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Commands
Compiling And Linking
Dialogs
Editron Concepts
Glossary & Tips
Keyboard
Macros
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Tool Bar
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Using Editron Help

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Alternate Contents

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Glossary & Tips

ASCII Table

American Standard Code for Information Interchange (ASCII).   The ASCII code is a product of the American National Standards Institute (ANSI), where it is referred to as ANSI Standard X3.4-1977 (Revised 1983), Code for Information Interchange.   There are two other, virtually identical standards from other world standards organizations: the 7-Bit Coded Character Set for Information Processing (standard number 646) of the International Standards Organization (ISO) and Alphabet No. 5 of the International Consultative Committee for Telephone and Telegraph (CCITT).

ASCII is a 7 bit code, so the 128 positions from 128 to 255 are not defined.   MS-DOS   has 8 bit character sets called **Character Set Code Pages** defined to support other languages.   These are typically ASCII plus defined characters for 128 to 255.

ASCII Table

Symbol	Meaning	Decimal	Hexadecimal	Binary
NUL	Do-nothing (Ctrl-@)	0	00	0000 0000
SOH	Start of Header (Ctrl-A)	1	01	0000 0001
STX	Start of Text (Ctrl-B)	2	02	0000 0010
ETX	End of Text (Ctrl-C)	3	03	0000 0011
EOT	End of Transmission (Ctrl-D)	4	04	0000 0100
ENQ	Enquiry (Ctrl-E)	5	05	0000 0101
ACK	Acknowldge (Ctrl-F)	6	06	0000 0110
BEL	Bell (Ctrl-G)	7	07	0000 0111
BS	Backspace (Ctrl-H)	8	08	0000 1000
HT	Horizontal Tab (Ctrl-I)	9	08	0000 1001
LF	Line Feed (Ctrl-J)	10	0A	0000 1010
VT	Vertical Tab (Ctrl-K)	11	0B	0000 1011
FF	Form Feed (Ctrl-L)	12	0C	0000 1100
CR	Carriage Return (Ctrl-M)	13	0D	0000 1101
SO	Shift Out (Ctrl-N)	14	0E	0000 1110
SI	Shift In (Ctrl-O)	15	0F	0000 1111
DLE	Data Link Escape (Ctrl-P)	16	10	0001 0000
DC1	Device Control 1 (Ctrl-Q)	17	11	0001 0001
DC2	Device Control 2 (Ctrl-R)	18	12	0001 0010
DC3	Device Control 3 (Ctrl-S)	19	13	0001 0011
DC4	Device Control 4 (Ctrl-T)	20	14	0001 0100
NAK	Negative Acknowledge (Ctrl-U)	21	15	0001 0101
SYN	Synchronous Idle (Ctrl-V)	22	16	0001 0110
ETB	End of Transmission Block (Ctrl-W)	23	17	0001 0111
CAN	Cancel (Ctrl-X)	24	18	0001 1000
EM	End of Medium (Ctrl-Y)	25	19	0001 1001
SUB	Substitute (Ctrl-Z)	26	1A	0001 1010
ESC	Escape (Ctrl-[), Control Code Extension	27	1B	0001 1011
FS	File Separator (Ctrl-\)	28	1C	0001 1100
GS	Group Separator (Ctrl-])	29	1D	0001 1101
RS	Record Separator (Ctrl-^)	30	1E	0001 1110
US	Unit Separator (Ctrl-_)	31	1F	0001 1111
SP	Space	32	20	0010 0000
!	Exclamation Point	33	21	0010 0001
"	Quotation Mark, Diaeresis (umlaut)	34	22	0010 0010
#	Ordinal Number or 1st Currency Symbol	35	23	0010 0011
$	Dollar Sign or 2nd Currency Symbol	36	24	0010 0100

%	Percentage Sign	37	25	0010 0101
&	Ampersand	38	26	0010 0110
'	Apostrophe, Acute Accent	39	27	0010 0111
(	Left Parenthesis	40	28	0010 1000
)	Right Parenthesis	41	29	0010 1001
*	Asterix	42	2A	0010 1010
+	Plus Sign	43	2B	0010 1011
,	Comma, Cedilla	44	2C	0010 1100
-	Minus Sign	45	2D	0010 1101
.	Period	46	2E	0010 1110
/	Forward Slash	47	2F	0010 1111
0		48	30	0011 0000
1		49	31	0011 0001
2		50	32	0011 0010
3		51	33	0011 0011
4		52	34	0011 0100
5		53	35	0011 0101
6		54	36	0011 0110
7		55	37	0011 0111
8		56	38	0011 1000
9		57	39	0011 1001
:	Colon	58	3A	0011 1010
;	Semicolon	59	3B	0011 1011
<	Less Than Sign	60	3C	0011 1100
=	Equal Sign	61	3D	0011 1101
>	Greater Than Sign	62	3E	0011 1110
?	Question Mark	63	3F	0011 1111
@	Commercial At	64	40	0100 0000
A		65	41	0100 0001
B		66	42	0100 0010
C		67	43	0100 0011
D		68	44	0100 0100
E		69	45	0100 0101
F		70	46	0100 0110
G		71	47	0100 0111
H		72	48	0100 1000
I		73	49	0100 1001
J		74	4A	0100 1010
K		75	4B	0100 1011
L		76	4C	0100 1100
M		77	4D	0100 1101
N		78	4E	0100 1110
O		79	4F	0100 1111
P		80	50	0101 0000
Q		81	51	0101 0001
R		82	52	0101 0010
S		83	53	0101 0011
T		84	54	0101 0100
U		85	55	0101 0101
V		86	56	0101 0110
W		87	57	0101 0111
X		88	58	0101 1000
Y		89	59	0101 1001
Z		90	5A	0101 1010
[	Left Bracket	91	5B	0101 1011
\	Backward Slash	92	5C	0101 1100

Char	Description	Dec	Hex	Binary
]	Right Bracket	93	5D	0101 1101
^	Circumflex	94	5E	0101 1110
_	Underscore	95	5F	0101 1111
`	Opening Single Quotation, Grave Accent	96	60	0110 0000
a		97	61	0110 0001
b		98	62	0110 0010
c		99	63	0110 0011
d		100	64	0110 0100
e		101	65	0110 0101
f		102	66	0110 0110
g		103	67	0110 0111
h		104	68	0110 1000
i		105	69	0110 1001
j		106	6A	0110 1010
k		107	6B	0110 1011
l		108	6C	0110 1100
m		109	6D	0110 1101
n		110	6E	0110 1110
o		111	6F	0110 1111
p		112	70	0111 0000
q		113	71	0111 0001
r		114	72	0111 0010
s		115	73	0111 0011
t		116	74	0111 0100
u		117	75	0111 0101
v		118	76	0111 0110
w		119	77	0111 0111
x		120	78	0111 1000
y		121	79	0111 1001
z		122	7A	0111 1010
{	Left Brace	123	7B	0111 1011
|	Vertical Line	124	7C	0111 1100
}	Right Brace	125	7D	0111 1101
~	Tilde	126	7E	0111 1110
DEL	Delete, Erase Character	127	7F	0111 1111

Buffer

When you work with a document, Editron sets aside an area of memory to hold its text.   These buffers are memory copies of **disk files**.

To work with an existing document, you must read its file into a buffer.   This action opens the document in an edit window labeled with the disk file name.   To create a new document, you enter text in a new buffer.   The first time you save it, Editron creates a new disk file and asks you to name it.

You can display the same buffer in two or more **edit windows** at the same time.   Each window works with the same underlying buffer.   If you make changes in one window, they appear in the others.

Block Selection

Block selection is the act of highlighting an area of text for further processing.   There are three types of blocks: stream, line, and box.

--   Stream blocks extend from one arbitrary point to another, following the text as it wraps across line breaks.
--   Line blocks consist of complete lines of text, extending from one margin to another.
--   Box blocks are symmetrical squares or rectangles not shaped by the structure of the text.

You can select a block using the **mouse**, a **keystroke command**, or the **Edit Menu**.

Mouse Operation

To select a **stream** of text, place the mouse at the first character and click and hold down the left mouse button.   Then drag the mouse to the last character in the block and release the button.

To select a **line or several lines** of text, move the mouse to the left edge of the edit window just beyond the first text column.   Click and hold down the left mouse button.   Then drag the mouse down until you reach the last line in the block and release the button.

To select a **box** of text, move the mouse pointer to one corner of the box.   Click and hold down the right button and drag the mouse diagonally to the opposite corner of the box.   Then release the button.

To select a **word** of text, move the mouse pointer over it and click with the left button.

Note: This is **CUA** style block selection wtih a mouse. The non-CUA style requires the additional step of closing the selection.

Keystroke Command

To select a **stream**, move the cursor to the first character and type Control-M.   Then move the cursor to the last character.

To select a **line or several lines**, move the cursor to any column on the first line and type Control-L. Then move the cursor to the last line.

To select a **box**, move the cursor to the first character and type Control-B.   Move the cursor diagonally to the opposite corner.

Typing Control-Y closes the selection and allows you to move the cursor freely without changing the selection.

Menu Command

To select a **stream**, move the cursor to the first character and choose the Stream option on the **Blocks Menu**.   Then move the cursor to the last character in the stream.

To select a **line or several lines**, move the cursor to any column on the first line and choose the Line option on the **Blocks Menu**.   Then move the cursor to the last line in the block.

To select a **box**, move the cursor to the first character and choose the Box option on the **Blocks Menu** item Line.   Then move the cursor diagonally to the opposite corner of the box.

The Close Opened Selection on the Blocks Menu closes the selection and allows you to move the cursor freely without changing the selection.

Code Page

There are three types of character sets; the Original Equipment Manufacturer (OEM) code page, the American National Standards Institute (ANSI) code page, and Unicode.

The **OEM** character set is the generic name for any of the various MS-DOS code pages.   These code pages were originally proprietary read-only memory (ROM) based character sets.   They generally cover more than one language, even though their names indicate support for only one language, and all contain **ASCII** as a subset.   Generally, MS-DOS and Windows code pages are laid out quite differently in the 128-255 character position range.   Windows renders the underlying OEM character set, used by the file system among others, into the displayed ANSI code page.   However it does not supply enough Windows fonts for all the OEM code pages it supports. So, even when a full-screen display is correct, a windowed MS-DOS session may show some characters incorrectly. The default U.S. code page is number 437. MS-DOS can have two code pages loaded simultaneously.

The MS Windows **ANSI** code page is the one you see most of the time when running Windows.   It is based on International Standards Organization (ISO) standard 8859-1, also known as ECMA-94.   ISO-8859-1 includes several 256-byte character sets for supporting the main languages of the Americas and Western and Eastern Europe as well as Arabic, Hebrew, Cyrillic, Greek and Turkish.   ISO 8859-1 is commonly called Latin 1. **ASCII** is a subset of Latin 1. The default Windows ANSI code page conforms nearly exactly to Latin 1, also know as Windows code page 1252.   Windows can only run one ANSI code page at a time.

The **Unicode** Standard, Worldwide Character Encoding Version 1.0, is a product of the Unicode Consortium (Unicode, Inc.).   The Unicode character encoding is a fixed-width encoding of 16 bits, which provides a sufficient number of unique codes for the world's scripts and technical symbols in common use.   Unicode is part of a more general 32-bit encoding standard, ISO 10646-1.   If 10646 is viewed as having 32768 planes each containing 65536 characters, then Unicode is equivalent to the first plane, also known as the Basic Multilingual Plane (BMP). The first 256 characters of Unicode are the same as Latin 1.   Unicode is the native character set of Microsoft's New Technology (NT) operating system and is also used by Novell's NetWare Directory Services (NDS).

Some MS-DOS Code Pages

Code Page	Language Group
437	English, French, German, Italian, Dutch
850	W. Europe, Americas, Oceania
852	E. Europe using Roman Letters
855	E. Europe using Cyrillic Letters
857	W. European and Turkish
861	Icelandic
863	Canadian-French
865	Nordic
866	Russian (former USSR)
869	Modern Greek

Some WIndows ANSI Code Pages

Code Page	Language Group	Windows Supported Languages
1252	W. European using Roman Letters	Danish, Dutch, English, Finnish, French, German, Icelandic, Italian, Norwegian, Portuguese, Spanish, Swedish.
1250	E. Europe	Czech, Hungarian, Polish, Slovak

	using Roman Letters	
1251	E. Europe	Russian
	using Cyrillic Letters	
1253	Greek	Greek
1254	Turkish	Turkish

Unicode Code Ranges (0x indicates a hexadecimal number)

General Scripts (Latin 1, etc.): starting at 0x0000 position, 2336 characters.
Symbols (Mathematical, etc.): starting at 0x2000 position, 1290 characters.
Chinese, Japanese, Korean phonetic alphabets: starting at 0x3000, 3381 characters
Chinese, Japanese, Korean ideographs: starting at 0x4000, 20733 ideographs.
Private Use Area: starting at 0xE800 and ending at 0xFDFF.
Compatibility Zone (Miscellaneous): starting at 0xFE00 and ending at 0xFFEF.
Special Characters: starting at 0xFFF0 and ending at 0xFFFD.
Non-Unicode: 0xFFFE and 0xFFFF.

The Unicode byte order mark is 0xFEFF.   This can be used with 0xFFFE to indicate whether Unicode text is in big-Endian or little-Endian byte storage order. This is usually the first 16 bits of a Unicode file and indicates the byte order.   For example, the Windows NT Unicode editor Unipad saves its files prefaced with the byte order mark.   Thus, a Unipad file having 0xFF and 0xFE as its first two bytes, respectively, indicates that it was created on an Intel-based machine.   If it is to be exported to a Motorola processor, the byte order mark would signal that the bytes must be reversed before the file can be used.

Compiling And Linking

Before you can compile and link your application you need to configure Editron for your programming language.   See **Compiler Setup dialog**, **Linker Setup dialog**, and **Make Utility Setup dialog**.   Select these dialogs from the **Options menu**.

After the compiler, linker and the make utility are set up, you can run them using the **Tool Bar**, or the **Tools Menu**, or with a **Keystroke**.

If any errors occur when running the compiler or make utility, Editron lists them in a compiler results window.   To go to an error in your source code, double click on the error in the list.   You can also use the **Next Error** or **Previous Error** commands on the **Tool Bar** or the **Go To Menu**.

See also **Editron Concepts**.

Compiler Error Formats

The error format tells Editron how to decode your compilers error output.   You can configure these formats for your compiler using the **Compiler Setup Dialog**.   Editron uses six codes to represent the parts of an error message:

id   The severity of the error.   This code stands for "Error, "Warning, or "Fatal.
sr   The name of the file containing the error.
ln   The line number of the error.
en   The compilers error number.   For example: "C1234" or "1234.
ed   The error descriptor.   This code stands for words like "syntax, "lexical, preprocessor, or "fatal.
ms   The English description of the error message.
%   The code separator. The percent sign precedes each code.

Examples:

Borland C++   %id%sr%ln%ms
Microsoft C++   %sr%ln%id%en%ms
Watcom C++   %id%sr%ln%ms

Context Sensitive SDK Help

You can display the SDK Help page of a Windows function by selecting the function name in your text and then typing ctrl-<F1>.   See also the **sdk_help_keyword** command.

CUA

Common User Access.   IBMs guidelines for graphical user interfaces.

Cursor

A cursor shows your position in the text and the mode of text entry.   Each **memory buffer** has at least one cursor.   If there is more than one **edit window** for a single buffer, each window has its own cursor.

Customizing Editron Per File Extension

You can customize Editron's behavior on a per file extension basis.   Tabs, Tabstops, the right margin, compilers, completion of computer language keywords, matching pairs of symbols, these can all be customized for each file extension.   The **Options menu** allows you to access the **Tabs Setup dialog**, the **Languages Setup dialog** and the **Compiler Setup dialog**.   Working together these three dialogs let you customize Editron's behavior for a file extension.   In addition, the **Setup dialog** Smart Language Indent toggle needs to be checked in order to allow the completion of computer language keywords, as specified in the **Language Template file**.

Drag And Drop Files

You can load files and display their text in an Editron edit window by dragging file icons from the Windows File Manager.

Drawing a New Buffer And Edit Window

You can create a new buffer without using the File menu.   In a empty area of the Editron window, click and hold the **left** mouse button.   Drag diagonally and release the button when the edit window is the correct size.

You can also open a file into a new buffer without using the File menu.   In a empty area of the Editron window, click and hold the **right** mouse button.   Drag diagonally and release the button when the edit window is the correct size.   The **Open File dialog** will appear to prompt you for a file name.

EDITRON.INI

This is Editron's initialization file.   When Editron is invoked it looks in this file to determine how it shall initialize itself.   This is a useful place for storing information between editing sessions, and for preserving information about the user's preferences.   It is not recommended to change the contents of this file manually.

The format of each line within a named section is "name = value".   Sections are preceded by a name in square brackets, "[section name]".

General Information
For storing data that affects the overall operation of Editron.   The name and value pairs appear in the section labeled [Editron].   Use the **Setup** or the **Advanced Setup** dialogs to change most of the information located here.

Some specialized configuration information can only be changed by editing a name and value pair inside this section.

