checks whether there is a selection, and if True copies the selection to the clipboard.

## wGetRedo

---

### wGetRedo()

#### Return Value

The result is TRUE (1) if any operation can be redone. Otherwise wGetRedo returns zero.

Example:

```
a=wGetRedo()  
If a == 1 Then wEdRedo()
```

The above example checks whether the last edit can be redone and if the return value is TRUE, the edit is redone ("wEdRedo()") is the same as choosing Redo from the Edit menu).

#### See Also:

[wEdRedo](#)



## wGetUndo

---

### wGetUndo()

#### Return Value

The result is TRUE (1) if any operation can be undone. Otherwise wGetUndo returns zero. ("wEdUndo()") is the same as choosing Undo from the Edit menu).

Example:

```
a=wGetUndo()  
If a == 1 Then wEdUndo()
```

The above example checks whether the last edit can be undone and if the return value is TRUE, the edit if undone.

#### See Also:

[wEdUndo](#)

## wGetWrap

---

### wGetWrap()

#### Return Value

The result is TRUE if word wrap is enabled, FALSE otherwise.

Example:

```
a=wGetWrap()  
If a == 0 Then Message ("Title", "Word Wrap is off")  
If a == 1 Then Message ("Title", "Word Wrap is on")
```

The above commands assign the return value of wGetWrap() to the "a" variable and then test for whether "a" is True or False. The If command used above to evaluate the "a" variable is a WIL (Windows Interface Language) command. Look to the WIL.HLP file for more information on the WIL commands.

#### See Also:

[wEdWrap](#)

## wGetColNo

---

### wGetColNo()

#### Return Value

Returns the column number position for the insertion position in the active MDI child window. wGetColNo returns 0 if unsuccessful.

#### Example:

```
a=wGetColNo()  
Message("Column Number", a)
```

The above commands get the column number for the insertion point and post the results in a message box. Look to the WIL.HLP file for more information on WIL commands such as the Message command.

## **wGetLineNo**

---

### **wGetLineNo()**

#### **Return Value**

Returns the line number position for the insertion position in the active MDI child window. wGetLineNo returns 0 if unsuccessful.

#### **Example:**

```
a=wGetLineNo()  
Message("Line Number", a)
```

The above commands get the line number for the insertion point and post the results in a message box. Look to the WIL.HLP file for more information on WIL commands such as the Message command.

## **wGetModified**

---

### **wGetModified()**

#### **Return Value**

TRUE if the active MDI child has been modified.

Example:

```
a=wGetModified()  
If a == 1 Then Message ("Mod", "Text has been modified")
```

The above example will post a message if the text in the document window has been modified.

## **wHelpAbout**

---

### **wHelpAbout()**

#### **Comments**

wHelpAbout displays WinEdit's About dialog box with version number and copyright information.

## **wHelpCmds**

---

### **wHelpCmds()**

#### **Comments**

wHelpCmds calls up the WinEdit Help file and displays the Menu Commands help topic.

## **wHelpKeybrd()**

---

### **wHelpKeybrd**

#### **Comments**

wHelpKeybrd calls up the WinEdit Help file and displays the Keyboard and Mouse Commands help topic.



## **wHelpKeyWord**

---

### **wHelpKeyWord()**

#### **Comments**

wHelpKeyWord retrieves the current word and uses that as a help topic for Windows API help.

## **wHelpHelp**

---

### **wHelpHelp()**

#### **Comments**

wHelpHelp calls WinHelp and displays the 'How to Use Help' topic.

## **wHelpIndex**

---

### **wHelpIndex()**

#### **Comments**

wHelpIndex calls WinHelp and displays the main WinEdit help index.

## **wNextError**

---

### **wNextError()**

#### **Comments**

wNextError displays the next warning or error message on the status line.

## **wPrevError**

---

### **wPrevError()**

#### **Comments**

wPrevError displays the previous warning or error message on the status line.

## **wRecord**

---

### **wRecord()**

#### **Comments**

wRecord starts or stops macro recording.

## wRepeat

---

### wRepeat()

#### Comments

wRepeat conducts a search using the same search string used in the previous search.

#### Example:

```
wFind("Blue",1,1)
PlayWaveForm("tada.wav", 0)
wRepeat()
```

This example searches forward for the word Blue, plays the TADA.WAV file and then repeats the wFind statement. The PlayWaveForm command used above is a WIL (Windows Interface Language) command. Look to the WIL.HLP file for more information on the WIL commands.