To change the default extension letters:
   Default_extension=.C

To change whether or not the Editron Logo is displayed on startup:
   EditronLogo=0

To change the default End of File character (value is written in decimal notation):
   EOF_Character=26

To adjust the maximum amount of memory preloaded with text when a file is opened and loaded into a buffer (value is written in decimal notation, units are in bytes):
   FilePreloadSize=100000

To adjust the default word delimiter characters when the file name extension is not specifically supported:
   WordsDelimiters=" \t,:;.()[]{}<>*-+' "

Fonts Information
For storing data that affects the Editron system and edit window display fonts.   The name and value pairs appear in the section labeled [FONTS].   Use the **Fonts Setup dialog** to change any information located here.

Colors Information
For storing data that affects the Editron system and edit window display colors.   The name and value pairs appear in the section labeled [Colors].   Use the **Colors Setup dialog** to change any information located here.

SDK Help Information
For storing data about Editron's associated SDK help files.   The name and value pairs appear in the section labeled [SDK_Help_Section].   Use the **Applications dialog** to change any information located here.

Computer Language Information
For storing data that affects how Editron handles **language specific template information**, recognizing

words and comments. The name and value pairs appear in are series of sections labeled [C/C++], [ASM], [PASCAL], etc. Use the **Language Setup dialog** to change any information located here.

File Name Extension Information
For storing data that affects how Editron associates file name extension specific to certain compilers, linkers, indentation, tab stops, recognizing words and comments.   The name and value pairs appear in are series of sections labeled [Ext_C], [Ext_CPP], [Ext_ASM], [Ext_PAS], etc. Use the **Tabs Setup dialog** to change any information located here.

File

Files are documents stored permanently on disk.   To work with existing files, you must read them into **memory buffers**.   Saving a buffer for the first time or under a new name creates a new file.

Language Template File Format

Templates automate the job of creating source code.   Each template contains the syntax of a particular language.   Using Editrons templates, you can complete language expressions, tailor indentation, and match pairs of characters.   Editrons templates are tailored for your programming language.   Template files have.TML extensions.   You shouldnt need to edit these files, although you can if necessary. See also the **Language dialog**.

Completing expressions

Type enough characters for Editron to recognize a unique keyword and press the space bar.   Editron creates the skeleton structure for you to fill in.   If you are working in C for example, typing fo produces a skeleton for loop.

In the template file, completing expressions rules appear in the section labeled [templates].   A line in this section has this format:

keyword = <body of template>

The following format symbols determine how the expression appears on the screen:

&   The cursor position in the expression after the template is inserted.
         Or the end of the abbreviated keyword.
\n   An end of line character.
@   A backspace.
\t   A tab space.

In the example: fo&r = for (&;;)\n{\n}, the first & indicates that only fo needs to be typed before the template line is matched.   The second & indicates that the cursor's final position is inside the parentheses before the first semicolon. The \n symbols place each bracket on a new line.

Matching indentation

For corresponding pairs of symbols, Editron matches indentation.   For example, Editron automatically matches the indentation of begin and end statements.

In the template file, indentation rules appear in the section labeled [operational_pairs].   A line in this section can have one of these formats:

symbol1   \tsymbol2
symbol2   \bsymbol1
symbol1   \tsymbol2 | \tsymbol3 | \tsymbol4 | ...
symbolN   \bsymbol1 | \bsymbol2 | \bsymbol3 | ...

The following symbols determine how Editron searches for matching indentation symbols:

\t   Look for match toward the top of the buffer.
\b   Look for match toward the bottom of the buffer.
| Multiple possible matches.

Examples:

begin   \tend
end   \bbegin | \bcase | \brecord

Matching pairs

Editron can recognize parentheses, brackets, and comment symbols and find the ones that match.   This is useful when you are tracking down syntax errors.   You access this feature using the Match Pairs

command.

Define matching pairs of characters in the section of the template labeled [matching_pairs].   Use one of the following formats:

```
symbol1        \tsymbol2
symbol2        \bsymbol1
symbol1        \tsymbol2 | \tsymbol3 | \tsymbol4 | ...
symbolN        \bsymbol1 | \bsymbol2 | \bsymbol3 | ...
```

The following symbols determine how Editron searches for matching symbols:

```
\t             Look for match toward the top of the buffer.
\b             Look for match toward the bottom of the buffer.
```

Examples:

```
begin      \tend
end        \bbegin | \bcase | \brecord
(*         \t*)
*)         \b(*
```

Macro Command File Format

A macro command file is a series of keystrokes, mouse actions, or menu choices that you record and play back.   You record the sequence using the **Record** command and play it back with the **Playback** command.   If you like, you can edit the file containing a macro.   By default, macro files have the extension KSM.   Access the Record and Playback commands from the **Tools menu**, the **tool bar**, or the **status boxes**.

All macro scripts begin with **MACRO <Title>**, where <Title> is optional, and end with **ENDM**.   A macro command has one of these formats:

[repeat factor] command
[repeat factor] command parameter1
[repeat factor] command parameter1 paramater2
[repeat factor] 'character'

The **[repeat factor]** is an optional positive number, indicating how many times this command must be repeated.

Command is any Editron **command**.

Parameter1 and **parameter2** are integers or a regular expression string patterns required by some commands.   Only replace commands require two parameters.

Character is a simple text string.   This type of macro inserts the text at the current cursor location.

Example:

MACRO Join to the next line
beginning_of_line
search_fwd ".$"
delete_next_char
ENDM

MDI

The IBM Multiple Document Interface standard.   Editron is based on these guidelines.   Each edit window is considered a document.

Mouse Usage

Use the left mouse button for most operations like selecting menu items, clicking buttons, and selecting text.   You can also use the mouse to **quickly specify a new buffer** by clicking and dragging over an empty portion of the Editron window area.   Clicking on the **status bar** will invoke common operations and dialogs.

Use the right mouse button for **box block selections** and setting the right margin on the **tab ruler**.

Regular Expression

A regular expression is a pattern of text used in search and replace operatons.   Use regular expressions in the Text To Find field of the Search dialog box to locate words that vary in spelling.   They also can locate text at the beginning or end of a line, special characters, or other unique patterns.

Editron recognizes the following symbols in a regular expression:

^	Matches the beginning of a line.
$	Matches the end of a line.
.	Matches any character.
*	Matches zero or occurrences of the previous expression.
+	Matches one or more occurrences of the previous expression.
[ ]	Matches any enclosed character, but no others. The order of the characters is not important. If the first character is a caret (^), the expression matches any character **except** the characters in the string.
\	Interprets the following character either literally, \$ is a dollar sign character, or specially, \n means an end-of-line mark.
-	Indicates a range of characters to use in the pattern match

Any character not listed matches that character only.

Note: Four of these characters (&, ., *, and +) do not have any special meaning in a bracketed set.   Also, Editron only recognizes a carat (^) if it immediately follows the left bracket ([).

Examples:

[aeiou0-9]	Match vowels and 0 through 9.
[^aeiou0-9]	Match anything but the vowels and 9 through 9.
to*	Matches "t", "to", "too", "tooo", "toooo", etc.
to+	Matches "to", "too", "tooo", "toooo", etc.
^#include	Matches "#include" starting at the first column of a line.
f.n	Matches "fun", "fan", "fen", "fin", "fpn", etc.
end$	Matches "end" with at the end of a line.
\$	Matches a dollar sign.
\\	Matches a backslash.
\n	Matches an end-of-line mark.
\t	Matches a horizontal tab mark.

Status Boxes

The Editron status boxes gives you current information regarding the current window and global settings. Certain operations are available by clicking on a status box.   If you hover the mouse pointer over a status box then an information message will appear to suggest an available operation.

For information, click one of the status boxes below.

| 84:37 | Modified | Insert | RE | Click - Invoke Go To line Dialog |

Tab Ruler

The tab ruler gives you a guide for adjusting tab stops and the right margin.   Display or hide the ruler bar at the top of each edit window by selecting the Show (or Hide) Tab Ruler item from the **Tools menu**, or by clicking the Show Tab Ruler button on the **Tool Bar**.

The tab ruler only affects the current edit window when the Use Tab Line box is checked.   See **Tabs Setup dialog**.

For information on adjusting tab stops and the right margin, click one of the items on the tab ruler.
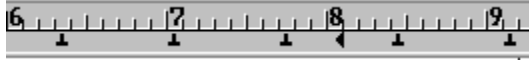
Tab Stop

To set a new tab stop, click on the tab ruler at the point of the new tab.   A new tab marker appears.

To delete a tab stop, click and drag the tab marker off the tab ruler.   The tab stop disappears.

Right Margin

Using the right mouse button, click on the tab ruler where you want the new margin.   The right margin moves to the new position.

Every Tenth Column

Each tick mark on the tab ruler is called a column.   Editron numbers every tenth column.   For example: The 10th column is 1 and the 30th column is 3.

Tools

Tools provide a number of services for editing, software development, and general housekeeping. Editron gives you access to its own tools and other software utilities.

Editron tools
Change Directory Dialog
Clicking On The Status Boxes
Compiler Error Parsing
Directory Tree Dialog
Drag and Drop
Drawing A New Edit Buffer Window
Find Dialog
File Delete Dialog
Keystroke Macro Management
Match Pair Command
Mouse Controlled Selection of Blocks
Tab Ruler Command
Tool Bar Buttons

Non-Editron tools
Calculator
Character Map Display
Compiler
Debugger
Linker
Invoke the DOS Window
Make Utility
Run Any Program

Window

A window provides a view into a **buffer**.

A window has one, and only one, buffer.   However, a single buffer can have multiple windows.   This technique lets view two or more parts of a buffer at the same time.   For example, you can cut and paste text between the first page and last page of a document.

The title bar of each window shows the name of the buffer's **file**.   If
a buffer has multiple windows, the file name on each title bar is followed by a unique sequence number.

There is a **buffer cursor** for each window.   You can move this cursor using keyboard commands or the mouse.

Undo And Redo

Undo reverses a prior Editron command.

Redo reverses an Undo command.

As you issue Editron commands, they go onto a **stack**.   The Undo function pops the last command off the stack, reversing its effects.   The effect of Undo is not permanant.   The Redo function can push a command back onto the stack, recreating its effect.   To adjust the stack size see the Max. Macro Recording filed in the **Advanced Setup dialog**.

Undo and Redo are available on the **tool Bar**, the **Edit Menu** and via a **Keystroke**.

Group Undo

When the Group Undo option is on, Undo reverses the effects of the previous command and all immediately preceding commands of the same type.   It can reverse a sequence of insertions, deletions, overstrikes, and cursor movements.   This process does not work across line boundaries.

When the Group Undo feature is off, Undo reverses the effect of a single Editron command or keystroke.

Example

If Group Undo is on and you type EDITRON, the Undo command deletes the entire word.

If you select Redo after the previous example, the entire word EDITRON appears.

If Group Undo is off and you type EDITRON, the Undo command deletes the last letter.   To delete the whole word, you need to use Undo seven times.

If you select Redo after the previous example, a single letter appears.

See also the **Setup dialog**.

Using Editron Help

The Editron help system has three levels:

The topmost level is the **Contents** page.

The next level contains major topics: **Commands**, **Compiling And Linking**, **Dialogs**, **Editron Concepts**, **Glossary**, **Keyboard**, **Macros**, **Menus**, **Mouse Usage**, **Tool Bar**, and **Using Editron Help**.

The final level has pages of detailed information.   Many of these pages are cross linked.

The Editron help menu has several features for easy navigation.   Choose the **alternate Contents window** for quick access to all the second level topics.   The **Glossary** and the **Contents** page have their own buttons on the Help tool bar.

Choose the **Editron Concepts** page for a "how-to" overview of Editron.

Editron Concepts

In Editron, every document (source code or other text) can have three components: **disk files**, **memory buffers** and **edit windows**.

Each disk file contains one document.   To edit this document, you need to open its file and copy the text into a memory buffer.   There is a one-to-one relationship between files and buffers.

A window shows the contents of a buffer.   A buffer can have more than one window, each offering a unique view.

The illustration below shows the main features of Editron.   Click any part it for information on the corresponding feature.
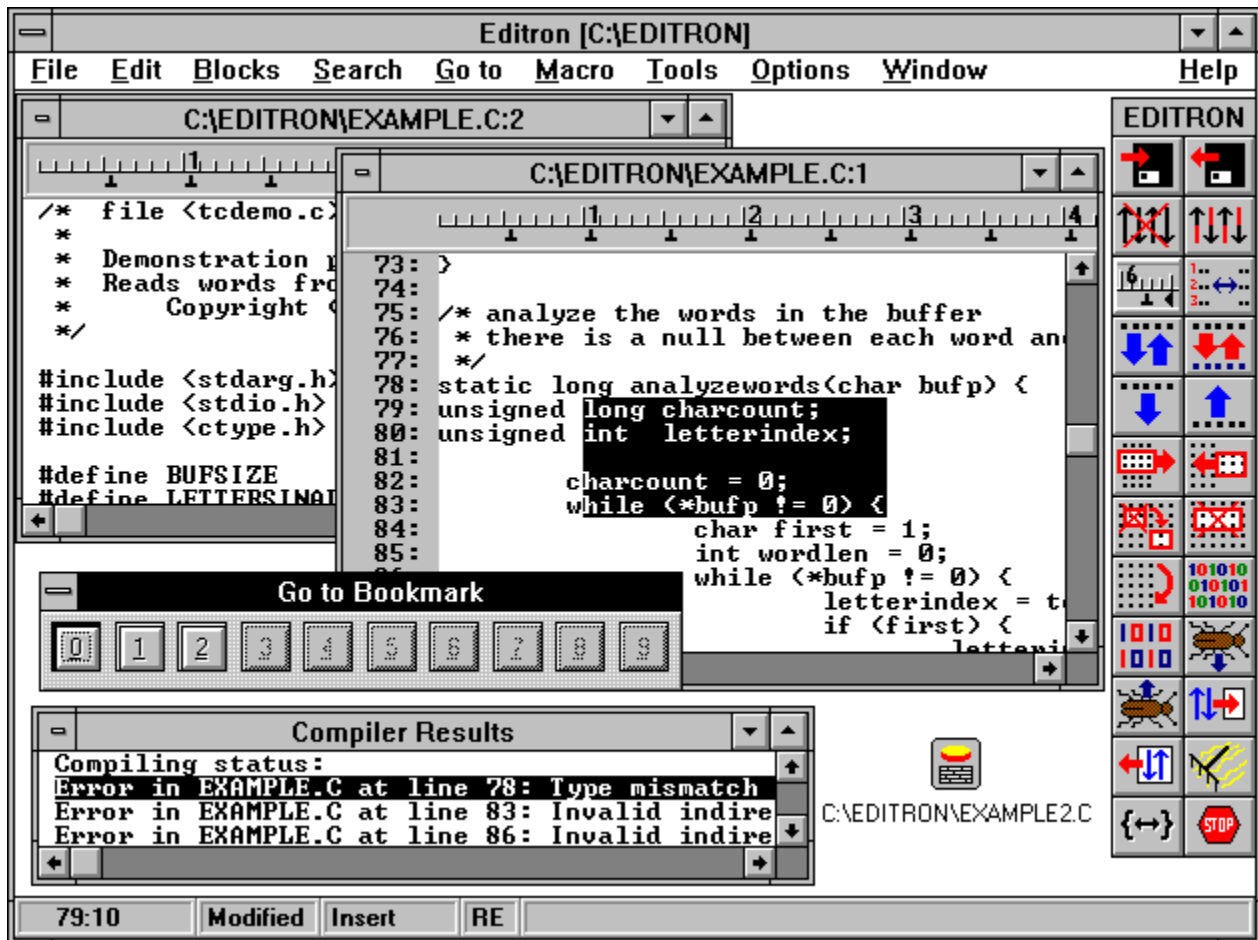
System Menu

Use this control to get standard MS Windows program system menu.

Title Bar

This line shows the name of the Editron application program.   Double click here to either maximize or normalize Editron.

Current Directory

This is the current directory that Editron uses for operations that require it.

Minimize Button

Click here to minimize Editron into an icon.

Maximize Button

Click here to expand Editron so it takes up the entire screen.

Edit Window Icon

This is an iconized edit window.   Double click on it to view it's contents and to perform text editing.

Edit Window Icon Title

This is the file associated with the iconized edit window, unless it is a newly created buffer which has not yet been assigned to a file.

Main Menu: File

[Files Submenu](#)

Main Menu: Edit

[Edit Submenu](#)

Main Menu: Blocks

[Blocks Submenu](#)

Main Menu: Search

Search Submenu

Main Menu: Go To

[Go To Submenu](#)

Main Menu: Macro

[Macro Submenu](#)

Main Menu: Tools

[Tools Submenu](#)

Main Menu: Options

Options Submenu

Main Menu: Window

[Window Submenu](#)

Main Menu: Help

[Help Submenu](#)

Tool Bar

This bar contains buttons that perform 23 of the most common operations in Editron.

Tool Bar: Current Keystroke Mapping

This is the name of the current **keystroke mapping**.

Edit Window: Title Bar

This line shows the name of the file associated with the buffer that underlies a window.   For a new buffer that is not tied to a disk file, the title bar says <Untitled>.   Otherwise, the title bar shows the name of the buffers disk file.   If you have multiple windows for a single buffer, the title on each window contains a sequence number.   You can double click this line to maximize the window.

Edit Window: Minimize Button

Click here to minimize the edit window into an icon within Editron.

Edit Window: Maximize Button

Click here to expand the edit window so it takes up all of Editron.

Edit Window: Text

This area displays your text.

Edit Window: Selected Text

The user has selected this area of text for further processing such as copying or deletion.

Edit Window: Vertical Scroll Bar

This tool moves the text in a window up and down.

Edit Window: Horizontal Scroll Bar

This tool moves the text in a window right and left.

Edit Window: System Menu

Click here to get the system menu for the edit window.

Edit Window: Tab Ruler

This displays the **tab stops and right margin** associated with this window.

Edit Window: Line Numbers

This displays the **line numbers** for the buffer.

Edit Window Buffer Cursor Position

This box shows the position of the cursor in the active window cursor position.   The first number is the current line and the second number is the current column.   Double click here to invoke the **Go To Line dialog**.

Edit Window Modified Text Status

This box tells whether or not the text in the current window has been modified.

The box also allows the current buffer of the active window to be saved.   Click it to save the buffer.   If the buffer is not associated with a file then the **Save Buffer As dialog** will appear.

Edit Window Edit Mode

This box shows the edit mode of the current window.   The possibilities are:

Insert: When you type a character, Editron inserts it at the point of the cursor, preserving existing text.

Overwrite: When you type a character, Editron deletes the character to the right of the cursor and replaces it with the new character.

The box also controls the insert or overwrite editing mode.   Click it to switch between modes.

Edit Window Recording Mode

This box gives status information on keystroke macros in the current window.   When the box says **RE**, Editron is recording your keystrokes, menu selections, and mouse actions.   When the box says **PL**, Editron is playing your previously recorded keystrokes, menu selections, and mouse actions.   When the box says **PA**, Editron has paused your previously recorded keystrokes, menu selections, and mouse actions and is waiting for an action or series of actions before the recording will continue.

The box also controls   the recording and playback process.   Click it to begin recording a macro.   Click it while holding down the Control key to play the current macro.

Edit Window Information

Editron displays many kinds of messages in this box.   Some provide general information about a menu option, button, or other screen element.   When you highlight a block of text, Editron displays its dimensions in this box.   Error messages go here, too.

Compiler Results: Title Bar

This displays the title "Compiler Results".

Compiler Results: System Menu Button

Click here to get the system menu for the compiler results window.

Compiler Results: Minimize Button

Click here to minimize the compiler results window into an icon within Editron.

Compiler Results: Maximize Button

Click here to expand the compiler results window so it takes up all of Editron.

Compiler Results: Text

This area displays the error results from the most recent compilation.   Double click on a line to bring up the edit window and line on which the compiler error occured.   See also the **Tool Bar**, the **Go To menu** or the **Keyboard commands**.

Compiler Results: Vertical Scroll Bar

This tool moves the text in a window up and down.

Compiler Results: Horizontal Scroll Bar

This tool moves the text in a window right and left.

Go To Bookmark: System Menu Button

Double click here to dismiss the dialog.

Go To Bookmark: Title Bar

This **Go To Bookmark** dialog facilitates jumping around the text.

Tool Bar

This provides buttons for many of the most common Editron commands.   To adjust the tool bar, such as changing the size of the buttons, see the Tool Bar Style toggles of the **Setup dialog**.

For information, click one of the buttons on the tool bar.

Search or Replace Forward

If the down arrow is blue then this invokes the **Search Forward command**, otherwise if the down arrow is red then this invokes the **Replace Forward command**.

Search or Replace Backward

If the up arrow is blue then this invokes the **Search Backward command**, otherwise if the up arrow is red then this invokes the **Replace Backward command**.

Keyboard

This index lists the keystrokes in Editron's default keymap.   Click on one of the keystrokes below to see the corresponding Editron command.   Other keymaps produce different commands.   See also the **Keymap Setup dialog**.

The entries in this index use these symbols:

alt: Hold down the Alt (or alternate) key while pressing the next keystroke.
ctrl: Hold down the Ctrl (or control) key while pressing the next keystroke.
shift: Hold down the Shift key while pressing the next keystroke.

A symbol in angle brackets indicates a literal keystroke.   For example, the End key is <END>.

alt-B
alt-C
alt-E
alt-F
alt-G
alt-H
alt-M
alt-O
alt-P
alt-S
alt-T
alt-V
alt-W
alt-X
alt-Z
alt-0
alt-1
alt-2
alt-3
alt-4
alt-5
alt-6
alt-7
alt-8
alt-9
alt-<BSP>
alt-<DEL>
alt-<INS>
alt-<F4>
alt-<F5>
alt-<F6>
alt-<F7>
alt-<F8>
alt-<F9>
alt-<F10>
alt-shift-R
ctrl-A
ctrl-B
ctrl-C
ctrl-D
ctrl-F
ctrl-J

ctrl-L
ctrl-M
ctrl-N
ctrl-O
ctrl-P
ctrl-R
ctrl-S
ctrl-T
ctrl-U
ctrl-V
ctrl-W
ctrl-X
ctrl-Y
ctrl-Z
ctrl-0
ctrl-1
ctrl-2
ctrl-3
ctrl-4
ctrl-5
ctrl-6
ctrl-7
ctrl-8
ctrl-9
ctrl-<BREAK>
ctrl-<BSP>
ctrl-<CANCEL>
ctrl-<DEL>
ctrl-<DOWN>
ctrl-<END>
ctrl-<ENTER>
ctrl-<F1>
ctrl-<F2>
ctrl-<F3>
ctrl-<F4>
ctrl-<F5>
ctrl-<F6>
ctrl-<F7>
ctrl-<F8>
ctrl-<F9>
ctrl-<F10>
ctrl-<F11>
ctrl-<INS>
ctrl-<HOME>
ctrl-<LEFT>
ctrl-<RIGHT>
ctrl-<UP>
ctrl-shift-D
ctrl-shift-M
ctrl-shift-R
ctrl-shift-S
ctrl-shift-U
ctrl-shift-W
ctrl-shift-<F1>
ctrl-shift-<F4>
ctrl-shift-<F6>

ctrl-shift-<F9>
shift-<DEL>
shift-<END>
shift-<HOME>
shift-<INS>
shift-<TAB>
<BSP>
<DEL>
<DOWN>
<END>
<ENTER>
<ESC>
<F1>
<F2>
<F3>
<F4>
<F5>
<F6>
<F7>
<F8>
<F9>
<F10>
<F11>
<HOME>
<INS>
<LEFT>
<PGDN>
<PGUP>
<RIGHT>
<TAB>
<UP>

Close Edit Window

(ctrl-<F4>): Closes the current edit window.

Go To Next Edit Window

(ctrl-<F6>): Moves the cursor to the next window.   See also the **next_window command**.

Join Two Lines

(ctrl-J): This appends the next line to the current line.   This keystroke invokes a keystroke macro, JOINLINE.KSM.   See also the **Macro menu**, the **Macro/Key Binding dialog** and the **Macro command syntax**.

Macro Commands

A **macro file** is a sequence of macro commands.   You can create a macro by turning on Editrons recording feature.   As you work, Editron saves your keystrokes, mouse actions, and menu selections. You can store these commands in a macro file and play them back later.

Editrons macro commands fall into several categories:

Cursor Movement within a Buffer

beginning_of_line
down
end_of_buffer
end_of_line
end_of_window
go_mark_0
go_mark_1
go_mark_2
go_mark_3
go_mark_4
go_mark_5
go_mark_6
go_mark_7
go_mark_8
go_mark_9
goto_column N
goto_line N
left
left_side
line_to_bottom
line_to_top
ndown N
next_word
nleft N
nright N
nup N
page_down
page_up
previous_word
right
right_side
scroll_down
scroll_left
scroll_right
scroll_up
top_of_buffer
top_of_window
up

Block Selection and Operations

close_block
copy_block
copy_to_clip
copy_to_clip_scrap

copy_to_scrap
cut_to_clip
cut_to_clip scrap
cut_to_scrap
delete_block
indent_block
move_block
outdent_block
paste_from_clip
paste_from_clip_scrap
paste_from_scrap
reformat_all
reformat_block
select_box
select_line
select_stream
to_lowercase
to_uppercase
unselect_block

Character, Word and Line Operations

backspace
center_line_in_N_cols
center_line_in_win
'<character>'
delete_line
delete_next_char
delete_next_word
delete_previous_char
delete_previous_word
delete_to_EOL
insert_filename
insert_new_line
last_srch_repl_back
last_srch_repl_fwd
match
open_line
replace_again
replace_back "<string pattern 1>" "<string pattern 2>"
replace_fwd "<string pattern1>" "<string pattern 2>"
search_again
search_back "<string pattern>"
search_fwd "<string pattern>"
tab_insert

Miscellaneous

case_toggle
insert_mode
numbers_toggle
pause_recording
print_block
print_buffer

print_buffer_block
reg_expr_toggle
repeat
save_buffer
tab_ruler
write_block

Go To Column N

goto_column N: This command moves the cursor to the Nth column on the same line.

Go To Line N

goto_line N: This command moves the cursor to the Nth line in the same column.

Down N Lines

ndown N: This command the cursor down N lines from the present line.   The column remains the same.

Left N Columns

nleft N: This command moves the cursor left N columns from the present position.

Right N Columns

nright N: This command moves the cursor right N columns from the present position.

Up N Lines

nup N: This command moves the cursor up N lines from the present line.   The column remains the same.

Insert Character

'<character>': This command inserts a literal character.

Replace Backwards

replace_back "<string pattern 1>" "<string pattern 2>": This command replaces the first string pattern with the second string pattern.   The first string can use **regular expression** notation.   Editron searchs backward toward the beginning of the buffer from the current position of the cursor.

Replace Forwards

replace_fwd "<string pattern 1>" "<string pattern 2>": This command replaces the first string pattern with the second string pattern.   The first string can use **regular expression** notation.   Editron searchs forward toward the end of the buffer from the current position of the cursor.

Search Backwards

search_back "<string pattern>": This command searchs for the string pattern and stops on the first match. The string can use **regular expression** notation.   Editron searchs backward toward the beginning of the buffer from the current position of the cursor.

Search Forwards

search_fwd "<string pattern>": This command searchs for the string pattern and stops on the first match. The string can use **regular expression** notation.   Editron searchs backward toward the beginning of the buffer from the current position of the cursor.

Dialogs

[About Editron Dialog](#)
[Advanced Setup Dialog](#)
[Applications Dialog](#)
[Change Directory Dialog](#)
[Color Dialog](#)
[Command Dialog](#)
[Compiler Setup Dialog](#)
[Debugger Setup Dialog](#)
[Delete File Dialog](#)
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[Save Block As Dialog](#)
[Save Buffer As Dialog](#)
[Save Keymap As Dialog](#)
[Save Macro Dialog](#)
[Search Dialog](#)
[Setup Dialog](#)
[Tabs Dialog](#)
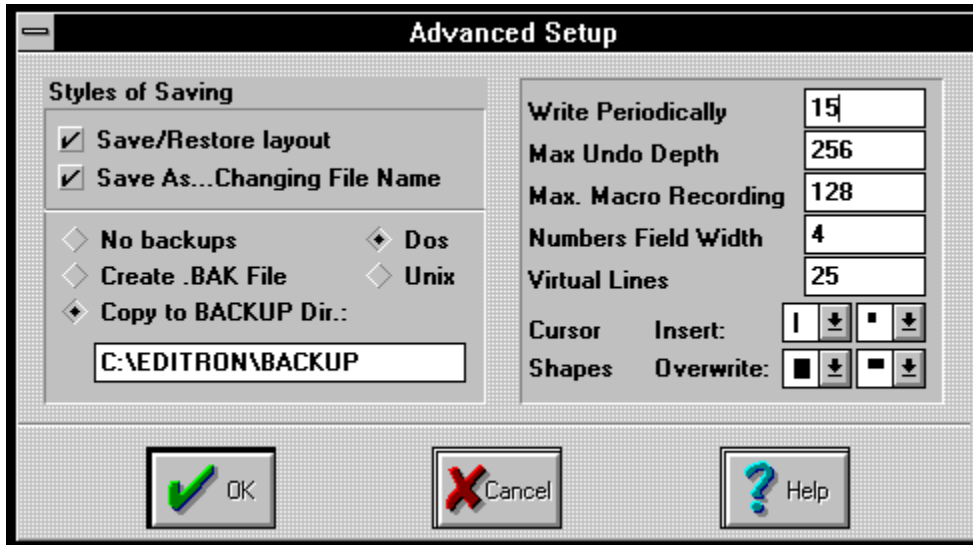[Unassigned Keys Dialog](#)
[Windows Selection Dialog](#)

About Editron Dialog

Shows the start up screen containing copyright and version information.   A mouse click or any keystroke closes this dialog box.   For more information, click the OK button on the dialog box.
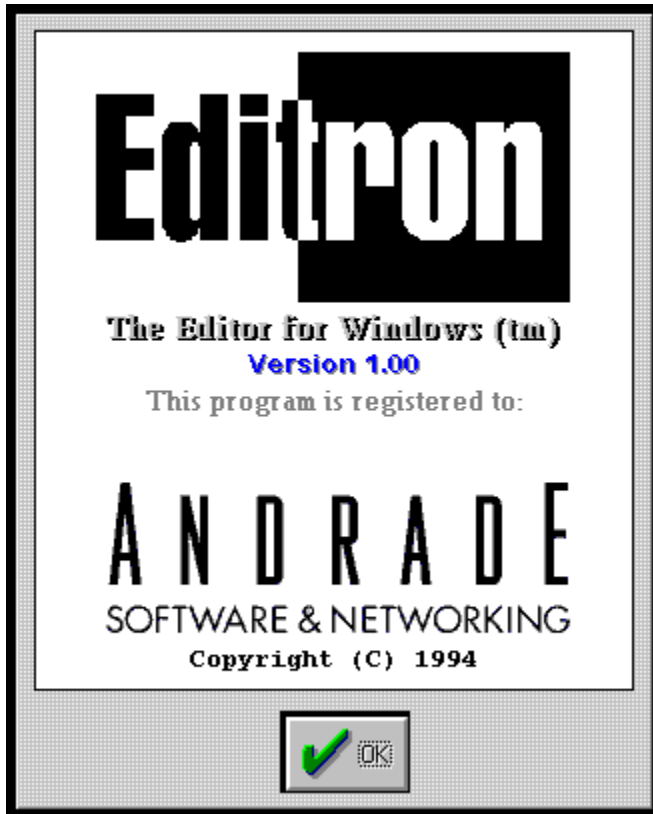
Advanced Setup Dialog

Configures many of Editrons advanced global options.   For more information, click on one of the controls in the dialog box.   This dialog invoked by the Advanced button in the **Setup dialog**.

Advanced Setup

Styles of Saving

- ☑ Save/Restore layout
- ☑ Save As...Changing File Name

- ◇ No backups   ◆ Dos
- ◇ Create .BAK File   ◇ Unix
- ◆ Copy to BACKUP Dir.:

  C:\EDITRON\BACKUP

Write Periodically	15
Max Undo Depth	256
Max. Macro Recording	128
Numbers Field Width	4
Virtual Lines	25

Cursor   Insert:
Shapes   Overwrite:

✔ OK   ✗ Cancel   ? Help

Styles of Saving: Save/Restore Layout Toggle

Check here if you want Editron to remember the screen layout and editing conditions between sessions. If the box is checked, Editron saves the status of its windows and buffers when you exit the program.   It restores them the next time you start the program.

Styles of Saving: Save As...Changing File Names Toggle

This control determines the title of a buffer after you save its contents using the **Save Buffer As dialog** box.   Check here to change the title to the new file name.   Clear the box to use the existing name.

Styles of Saving: No Backups Radio Button

Click here to prevent Editron from creating automatic backup files.

Styles of Saving: Create .BAK File Radio Button

Click here if you want Editron to make automatic backup files.   These files have the extension BAK.

Styles of Saving: Copy to Backup Directory Radio Button And Field

Click here if you want Editron to place backup files in a specific directory.   Enter the name of the directory in the field.

Styles of Saving: DOS Radio Button

Click here if you want Editron to create text files using the DOS end-of-line convention.   All lines end with the carriage return and line feed characters.

Styles of Saving: UNIX Radio Button

Click here if you want Editron to create text files using the UNIX end-of-line convention.   All lines end with the line feed character.

Write Periodically

If you want Editron to periodically save all buffers in their respective disk files, enter a number in this field. The value is the number of minutes between save operations.

Maximum Undo Depth

In this field, enter the number of commands that the Undo function can recall.

Maximum Macro Recording

In this field, enter the number of commands that the Macro function can record.

Numbers Field Width

Enter the width of the column that holds line numbers in this field.

Virtual Lines

Enter the number of surrogate or virtual lines that appear after the last physical line of text in a buffer. You can move the cursor into these virtual lines, even though theres no text at that point.   The advantage they give is the ability to continue scrolling text past the end of a document.

Cursor Shapes: Insert In Existing Text

Click here and choose a cursor shape from the pull-down list.   This shape appears in insert mode when the cursor is within text.