## **wRunConfig**

---

### **wRunConfig()**

#### **Comments**

wRunConfig brings up the Project Management dialog box which allows the user to configure the different run and compile commands.



## **wSetProject(FileName)**

---

## **wSetProject(FileName)**

### **Comments**

wSetProject sets the current project to FileName, without bringing up the Project Management dialog box.

## **wRunCommand**

---

### **wRunCommand(Command,Wait,Capture)**

#### **Parameters**

**Command**

Identifies the command, including any command line parameters, to execute.

**Wait**

If set to TRUE, WinEdit won't return until the process has completed.

**Capture**

If set to TRUE, any character output from the process will be captured in a file named EDOUT. Output in the Microsoft or Borland error format can be parsed and displayed with calls to wNextError and wPrevError.

## **wRunCompile**

---

### **wRunCompile()**

#### **Comments**

wRunCompile executes the Compile command syntax entered in the Project Management dialog box (choose Configure... from the Project menu to indicate the Compile syntax).

## **wRunDebug**

---

### **wRunDebug()**

#### **Comments**

wRunDebug executes the Debug command syntax entered in the Project Management dialog box (choose Configure... from the Project menu to indicate the Debug syntax).

## **wRunExecute**

---

### **wRunExecute()**

#### **Comments**

wRunExecute executes the Execute command syntax entered in the Project Management dialog box (choose Configure... from the Project menu to indicate the Execute syntax).

## **wRunMake**

---

### **wRunMake()**

#### **Comments**

wRunMake executes the Make command syntax entered in the Project Management dialog box (choose Configure... from the Project menu to indicate the Make syntax).

## **wRunRebuild**

---

### **wRunRebuild()**

#### **Comments**

wRunRebuild executes the Rebuild command syntax entered in the Project Management dialog box (choose Configure... from the Project menu to indicate the Rebuild syntax).

## **wStatusMsg**

---

### **wStatusMsg(message)**

#### **Comments**

wStatusMsg() displays the string "message" on the WinEdit status line.



## **wSetPrefs**

---

### **wSetPrefs()**

#### **Comments**

wSetPrefs() displays the preferences dialog to allow the user to set the screen font, tab size, and other configuration options. The results are stored in WINEDIT.INI and used in future editing sessions.

## **wViewOutput**

---

### **wViewOutput()**

#### **Comments**

wViewOutput() loads the captured output from a compilation into an MDI child window (only the output from DOS character mode programs which write to stdout can be captured).

## **wWinArrIcons**

---

### **wWinArrIcons()**

#### **Comments**

wWinArrIcons rearranges all minimized MDI child windows icons along the bottom of the WinEdit application window.

#### **Example:**

```
wFileOpen("accel.rc")
wWinMinimize()
wFileNew()
wWinMinimize()
wWinArrIcons()
```

The above example opens the ACCEL.RC file and a new document window, minimizes them both and then arranges the icons left to right along the bottom of the WinEdit application window.

## **wWinCascade**

---

### **wWinCascade()**

#### **Comments**

wWinCascade cascades all MDI child windows (arranges all of the open windows in a stack).

## **wWinClose**

---

### **wWinClose()**

#### **Comments**

wWinClose closes the active MDI child window. If there are unsaved changes, the user is prompted to save the changes before the file is closed.

## **wWinCloseAll**

---

### **wWinCloseAll()**

#### **Comments**

wWinCloseAll closes all MDI child windows. If there are unsaved changes, the user is prompted to save the changes to each file before the file is closed.

## **wWinMaximize**

---

### **wWinMaximize()**

#### **Comments**

wWinMaximize maximizes the active MDI child window.

#### **Example:**

```
wFileNew()  
wWinMaximize()
```

This example opens a new document window and maximizes the window.

## **wWinMinimize**

---

### **wWinMinimize()**

#### **Comments**

wWinMinimize minimizes the active MDI child window to an icon at the bottom of the WinEdit application window.

#### **Example:**

```
wFileOpen("accel.rc")  
wWinMinimize()
```

This example opens the ACCEL.RC file and minimizes the window to an icon.



## **wWinNext**

---

### **wWinNext()**

#### **Comments**

wWinNext brings the focus to the next MDI child window.

## **wWinRestore**

---

### **wWinRestore()**

#### **Comments**

wWinRestore restores the active MDI child window to its non-minimized, non-maximized state.

## **wWinTile**

---

### **wWinTile()**

#### **Comments**

wWinTile tiles all MDI child windows. If there are three or less windows, the windows will be tiled horizontally left to right.