Cursor Shapes: Insert In Non-Text Area

Click here and choose a cursor shape from the pull-down list.   This shape appears in insert mode when the cursor is outside a text area.

Cursor Shapes: Overwrite In Existing Text

Click here and choose a cursor shape from the pull-down list.   This shape appears in overwrite mode when the cursor is within text.

Cursor Shapes: Overwrite In Non-Text Area

Click here and choose a cursor shape from the pull-down list.   This shape appears in overwrite mode when the cursor is outside a text area.

OK

Click here to close the dialog box and use its settings in the current Editron session and future sessions.

Cancel

Click here to close this dialog box and use the existing configuration for Editrons global settings.

Help

Click here for help information on this dialog box.

OK

Click here to close this dialog box.

Applications Dialog

Specifies the programs that Editron runs when you choose the DOS, Char Map, Calculator, and SDK Help options. For more information on these programs, click the appropriate field in the dialog box.
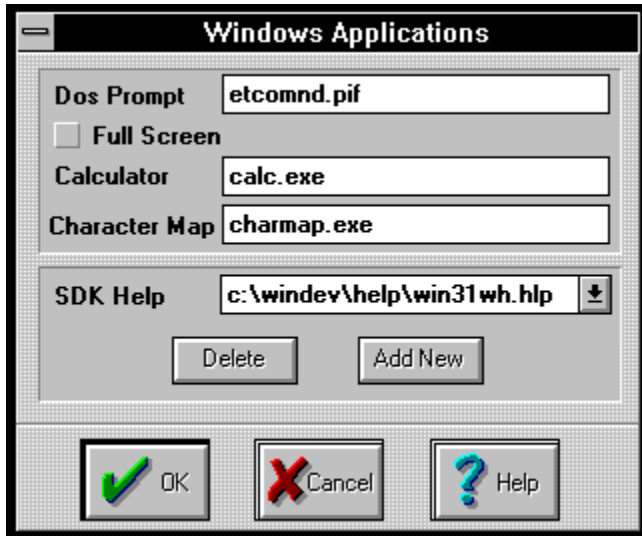
DOS Prompt

The MS Windows PIF file that starts a DOS session. Editron runs this PIF file when you choose the DOS option on the File menu.

Full Screen Toggle

Check this box to run DOS in a full screen display.   Otherwise, the DOS session occurs in a window.

Calculator

The name of the calculator program. Editron runs this program when you select the Calculator option on the Tools menu.

Character Map

The name of the character map utility. Editron runs this program when you select the Char Map option on the Tools menu.

Software Development Kit Help

The name of the program that provides online help for your software development kit (SDK). Editron runs this program when you select the SDK Help option on the Editron Help menu.

List of Known SDK Help Files

Click here to display a list of known software development kit (SDK) help files.

Delete

Click here to delete the active SDK help file.

Add New

Click here to add a new help file to the know list of SDK help files.   This invokes the **File Open dialog**.

OK

Click here to record your settings and close the dialog box.

Cancel

Click here to close the dialog box without changing any of its settings.

Help

Click here to see help text for this dialog box.

Change Directory Dialog

Sets the default directory for reading and writing disk files. For more information, click one of the fields or other controls on the dialog box.
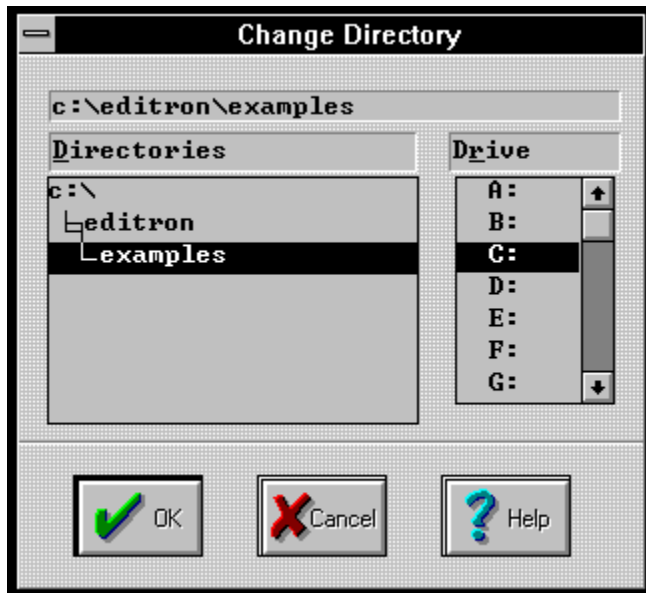
Directories

Displays the directory tree structure from the point of view of the current directory.   You see all the directories above and below the current one.   Click on a directory name to move into it. Double-click to move into a directory and exit the dialog box.

Directory

Displays the full path name of the current directory.

Drive

Displays a scrollable list of drive letters.

OK

Click here to change the default directory to the one in the field of the top of the dialog box. You return to the editing window.

Cancel

Click here to exit the dialog box without changing the default directory.

Help

Click here to see help text on this dialog box.

Color Dialog

Sets the color for text, compiler error messages, and eight other screen elements.   Examples of each element appear in the box beneath the color palettes. To change the color of an item, enter its name in the Screen Element field.   Then choose a foreground and background color using the two palettes. For information on these controls, click one of the fields or other items on the dialog box.
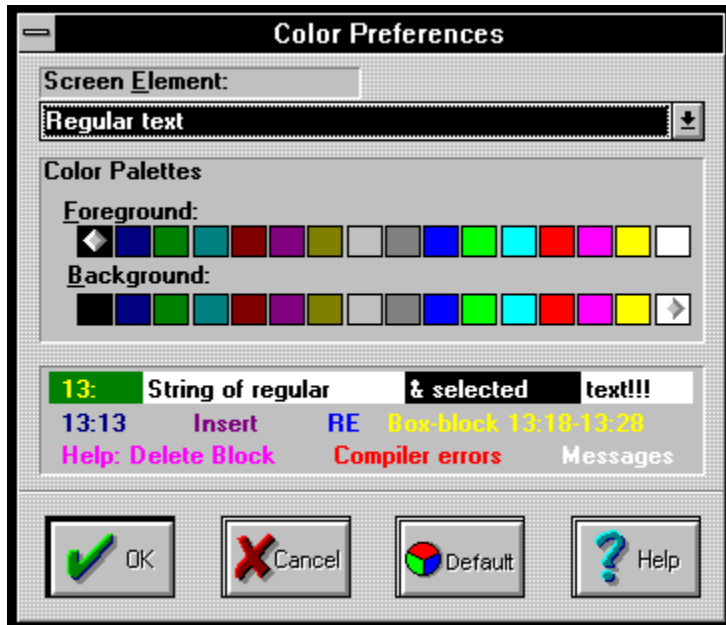
Screen Element

This field shows one of the screen elements with adjustable color.   Enter the name of an element or click on its example in the box beneath the palettes.   Use the color buttons on the foreground and background palettes to change the colors of the item in this field.   You can select any combination of colors for any item except selected text.   This text must have complementary foreground and background colors.

Screen Element List

Click this button for a pull-down list of all ten elements with adjustable color.

Color Palettes: Foreground

These 16 colors are your choices for the foreground of the selected screen element.   The current color contains a dot.   Click another color to change the foreground.

Color Palettes: Background

These 16 colors are your choices for the background of the selected screen element.   The current color contains a dot.   Click another color to change the background.

Sample Texts

This box shows the ten screen elements with their current colors. Click one of these examples to place its name in the Screen Element field.

OK

Click here to close this dialog box and make its color selections permanant..

Cancel

Click here to close this dialog box and return to the previous color selections.

Default

Click here to use the standard colors.

Help

Click here to see help information for this dialog box.

Command Dialog

Executes one of Editrons built-in **commands**.   Many of these commands are not available from the menus or other controls.   You can run one of these commands manually using this dialog box. For more information, click one of the fields or other controls on the dialog box.
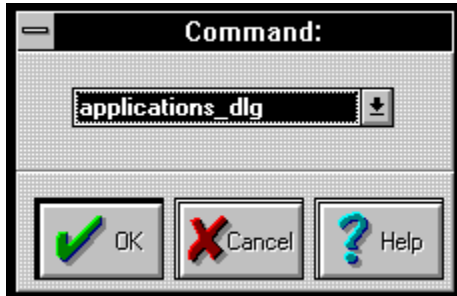
Command

Enter the name of an **Editron command** in this field.   Type the name or choose one from the pull-down list.   As you type, Editron attempts to match each letter with one of the existing commands.

Command List

Click this button for a list of **Editron commands**.

OK

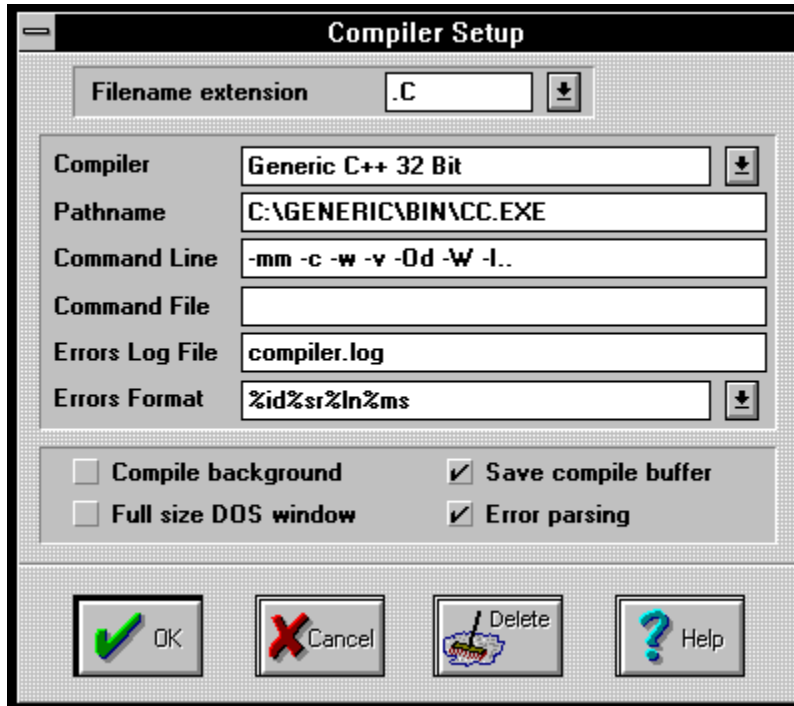Click here to run the selected Editron command.

Cancel

Click here to close the dialog box without running a command.

Help

Click here for help information about this dialog box.

Compiler Setup Dialog

Configures Editron for a programming language compiler.   Use the controls on this dialog box to describe your compiler and associate it with a file name extension.   Editron stores this information in a template file for each language.   When you compile a source file, Editron looks at the extension of its file name to determine the appropriate compiler.   For example, if a file ends with the extension .C, Editron runs the compiler you associated with that extension.   For more information on one of the compiler setup controls, click a field or other item on the dialog box.

Compiler Setup

Filename extension	.C

Compiler	Generic C++ 32 Bit
Pathname	C:\GENERIC\BIN\CC.EXE
Command Line	-mm -c -w -v -Od -W -I..
Command File	
Errors Log File	compiler.log
Errors Format	%id%sr%ln%ms

- [ ] Compile background
- [ ] Full size DOS window
- [x] Save compile buffer
- [x] Error parsing

[✔ OK]   [✘ Cancel]   [Delete]   [? Help]

Filename Extension

Enter an extension in this field.   Editron uses this extension to match a file of source code with a particular programming language and compile.

Filename Extensions List

Click here to see a list of suggested extensions for some popular languages.

Compiler

Enter the name of your compiler in this field.   Type the name of the software product, not a DOS file name.

Compiler List Button

Click here for a list of known compilers.   When you select a compiler in this list, the appropriate information appears in the other fields.

Path Name

Enter the DOS path and executable file name of the compiler.

Command Line

If your compiler requires command line arguments, enter them in this field.

Command File

If you store compiler options in a disk file, enter the files name in this field.   This technique is useful if a compiler cannot accept a long command line.

Errors Log File

If you want Editron to store **compiler errors** in a disk file, enter the files name in this field.

Errors Format

Enter a string of characters that represents the **compiler error format** in this field. Editron uses this format information to understand the error messages from your compiler. Click the adjacent button for a list of common error formats. For an explanation of the formatting codes, see the Editron manual.

Errors Format List Button

Click here for a list of **compiler error formats**.   Each character string in the list represents the syntax of a compiler error message.   The error format for your compiler is probably in this list.   For an explanation of the formatting codes, see the Editron manual.

Compile Background Toggle

Check this box if you want to run your compiler as a background task under MS Windows.

Save Compile Buffer Toggle

Check here if you want Editron to save your source code file before compiling it.   If this box is clear, Editron saves your source code in a temporary file, compiles it, and then deletes the temporary file.

Full Size DOS Window Toggle

Check here to run your compiler in a full screen DOS session.   This option is recommended for maximum compilation speed.

Errors Parsing Toggle

Check here if you want Editron to examine the output of your compiler for error messages.   Use this option for assistance in locating errors in your source code.

OK

Click here to save these settings in a template file for the selected compiler.   The next time you run this compiler, Editron uses these settings.

Cancel

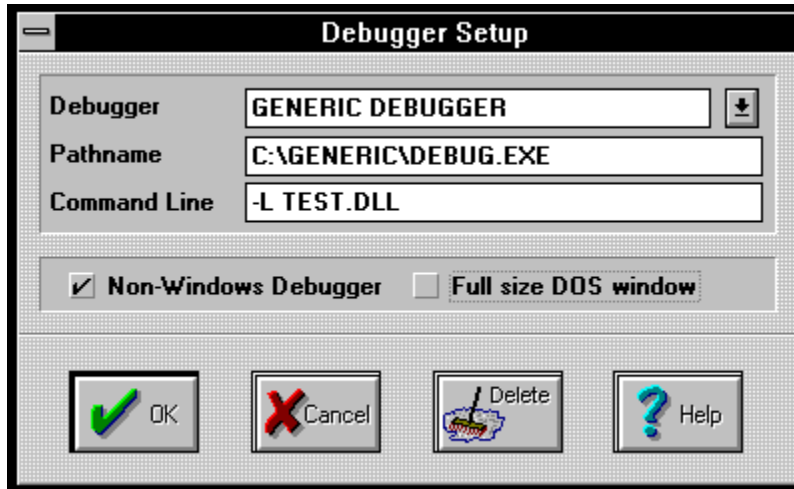Click here to close the dialog box without changing any compiler settings.

Delete

Click here to delete the current compiler template from the disk.

Help

Click here to see help information about this dialog box.

Debugger Setup Dialog

Configures Editron for use with your debugger program.   For more information, click one of the fields or other controls on the dialog box.

Debugger Setup

Debugger	GENERIC DEBUGGER
Pathname	C:\GENERIC\DEBUG.EXE
Command Line	-L TEST.DLL

☑ Non-Windows Debugger   ☐ Full size DOS window

✔ OK   ✗ Cancel   Delete   ? Help

Debugger

Enter the full name of the debugger in this field.

Debugger List

Click this button to see a list of debugger programs.

Path Name

Enter the DOS path and executable file name of the debugger in this field.

Command Line

If your debugger requires command line arguments, enter them in this field.

Non-Windows Debugger Toggle

Check here to use a character-mode DOS debugger.   You can run a this debugger in a window or on the full screen.

Full Size DOS Window Toggle

Check here to run your character-mode debugger in a full screen DOS session.   This option is recommended for maximum execution speeds.   This item is only available if you check the Non-Windows Debugger option.

OK

Click here to use the settings on this dialog box in future debugging sessions. You return to the Editron editing screen.

Cancel

Click here to close this dialog box and use the existing debugger settings.

Delete

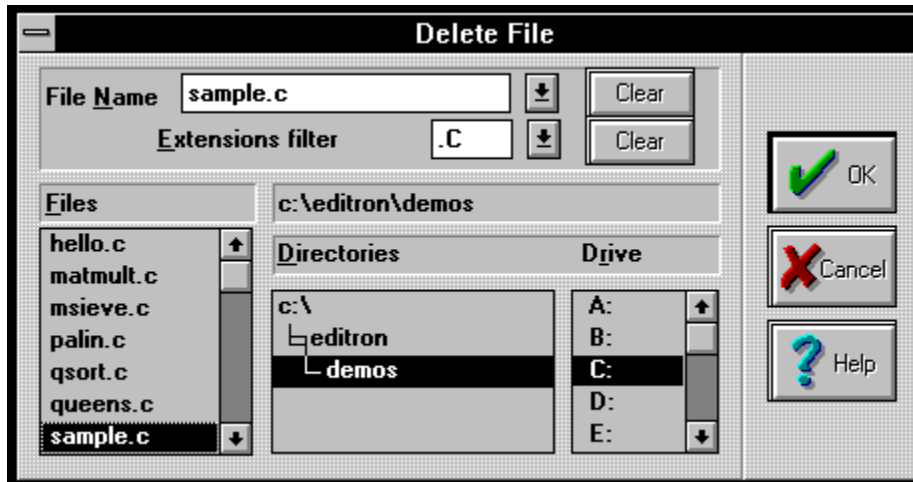Click here to remove the current debugger template from the disk.

Help

Click here to see help information about this dialog box.

Delete File Dialog

Deletes a file.   This dialog box provides a handy way of removing object files when you want to recompile a program with your make utility.   For more information, click one of the fields or other controls on the dialog box.

File Name

Enter the name of the file you want to delete.   Enter a name with wild-card characters to see the matching names in the list of files.

File Name History

Click here to see a list of deleted files.

File Name Clear History

Click here to remove all the names from the list of deleted files.

File Name Extension

Enter a file name extension, preceded by a period and asterisk, in this field.   Alternatively, choose one of the common extensions from the pull-down list.   Editron displays the matching files.

File Name Extension List

Click here to see a list of file name extensions.

File Name Extension Clear List

Click here to clear all the entries from the list of file name extensions.

Files

This list shows the files that match the specification in the file name field.   Click a file name to select it.

Directory

This box shows the full path name of the current directory.

Directories

This box shows the directory tree structure.   It shows all the directories above and below the current one. Click on a directory name to use it as the default.

Drive

Choose one of the letters in this list to move to the corresponding disk drive.

OK

Click here to delete the selected file and close this dialog box.
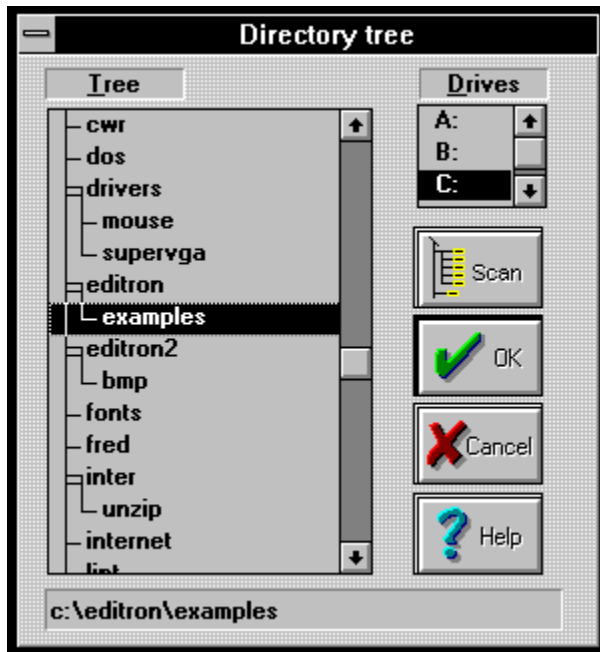
Cancel

Click here to close the dialog box without deleting a

Help

Click here to see help information for this dialog box.

Directory Tree Dialog

Shows the directory hierarchy for the current disk.   For more information, click one of the fields or other controls on the dialog box.

Directory Tree

This box shows the entire directory structure.   The current directory is highlighted.

Drives

This box shows a list of drive letters.   The current disk appears highlighted.   Click on a letter to move to the corresponding disk. The current drive is highlighted.

Directory

This box shows the full path name of the current directory.

Scan

Click here to scan the directory tables of the current disk and reconstruct the directory tree.   Editron automatically scans the disk the first time this dialog box appears.

OK

Click here to close the dialog box.

Cancel

Click here to stop scanning the disk.   This option is handy if it takes too long to scan a drive.

Help

Click here for help information on this dialog box.

Drop Bookmark Dialog

Inserts one of ten numbered markers at the cursor position.   Use the Go To Bookmark command to return to one of these locations.   For more information, click one of the buttons on the dialog box.
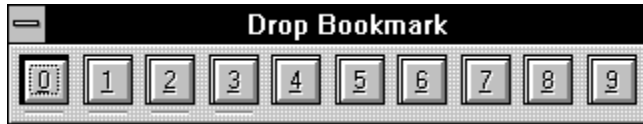
Button

Click a button to place a bookmark with the corresponding number in the current buffer at the cursor position.

Used Button

The underline indicates that the bookmark for this button has already been assigned.   Click the button to move the bookmark from its old position to the location of the cursor.

Edit Keystroke Dialog

Associates keystrokes with Editron commands.   You can define a primary and secondary keystroke for each command.   You can also group related keystrokes in a keymap.   Editron comes with several predefined keymaps.   To learn about the features of this dialog box, click a field or other item.   See also the **Keystrokes** and **Commands**.
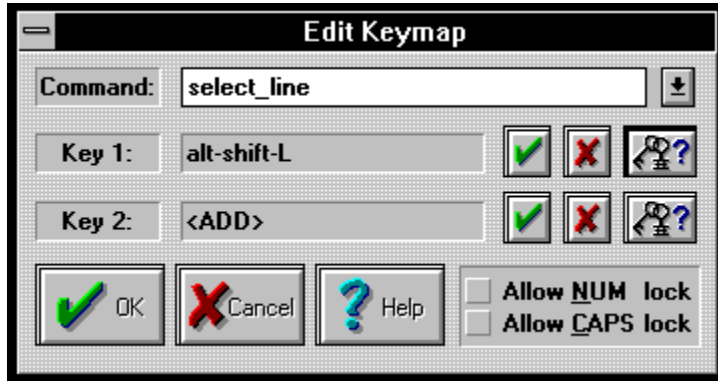
Command

Enter the name of an Editron command in this field.   You can type the name of the command or choose one from the pull-down list.   As you type, Editron examines the letters and tries to match them with an existing command.

Command List

Click here to see a list of Editron commands.   Click on a command to place its name in the Command field.

Key 1: Field

This field shows the primary keystroke for the current command.   This is the keystroke sequence you record with the **Key Define dialog** box.

Key 1: Insert Button

Click here to define a primary keystroke for the current command.   You see the **Key Define dialog** box.

Key 1: Delete Button

Click here to erase the contents of the primary keystroke field.

Key 1: Find Available Keystroke Button

Click here for a list of available keystrokes. You see the **Unassigned Keys dialog** box. Select a keystroke using this dialog box and click OK to enter the keystroke in the primary key field.

Key 2: Field

This field shows the secondary keystroke for the current command.   This is the keystroke sequence you record with the **Key Define dialog** box.

Key 2: Insert Button

Click here to define a secondary keystroke for the current command.   You see the **Key Define dialog** box.

Key 2: Delete Button

Click here to erase the contents of the secondary keystroke field.

Key 2: Find Available Keystroke Button

Click here for a list of available keystrokes.   You see the **Unassigned Keys dialog** box.   Select a keystroke using this dialog box and click OK to enter the keystroke in the secondary key field.

OK

Click here update the current keymap with the settings on this dialog box.   You return to the Editron editing screen.

Cancel

Click here to close the dialog box without changing the current keymap.

Help

Click here to see help information about this dialog box.
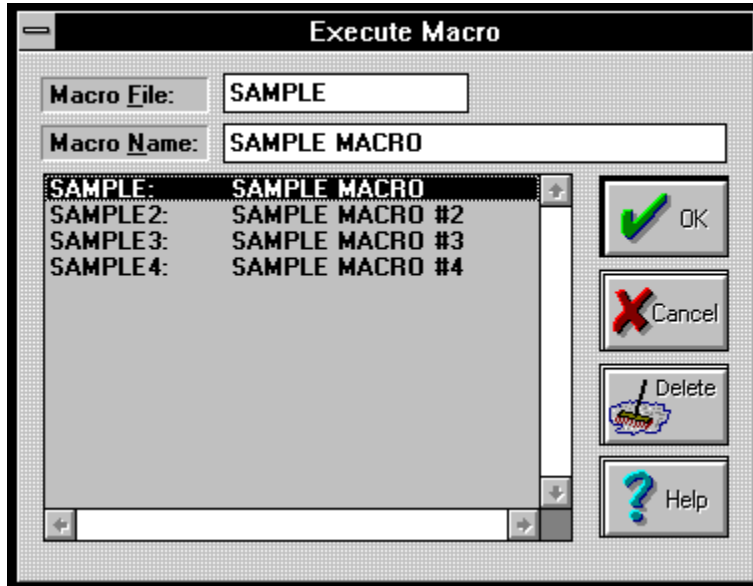
Allow Number Lock Toggle

Click here if you want to allow the number lock function for all keystrokes in every keymap.

Allow Capital Shift Lock Toggle

Click here if you want to allow the caps lock function for all keystrokes in every keymap.

Execute Macro Dialog

Loads a keystroke macro from a disk file and executes it.   For more information, click one of the fields or other controls on the dialog box.

Execute Macro		
Macro File:	SAMPLE	
Macro Name:	SAMPLE MACRO	

SAMPLE: SAMPLE MACRO	OK
SAMPLE2: SAMPLE MACRO #2	Cancel
SAMPLE3: SAMPLE MACRO #3	Delete
SAMPLE4: SAMPLE MACRO #4	Help

Macro File

Enter the DOS file name for the keystroke macro in this field.

Macro Name

Enter the English description of the keystroke macro in this field.

Macro Names List

This list shows the macros on the disk.   The DOS file name appears first, followed by a colon and the English description.

OK

Click here to load and execute the selected macro.

Cancel

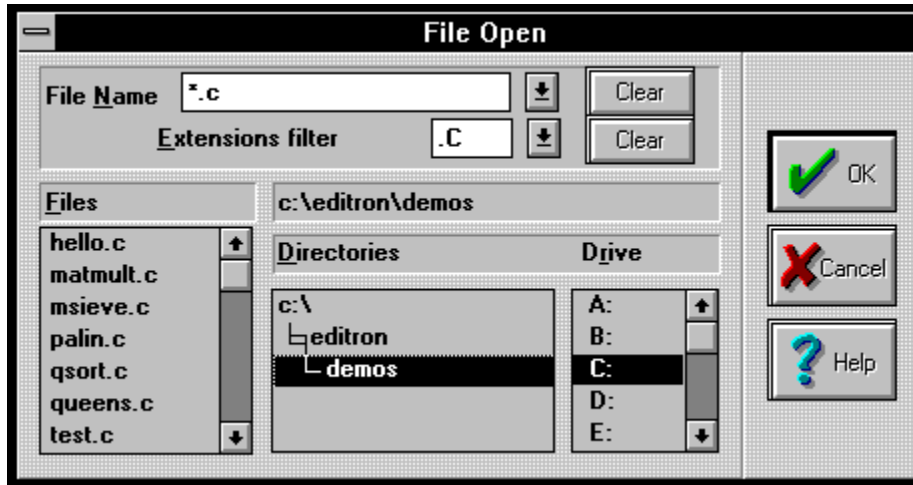Click here to close the dialog box without loading or running a macro.

Delete

Click here to delete the selected macro from the disk.

Help

Click here to see help information about this dialog box.

File Open Dialog

Opens a disk file, loads its contents into a new buffer, and creates a window to display its text.   For more information, click one of the fields or other controls on the dialog box.

File Open				
File Name	*.c	↓	Clear	
	Extensions filter	.C	↓	Clear

Files
- hello.c
- matmult.c
- msieve.c
- palin.c
- qsort.c
- queens.c
- test.c

c:\editron\demos

Directories
- c:\
  - editron
    - demos

Drive
- A:
- B:
- C:
- D:
- E:

OK

Cancel

Help

File Name

Enter a file name or a pattern with wildcards in this field.   A complete name specifies a single file to open. A pattern with wildcards displays a list of matching files.

Examples of wild card names:
*.h
*.c
*.pas
.
*.
test*.c
.h;.c;*.cpp   (note semicolons)

File Name History

Click here to see a list of the files youve opened during this editing session.

File Name Clear History

Click here to remove the names from the list of previously opened files.

File Name Extension

Enter a file name extension in this field, preceded by a period. The contents of this field act as a filter for the file name field.

File Name Extension List

Click here for a list of file extensions.

File Name Extension Clear List

Click here to remove the entries from the list of file extensions.

List of Files

This box shows files in the current directory.   This list shows the files that match the specifications in the file name and extension fields.   Click on a name to select the file.

Directories

This box displays the directory tree structure.   It shows the directories above and beneath the current one.   Clicking on a directory name to make it the default.

Directory

This field contains the full path name of the current directory.

Drive

This box shows a scrollable list of drive letters.   Click one to move to the corresponding disk drive.

OK

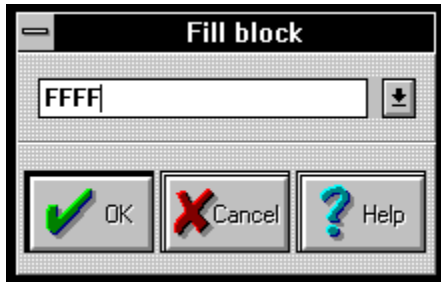Click here to open the selected file and edit its contents.

Cancel

Click here to close the dialog box without loading a file.

Help

Click here to see help information on this dialog box.

Fill Block Dialog

Fills a highlighted block with a text pattern.   Click one of the controls on the dialog box for more information.

Fill Pattern

Enter a string of characters in this field.   When you click OK, Editron repeats this string until it fills the block.

Fill Pattern History

Click here to see a list of the text strings you used as fill patterns in this editing session.

OK

Click here to close the dialog box and fill the block with the current text pattern.

Cancel

Click here to close the dialog box without using the fill pattern.

Help

Click here to see help information on this dialog box.

Find Files Dialog

Locates files by name or content.   Enter a name or specification in the File Names field.   Editron locates this file or group of files when you click OK.   You can narrow the search to files that contain a particular piece of text by entering it in the Text To Find field.   Whether or not you want to search for text, you need to fill in the File Names field.   Click one of the features on the dialog box for more information.
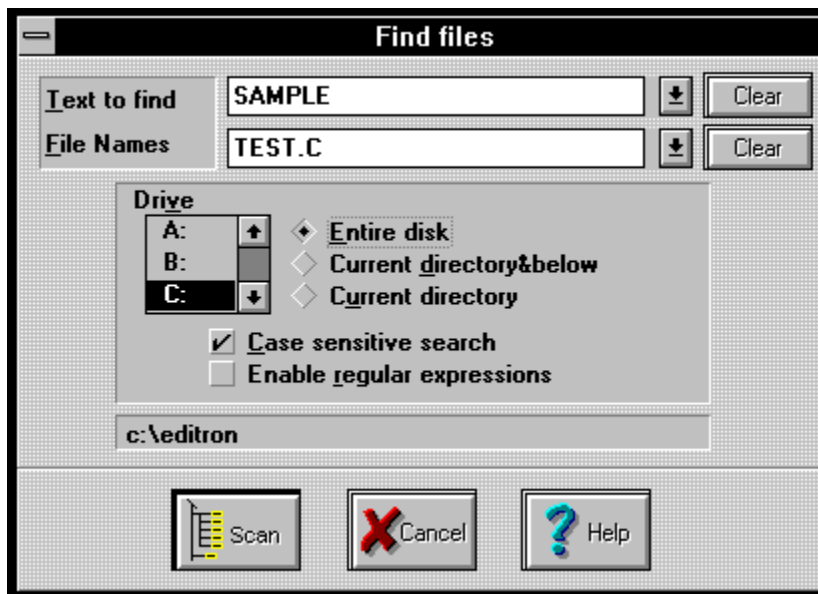
Text To Find

If you want to find files that contain a particular word or other text, enter it in this field.   You can search for patterns of text using **regular expression**.   This field is optional.

Text To Find History

Click here for a list of text patterns used in previous searches.

Text To Find History Clear

Click here to delete the list of text patterns used in previous searches.

File Names

Enter a file name or specification in this required field.

File Names History

Click here to see a list of file names used in previous searches.

File Names History Clear

Click here to delete the list of file names used in previous searches.

Drive

This box shows a list of drive letters.   Click one to make it the current disk.

Entire Disk Radio Button

Click here if you want to search the entire disk.

Current Directory And Below Radio Button

Click here to limit the scope of the search to the current directory its subdirectories.

Current Directory Radio Button

Click here to limit the scope of the search to the current directory.

Case Sensitive Search Toggle

Click here if you want Editron to match the capitalization of the text in the Find Text field.

Enable Regular Expressions Toggle

Click here if you want to enter a regular expression pattern in the Find Text field..

Results Display

This window displays the files that match your search criteria.

Scan

Click here to begin searching for files that match the criteria in the File Names and Text To Find fields.
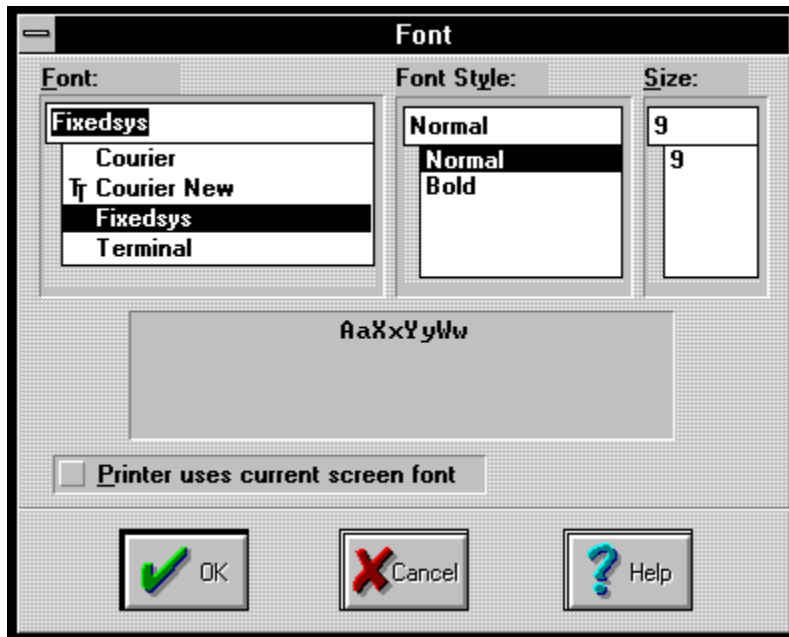
Cancel

Click here to close this dialog box without searching for files.

Help

Click here to see help information on this dialog box.

Font Dialog

Sets the font style, point size, and other characteristics of the text in the Editron display. Click one of the features on the dialog box for more information.

Font

Font:	Font Style:	Size:
Fixedsys	Normal	9
Courier	Normal	9
Tr Courier New	Bold	
Fixedsys		
Terminal		

AaXxYyWw

☐ Printer uses current screen font

✓ OK   ✗ Cancel   ? Help

Font: Selection

This field shows the current font.   Enter a new one by typing its name or selecting it from the list.below.

Font: Selection List

This list shows the available fonts.   Click one to select it as the current font.

Font Style: Selection

This field shows the current font style, a variation on the standard font.   Enter a new one by typing its name or selecting it from the list.below.

Font Style: Selection List

This list shows the available font styles.   Click one to select it as the current style.

Font Size: Selection

This field shows the current size selection in points.   To make the text bigger or smaller, enter a new value in this field or choose one from the list below.

Font Size: Selection List

This list shows the available font sizes.   Click one to select it as the current size.

Font Display

This box shows sample text that reflects the current settings.

Printer Uses Current Screen Font Toggle

Click here if you want to use the font settings on this dialog box for printed text.

OK

Click here to close this dialog box and make its font settings permanant.

Cancel

Click here to close this dialog box without changing font settings.

Help

Click here to see help information about this dialog box.

Go To Bookmark Dialog

Moves the cursor to one of the ten numbered bookmarks.   When you click one of the ten buttons, Editron jumps to the buffer and line where you originally dropped the corresponding bookmark.   If the buffer isnt the one in the foreground window, Editron moves it there.   The behavior of the bookmark palette depends on the status of the Close Bookmark control in the **Setup dialog** box.   Clear the Close Bookmark control if you want the button palette to remain on screen. Click one of the buttons on the dialog box for more information.
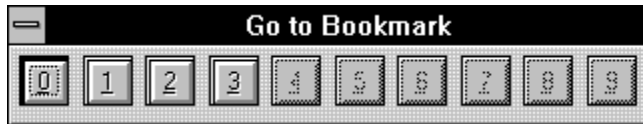
Button

Click one of these buttons to move to the corresponding bookmark.

Unavailable Button

A grey button, like this one, does not have an associated bookmark.

Go To Line Dialog

Jumps to a particular line of text.   When you specify a numbered line, Editron repositions the cursor on that line and displays it in the editing window. In a multi-column document, Editron jumps to a new line in the current column.   For more information, click one of the fields or other items on the dialog box.
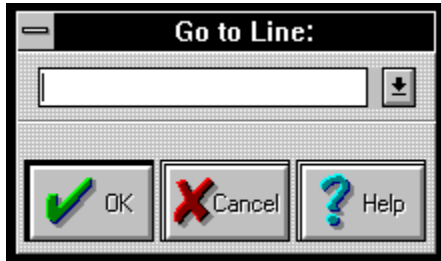
Number

Enter a line number in this field.

Number History

Click here to see a list of previously used line numbers.

OK

Click here to jump to the specified line.

Cancel

Click here to close the dialog box without moving the cursor.

Help

Click here to see help information about this dialog box.

Interwindow Block Copy Dialog

Selects an edit window.   This dialog box provides a way of copying a block to another window.   For more information, click one of the fields or other controls on the dialog box.
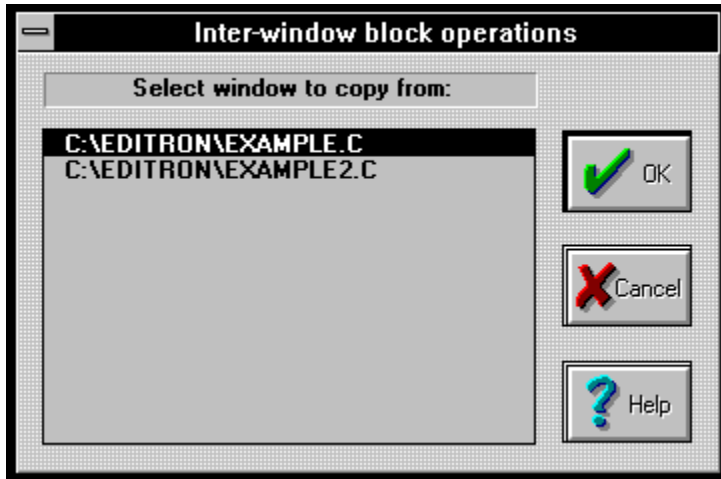
List of Edit Windows

This list shows the edit windows which have a selected block.   Click a window name to copy it to the current window.

OK

Click here to close the dialog box and to accept the selected window.

Cancel

Click here to close the dialog box and return to the current edit window.

Help

Click here to see help information about this dialog box.

Interwindow Block Move Dialog

Selects an edit window.   This dialog box provides a way of moving a block to another window.   For more information, click one of the fields or other controls on the dialog box.

List of Edit Windows

This list shows the edit windows which have a selected block.　Click a window name to move it to the current window.

OK

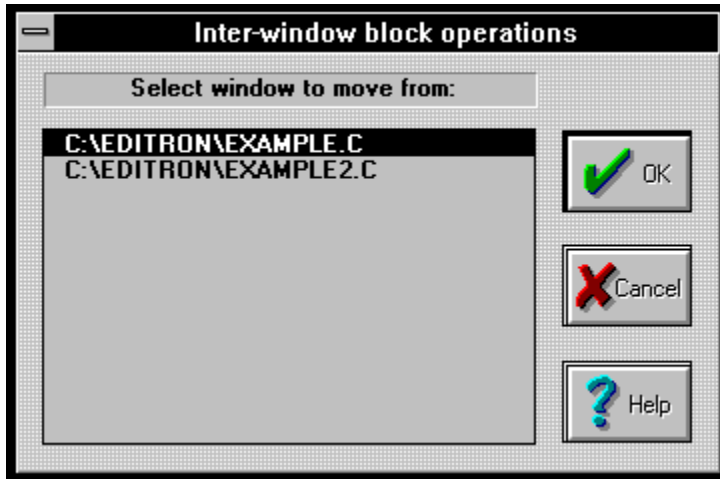Click here to close the dialog box and to accept the selected window.

Cancel

Click here to close the dialog box and return to the current edit window.

Help

Click here to see help information about this dialog box.

Key Define Dialog
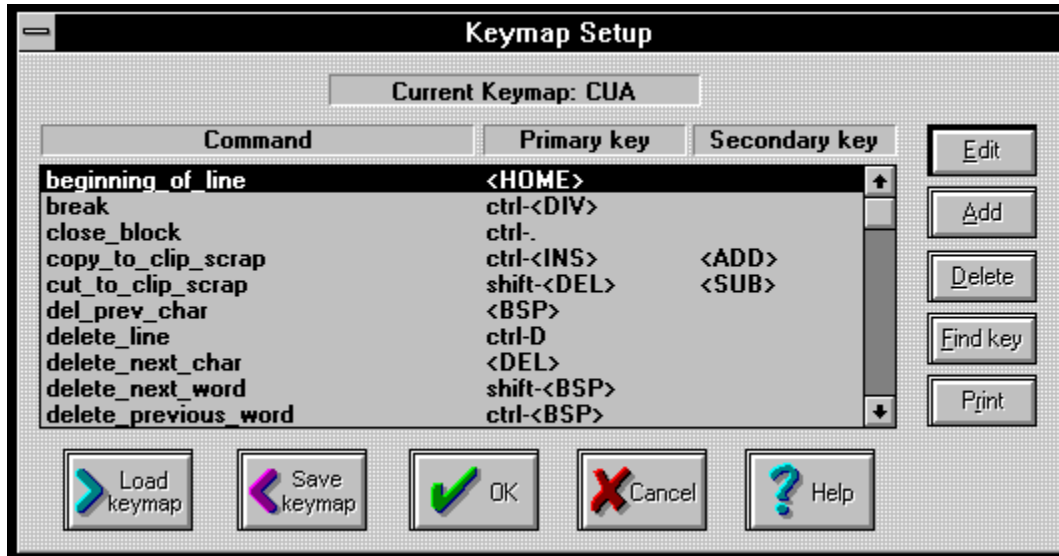
Captures a keystroke for use with an Editron command or macro.
No picture available.   See also the **Keystrokes** and **Commands**.

Key Captured

When you press a key or sequence of keystrokes, its description appears in this box.

Keymap Setup Dialog

Binds Editron commands to keystrokes, assembles keystrokes into related groups called keymaps. and manages keymap files.   In addition to its standard set of keystrokes, Editron comes with keymaps for Borland C, Brief, Codewright, CUA, EMACS, MultiEdit, SlickEdit and WordStar.   You can add new keymaps or modify existing ones.   The current keymap remains in effect until you change it using the Load Keymap or Save Keymap button.   Click one of the features on the dialog box for more information. See also the **Keystrokes**, the **Commands**. and the **Macro/Key Bindings dialog**.

Keymap Setup			
Current Keymap: CUA			
Command	**Primary key**	**Secondary key**	
beginning_of_line	<HOME>		Edit
break	ctrl-<DIV>		Add
close_block	ctrl-.		
copy_to_clip_scrap	ctrl-<INS>	<ADD>	Delete
cut_to_clip_scrap	shift-<DEL>	<SUB>	
del_prev_char	<BSP>		Find key
delete_line	ctrl-D		
delete_next_char	<DEL>		Print
delete_next_word	shift-<BSP>		
delete_previous_word	ctrl-<BSP>		

Load keymap   Save keymap   OK   Cancel   Help

Current Keymap

This indicates the current keystroke-to-command mapping that is loaded.   An exclamation mark indicates that it has been modified and not yet saved.

Command

This column shows a list of Editron commands.   Double-click a command one to edit its associated keystrokes.

Primary Key

This column shows the primary keystrokes assigned to the Editron commands.   Double-click one of these keystrokes to modify it.

Secondary Key

This column shows the secondary keystrokes assigned to the Editron commands.   Double-click one of these keystrokes to modify it.

Edit

Select a command in the list and click this button to edit the associated keystrokes.   You see the **Edit Keymap dialog** box.

Add

Click here to add a new keystroke to the current keymap.　You see the **Edit Keymap dialog** box.

Delete

Click here to delete the items in the selected row: Editron removes the command and its primary and secondary keystrokes from the current keymap.

Find

Press a key and then click inside the dialog box to locate the keystroke in the current keymap.   Editron highlights its entry in the list of commands and keystrokes.

Print

Click here to send the current list of keystrokes and commands to the printer.

Load Keymap

Click here to open a keymap file and use its keystrokes for this editing session.   You see the **Load Keymap dialog** box.   By default, this dialog box shows files that end with the extension KB.   The last keymap you load or save during an Editron session becomes the default for future sessions.

Save Keymap

Click here to save the current keymap settings in a disk file.   You see the **Save Keymap dialog** box.   By default, this dialog box shows files that end with the extension KB.   The last keymap you load or save during an Editron session becomes the default for future sessions.

OK

Click here to close the dialog box and use its current settings.   Note that this button does not automatically save a new or modified keymap in a disk file.   Use the Save Keymap button if you want to work with a new or modified keymap in future Editron sessions.

Cancel

Click here to close the dialog box and return to the current keymap settings.

Help

Click here to see help information about this dialog box.

Language Setup Dialog

Configures Editron for use with a programming language.   You can associate a language with a template file and other editing features.   Templates make Editron aware of the syntax and formatting of a particular language.   By opening a template, its easy to create clean, syntactically correct source code. . Click one of the features on the dialog box for more information.
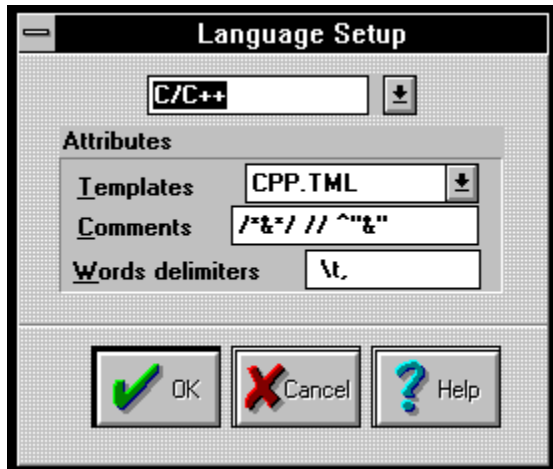
Computer Language Name

Enter the name of a programming language in this field. Type the name or choose it from the pull-down list. The entry should be the proper name of the language, not an executable file name or extension.

Computer Language Name History

Click here to see a list of available languages.

Templates

Enter the name of a computer **language template** file in this field. By default, Editron templates end with the extension TML.   For example, a template for the C++ language would be CPP.TML.   Likewise, the file PAS.TML would contain a Pascal template.

Templates History

Click here for a list of available **language templates**.

Comments

Enter the symbol or symbols that mark comments in the current language.   The symbols you enter here work with the **Match command**.   You can enter comment symbols using these formats:

symbol1
symbol1   &   symbol2
^symbol1   &   symbol2

Here are two examples:

For C/C++:   /* & */   //   ^"&"   ^'&'
For Pascal: { & }   (* & *) ^'&'

These symbols have special meanings:

&   Defines a start and stop pair of comment symbols.
^   Indicates that the comments that follow are for a single character only.

Word Delimiters

In this field, enter the characters that separate words of text.   Editron recognizes these characters when you double-click on a word to select it for a cut and paste operation.   Furthermore, these characters define the default choice for the **search**, **replace**, or **find** operations.

OK

Click here to close this dialog box and use its language settings.

Cancel

Click here to close the dialog box and use the existing language settings..

Help

Click here to see help information about this dialog box.

Linker Setup Dialog

Configures Editron for use with your linker program.   To learn more, click one of the items on the dialog box.

Linker Setup

Linker	GENERIC LINKER
Pathname	C:\GENERIC\LINK.EXE
Command Line	/L /C /N
Command File	GENERIC.LNK
Errors Log File	LINKER.ERR

☐ Background Linking   ☐ Full size DOS window

✔ OK   ✖ Cancel   Delete   ? Help
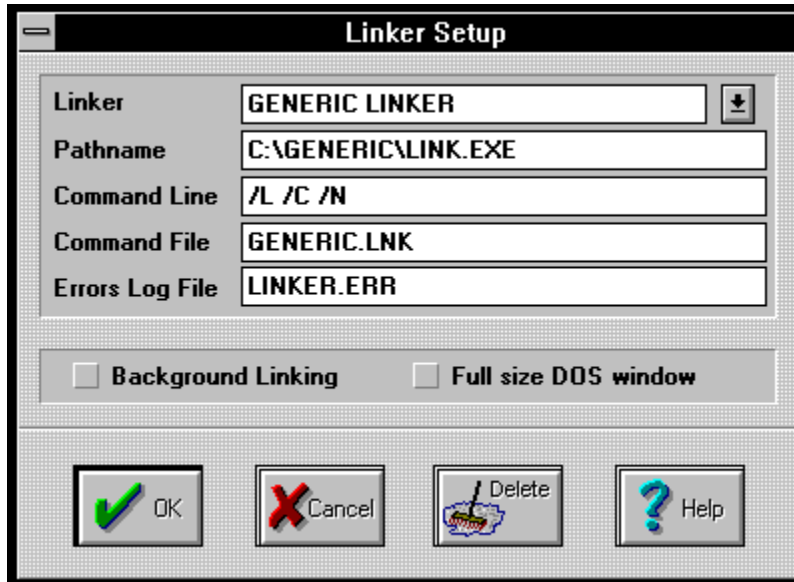
Linker

Enter the name of your linker in this field.   Enter the proper name of the software, not a file name.

Linker List Button

Click here for a list of linkers.   Click on one to work with it.

Path Name

Enter the DOS path and executable file name of the linker.

Command Line

If your linker requires command line arguments, enter them in this optional field.

Command File

If you keep linker command line options in a disk file, enter the files name in this optional field.

Errors Log File

If you want to save linker error messages in a disk file, enter the files name in this optional field.   The log file is just for reference; Editron doesnt use it.

Background Linking Toggle

Check here to run the linker as a background task under MS Windows.

Full Size DOS Window Toggle

Check here to run the linker in a full screen DOS session.   This option is recommended for maximum linking speeds.

OK

Click here to close this dialog box and use its settings the next time you run your linker from Editron.

Cancel

Click here to close this dialog box and use the existing linker settings.

Delete

Click here to remove the disk file that contains the settings for the current linker.

Help

Click here to see help information on this dialog box.

Load File for Debugger Dialog

Loads a disk file, usually an executable file, and launches the debugger to debug it.   For more information, click one of the fields or other controls on the dialog box.
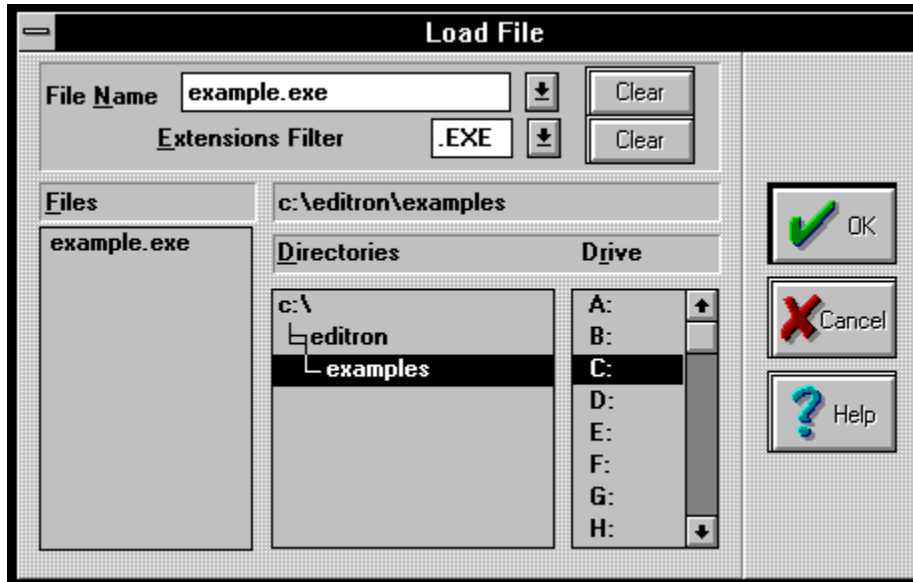
File Name

Enter a file name or a pattern with wildcards in this field.   A complete name specifies a single file to load.
A pattern with wildcards displays a list of matching files.

Examples of wild card names:
*.exe
*.dll
*.com
.
*.
test*.exe
.exe;.dll;*.com   (note semicolons)

File Name History

Click here to see a list of the files youve opened during this editing session.

File Name Clear History

Click here to remove the names from the list of previously loaded files.

File Name Extension

Enter a file name extension in this field, preceded by a period. The contents of this field act as a filter for the file name field.

File Name Extension List

Click here for a list of file extensions.

File Name Extension Clear List

Click here to remove the entries from the list of file extensions.

List of Files

This box shows files in the current directory.   This list shows the files that match the specifications in the file name and extension fields.   Click on a name to select the file.

Directories

This box displays the directory tree structure.   It shows the directories above and beneath the current one.   Clicking on a directory name to make it the default.

Directory

This field contains the full path name of the current directory.

Drive

This box shows a scrollable list of drive letters.   Click one to move to the corresponding disk drive.

OK

Click here to load the selected file and debug its contents.

Cancel

Click here to close the dialog box without loading a file into a debugger.

Help

Click here to see help information on this dialog box.

Load Key Map Dialog

Opens a keymap file and uses its keystrokes to control the Editron commands.   By default, the dialog box shows files that end with the extension KB.   Editron includes several keymap files.   In addition to its own keyboard definition, Editron supports the Borland C, Brief, and MultiEdit keymaps.   Click one of the features on the dialog box for more information.
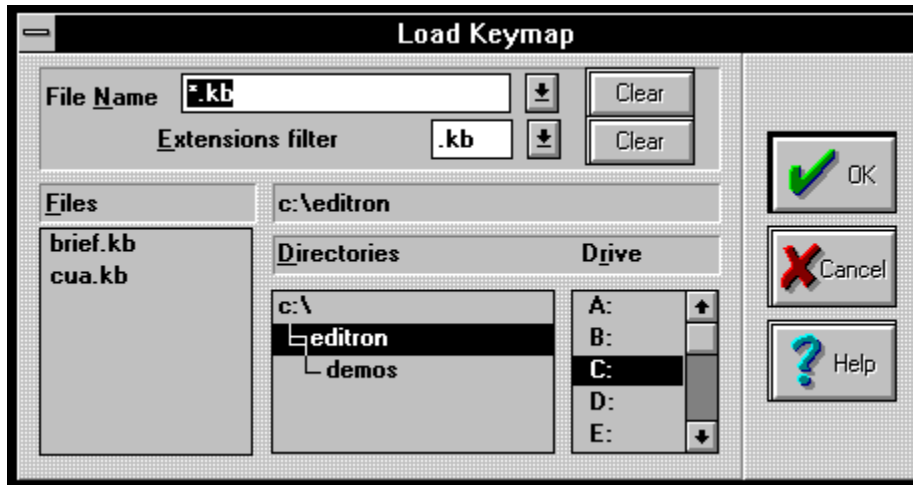
File Name

Enter the name of a keymap file or a wild-card specification in this field.

File Name History

Click here to see a list of keymap files and wild card specifications.

File Name Clear History

Click here to clear the list of keymap files.

File Extension

Enter a file name extension in this field.   The extension acts as a filter for the file name field.

File Extension History

Click here for a drop-down list of file name extensions.

File Extension Clear History

Click here to clear the list of file extension characters.

Files

This box shows the files in the current directory that match the specifications in the name and extension fields.   Click a file name to select it.

Directory

This box shows the directory structure.   It displays all the directories above and below the current one.

Directories

This box shows the full path name of the current directory.

Drive

This box shows a list of drive letters.   Click one to move to the corresponding disk.

OK

Click here to close the dialog box and load the selected keymap into Editron.

Cancel

Click here to close the dialog box without loading a keymap.

Help

Click here to see help information about this dialog box.

Load Macro Dialog

Opens a disk file containing a keystroke macro and loads it into memory without executing it. Click one of the features on the dialog box for more information.
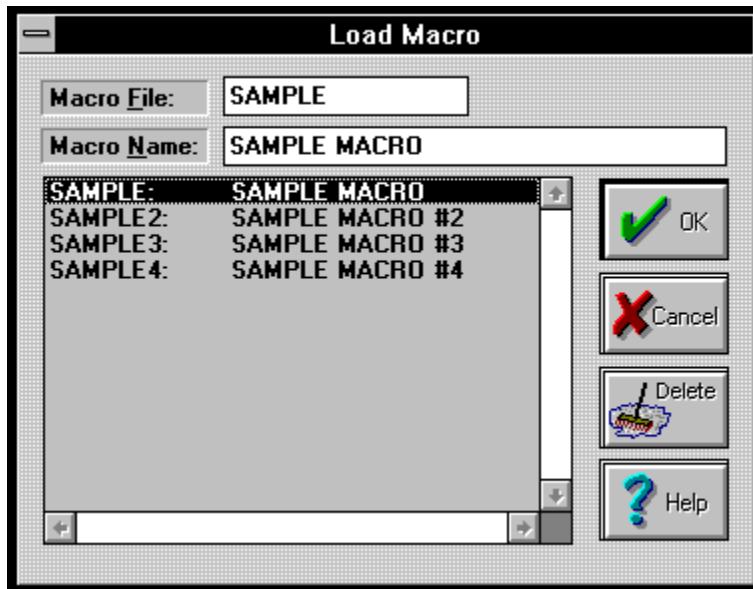
Macro File

Enter the name of a macro file in this field.

Macro Name

This displays the description of the macro in this field.

Macro Names List

This list shows the available keystroke macros.   Each line includes the macros file name and English description.   Click a line to select the macro.

OK

Click here to close the dialog box and load the selected macro.

Cancel

Click here to close the dialog box without loading a macro.

Delete

Click here to remove the disk file that contains the selected macro.

Help

Click here to see help information on this dialog box.

Macro/Key Binding Dialog

Binds Editron keystrokes to macro files. You can add new keystroke-to-macro bindings or modify existing ones.   These bindings are in addition to the existing keystroke-to-command bindings.   Click one of the features on the dialog box for more information.   See also the **Keystrokes**, the **Commands**. and the **Keymap Setup dialog**.
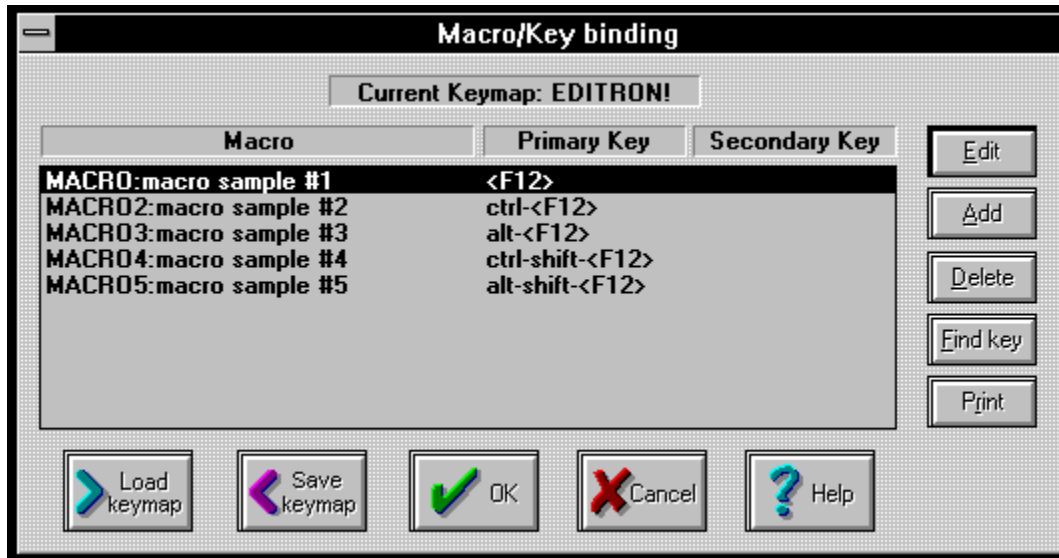
Current Keymap

This indicates the current keystroke-to-command mapping that is loaded. An exclamation mark indicates that it has been modified and not yet saved.

Macro

This column shows a list of Editron macros.   Double-click a command one to edit its associated keystrokes.

Primary Key

This column shows the primary keystrokes assigned to the Editron macros.   Double-click one of these keystrokes to modify it.

Secondary Key

This column shows the secondary keystrokes assigned to the Editron macros.   Double-click one of these keystrokes to modify it.

Edit

Select a macro in the list and click this button to edit the associated keystrokes.   You see the **Edit Keymap dialog** box.

Add

Click here to add a new keystroke-to-macro binding to the current list of macros.   You see the **Edit Keymap dialog** box.

Delete

Click here to delete the items in the selected row: Editron removes the macro and its primary and secondary keystrokes from the current keymap.

Find

Press a key and then click inside the dialog box to locate the keystroke in the list of macros.   Editron highlights its entry in the list of macros and keystrokes.

Print

Click here to send the current list of keystrokes and commands to the printer.

Load Keymap

Click here to open a keystroke-to-macro binding file and use its keystrokes for this editing session.   You see the **Load Keymap dialog** box.   By default, this dialog box shows files that end with the extension KB.   The last keymap you load or save during an Editron session becomes the default for future sessions.

Save Keymap

Click here to save the current keymap settings in a disk file.   You see the **Save Keymap dialog** box.   By default, this dialog box shows files that end with the extension KB.   The last keymap you load or save during an Editron session becomes the default for future sessions.

OK

Click here to close the dialog box and use its current settings.   Note that this button does not automatically save a new or modified keystroke-to-macro binding in a disk file.   Use the Save Keymap button if you want to work with a new or modified keymap in future Editron sessions.
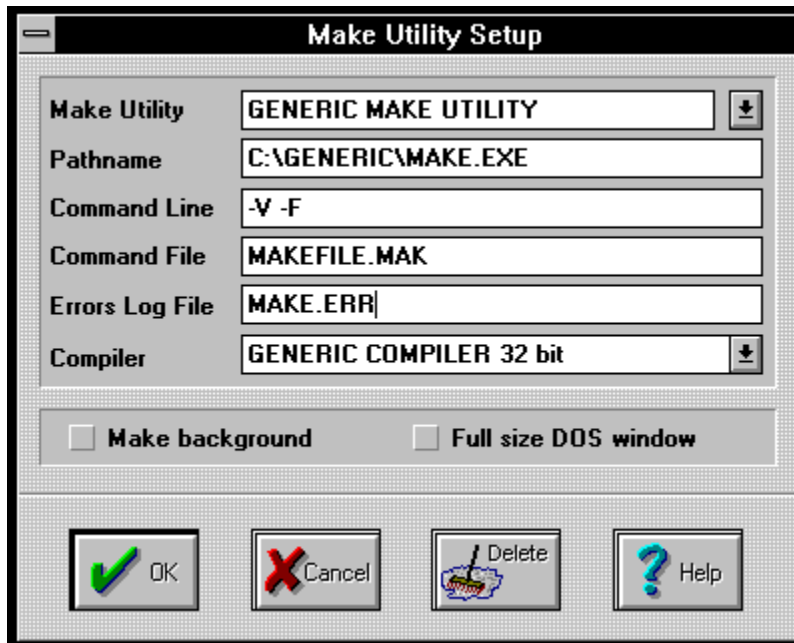
Cancel

Click here to close the dialog box and return to the current keymap settings.

Help

Click here to see help information about this dialog box.

Make Utility Setup Dialog

Configures Editron for your make program.   For more information, click one of the fields or other items on the dialog box.

```
┌─────────────────────────────────────────────────────┐
│ ▬            Make Utility Setup                        │
├─────────────────────────────────────────────────────┤
│                                                        │
│   Make Utility    ┌─────────────────────────────┐ ┌─┐ │
│                   │ GENERIC MAKE UTILITY        │ │▼│ │
│   Pathname        ┌─────────────────────────────────┐ │
│                   │ C:\GENERIC\MAKE.EXE             │ │
│   Command Line    ┌─────────────────────────────────┐ │
│                   │ -V -F                           │ │
│   Command File    ┌─────────────────────────────────┐ │
│                   │ MAKEFILE.MAK                    │ │
│   Errors Log File ┌─────────────────────────────────┐ │
│                   │ MAKE.ERR                        │ │
│   Compiler        ┌─────────────────────────────┐ ┌─┐ │
│                   │ GENERIC COMPILER 32 bit     │ │▼│ │
│                   └─────────────────────────────┘ └─┘ │
│                                                        │
│   ☐ Make background      ☐ Full size DOS window       │
│                                                        │
│   ┌────────┐ ┌──────────┐ ┌──────────┐ ┌──────────┐   │
│   │ ✔ OK  │ │ ✘ Cancel │ │  Delete  │ │ ? Help   │   │
│   └────────┘ └──────────┘ └──────────┘ └──────────┘   │
└─────────────────────────────────────────────────────┘
```

Make Utility

Enter the name of your make utility in this field.   Be sure to enter the proper name of the software, not a file name or extension.

Make Utility List

Click here for a drop-down list of make programs.   Click one to select it.

Path Name

Enter the DOS path and executable file name of the make utility.

Command Line

This is an optional field for Make Utility command line parameters.

Command File

If you control your make program with a disk file of command line parameters, enter the file name in this field.

Errors Log File

If you want a log of the **compiler errors** that occur during the make process, enter a file name in this field.

Compiler

Enter the name of your compiler in this field or choose one from the pull-down list.   Be sure to enter the proper name of the software and not a file name or extension.

Compiler List

Click here for a list of compilers.   To work with a compiler, click its name in the list.

Make Background Toggle

Check here to run the make utility as a background task under MS Windows.

Full Size DOS Window Toggle

Check here to run the make utility in a full screen DOS session.   This is recommended for maximum execution speeds.

OK

Click here to close this dialog box and use its settings the next time your run your make utility.

Cancel

Click here to close the dialog box and use the existing settings for your make program.

Delete

Click here to remove the disk file that cotains the configuration for the current make utility.

Help

Click here to see help information about this dialog box.

Repeat Dialog

Adds a repetition factor to the next Editron command. Enter a value, close the dialog box, and then execute a command. Editron runs the command the specified number of times. For more information, click the field or other control on the dialog box.
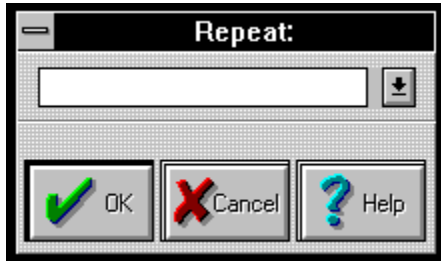
Number

Enter a repetition factor for the next command in this field.

Number History

Click here to see previous repetition factors.

OK

Click here to close the dialog box and repeat the next command by the specified factor.

Cancel

Click here to close the dialog box.   The next Editron command executes a single time.

Help

Click here for help information on this dialog box.

Replace Dialog

Searches the current buffer for one piece of text and replaces it with another. For more information, click on one of the fields or other items in the dialog box.
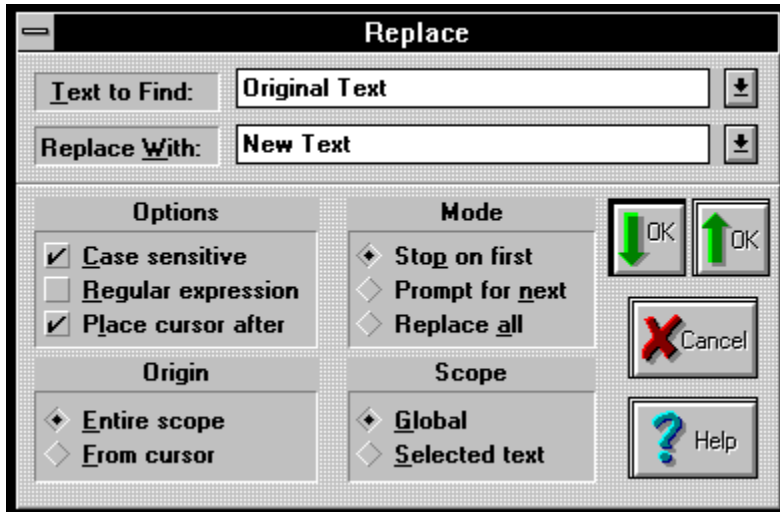
Text To Find

Enter the text you want to find and replace.   You can use **regular expression** notation to search for patterns of text.

Text To Find History

Click here to see a list of text items from previous search operations.

Replace With

Enter the new text to replace the old text.   Be sure to enter literal text without **regular expression** characters.

Replace With History

Click here for a list of text items from previous replacement operations.

Options: Case Sensitive Toggle

If you want Editron to match the capitalization of the entry in the Text To Find field, check this box.

Options: Regular Expression Toggle

If you want to search for patterns of text using **regular expression** characters, check this box.

Options: Place Cursor After Toggle

This control determines the position of the cursor after the replacement operation.   Check this box to leave the cursor at the end of the replacement text.   Clear it to put the cursor at the start of the text.

Origin: Entire Scope Radio Button

Click here if you want Editron to search the buffer or block from one end to the other.   Use the Scope buttons to choose a block or the buffer.

Origin: From Cursor Radio Button

Click here if you want Editron to search the portion of the block or buffer from the cursor position onward. Use the Scope buttons to choose a block or the buffer.

Mode: Stop On First Radio Button

Click here to replace the first occurrance of the pattern in the Text To Find field, but none afterwards.

Mode: Prompt For Next Radio Button

Click here if you want Editron to pause after each replacement operation and ask whether you want to continue.

Mode: Replace All Radio Button

Click here to automatically replace all occurances of the pattern in the Text To Find field. Use the Scope and Origin buttons to control the search area.

Scope: Global Radio Button

Click here to search the entire buffer.

Scope: Selected Text Radio Button

Click here to search a block of text instead of the whole buffer.

OK Down

Click here to begin the search.   Editron examines the text beneath the point you specify with the Origin buttons.

OK Up

Click here to begin the search.   Editron examines the text above the point you specify with the Origin buttons.

Cancel

Click here to close the dialog box without searching for or replacing text.

Help

Click here for help information on this dialog box.

Run Dialog

Executes any DOS or MS Windows program. For more information, click the field or other control on the dialog box.
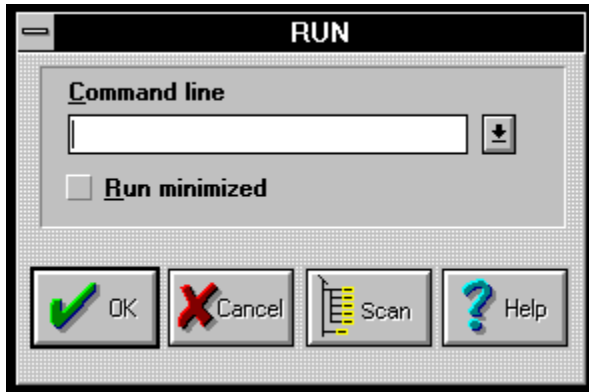
Command Line

Enter the executable file name of an MS Windows or DOS program in this field.   Enter the full DOS path
if it is not included in the PATH environment variable.

Command Line History

Click here for a list of previous programs.

Run Minimized Toggle

Check here to run the program as an icon on the desktop.

OK

Click here to close the dialog box and run the specified program.

Cancel

Click here to close the dialog box without running a program.

Scan

If you want Editron to search for executable programs, click here.   You see the **File Open Dialog**.

Help

Click here for help information on this dialog box.

Save Block As Dialog

Saves a block of text in a disk file.   For more information, click on one of the fields or other items in the dialog box.
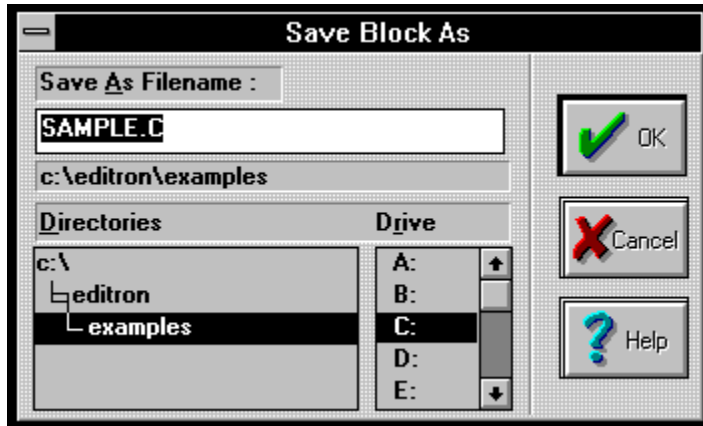
Save As Filename

Enter the name of the file to receive the selected text.

Directories

This box shows the directory structure.   It displays all the directories above and below the current one.

Directory

This box contains the full path name of the current directory.

Drive

This box shows list of drive letters.   Click one to move to the corresponding disk drive.

OK

Click here to close the dialog box and save the block of text in a disk file.

Cancel

Click here to close the dialog box without saving the block of text.

Help

Click here to see help information on this dialog box.

Save Buffer As Dialog

Saves the contents of the current buffer in a disk file.   For more information, click on one of the fields or other items in the dialog box.

Save As Filename

Enter the name of the file to receive the contents of the buffer.

Directories

This box shows the directory structure.   It displays all the directories above and below the current one.

Directory

This box contains the full path name of the current directory.

Drive

This box shows list of drive letters.   Click one to move to the corresponding disk drive.

OK

Click here to close the dialog box and save the buffer in a disk file.

Cancel

Click here to close the dialog box without saving the buffer.

Help

Click here to see help information on this dialog box.

Save Keymap As Dialog

Saves the current keymap in a disk file.   Once you save a keymap, it stays in effect until the next time you use the Save Keymap or Load Keymap function.   For more information, click on one of the fields or other controls in the dialog box.
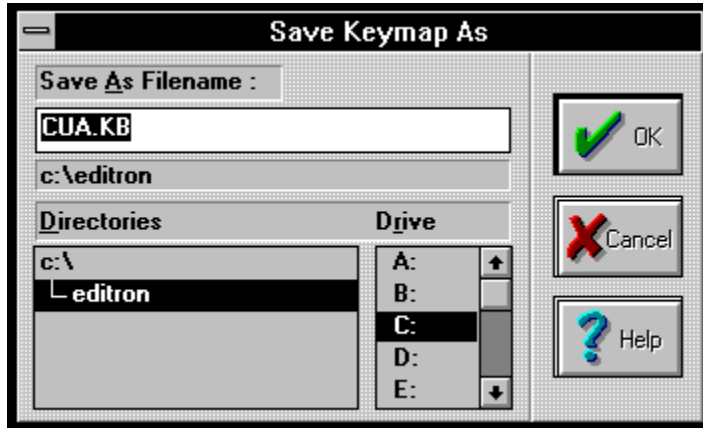
Save As Filename

Enter the name of a file to hold the current keymap.

Directory

This box shows the full DOS path name of the current directory.

Directories

This box shows the structure of the directory tree.   It displays all the directories above and below the current one.

Drive

This box contains a list of drive letters.   Click one to move to the corresponding disk drive.

OK

Click here to close the dialog box and save the current keymap in the specified disk file.

Cancel
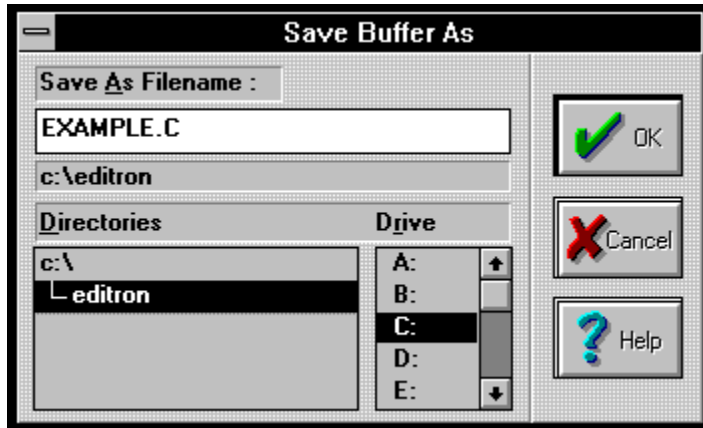
Click here to close the dialog box without saving the keymap.

Help

Click here to see help information on this dialog box.

Save Macro Dialog

Saves the commands in the current macro in a disk file.   For more information, click on one of the fields or other controls in the dialog box.
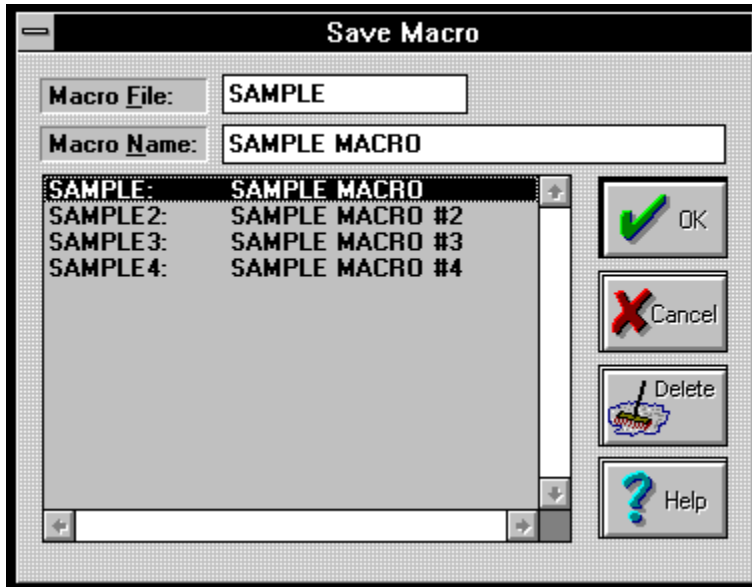
Macro File

Enter a DOS file name for the keystroke macro in this field.

Macro Name

Enter a descriptive title for the macro in this field.

Macro Names List

This box shows a macro files in the current disk directory.

OK

Click here to close the dialog box and save the macro in a file.

Cancel

Click here to close the dialog box without saving the macro.

Delete

Click here to remove the disk file that contains the current macro.

Help

Click here for help information on this dialog box.

Search Dialog

Looks for a piece of text in the current buffer.   For more information, click on one of the fields or other controls in the dialog box.
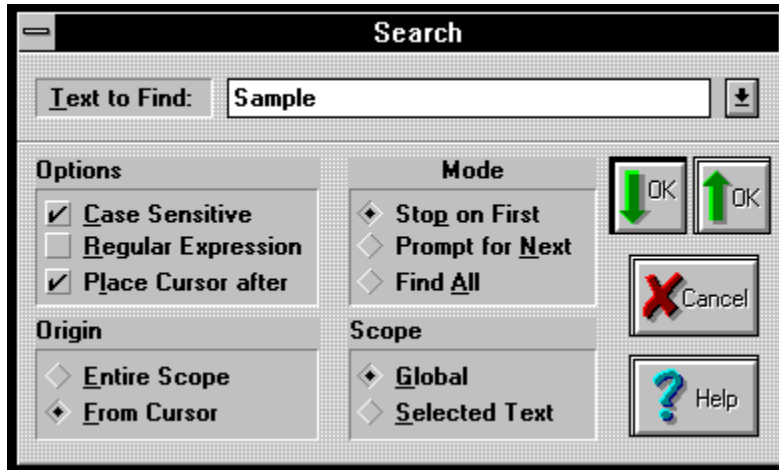
Text To Find

Enter the text you want to find in this field.   You can include **regular expression** symbols which match patterns of text.

Text To Find History

Click here to see a list of items from previous search operations.

Options: Case Sensitive Toggle

Check here if you want Editron to match the capitalization in the Text To Find field.

Options: Regular Expression Toggle

Check here if you want to use regular expressions to search for patterns of text. If you dont need this capability, clear the box for faster searching.

Options: Place Cursor After Toggle

This control determines the position of the cursor after the search operation.   Check this box to leave the cursor at the end of the text.   Clear it to put the cursor at the start of the text.

Origin: Entire Scope Radio Button

Click here if you want Editron to search the buffer or block from one end to the other.   Use the Scope buttons to choose a block or the buffer.

Origin: From Cursor Radio Button

Click here if you want Editron to search the portion of the block or buffer from the cursor position onward. Use the Scope buttons to choose a block or the buffer.

Mode: Stop On First Radio Button

Click here to find the first occurrance of the pattern in the Text To Find field, but none afterwards.

Mode: Prompt For Next Radio Button

Click here if you want Editron to pause after it finds matching text.   During the pause, you see a prompt asking whether you want to continue the search operation.

Mode: Find All

Check here if you want to search for all the items that match the pattern in the Text To Find field.   Editron displays the total in a dialog box.

Scope: Global Radio Button

Click here to search the entire buffer.

Scope: Selected Text Radio Button

Click here to search the highlighted block.

OK Down

Click here to begin the search.   Editron examines the text beneath the point you specify with the Origin buttons.

OK Up

Click here to begin the search.   Editron examines the text above the point you specify with the Origin buttons.

Cancel

Click here to close the dialog box without initiating a search.

Help

Click here to see help information on the dialog box.

Setup Dialog

Configures many of Editrons global options.   For more information, click on one of the controls in the dialog box.

Setup

Edit Styles

- ☑ Insert Mode
- ☑ Cursor through Tab
- ☑ Cursor Group Undo
- ☑ Scroll with Cursor
- ☐ Close Bookmark
- ☑ Mouse CUA Selection
- ☐ Words Wrap
- ☐ Accumulative Scrap

Indent Styles

- ☑ Auto Indent
- ☐ Smart Language Indent
- ☐ Backspace Unindent

Mouse Cursor Shape

- ◇ Hand Cursor
- ◉ I-Beam Cursor

ToolBar Style

- ◇ Off
- ◉ Horizontal Bar
- ◇ Vertical Bar
- ◇ Popup Dialog Vert.
- ◇ Popup Dialog Sq.
- ◇ Popup Dialog Hor.
- ◇ Large Buttons
- ◉ Small Buttons

New Window Styles

- ☐ Line Numbers
- ☑ TabRuler
- ☐ Always Normal Size

[Advanced...]

✔ OK

✖ Cancel

? Help

Edit Styles: Insert Mode Toggle

Check here to use insertion as the default mode for typing.   Clear the box for overwrite mode.

Edit Styles: Cursor Through Tab Toggle

This checkbox controls the behavior of the cursor as you move it through a tab.   If the box is clear, you can move through the tab with a single keystroke.   If the box is checked, the cursor behaves as if the tab were composed of an appropriate number of space characters.

Edit Styles: Cursor Group Undo Toggle

This checkbox controls the behavior of the **Undo function**.   If this box is checked, Undo treats a sequence of related commands as a group and reverses them all at once.   For instance, if you press the delete key five times, a single Undo command restores the last five keystrokes   If this checkbox is clear, Undo only reverses the effect of the last keystroke.   This control governs insertions, deletions, overstrikes, and cursor movements.

Edit Styles: Scroll With Cursor Toggle

This control governs the behavior of the cursor as you scroll the text in a window.   If the box is checked, the cursor remains in the window.   If its unchecked, the cursor remains anchored even if you scroll it out of the window. In this case, you must bring the cursor back in view manually using the mouse or another technique.

Edit Styles: Close Bookmark Toggle

Check here to clear the **Go To Bookmark dialog** box from onscreen after you jump to a bookmark.   If it is unchecked, the dialog remains onscreen after you jump to a bookmark.

Edit Styles: Mouse CUA Selection Toggle

Check here if you want Editron to obey the IBM **CUA** (Common User Access) guidelines for mouse behavior, block selection, and so forth.

Edit Styles: Words Wrap Toggle

This control governs the default behavior of the cursor as you type the text in a window.   If the box is checked, the cursor will wrap the sentence to the next line when it reaches the right margin.   Whole words are preserved when the sentence is wrapped.   If it is unchecked, the cursor remains on the same line even if you type past the right margin.   See also the **Tabs dialog** and the **Tools menu**.

Edit Styles: Accumulative Scrap Toggle

Check here if you want Editron to preserve the contents of the scrap after every cut or copy operation. Each operation appends new text to the bottom of the scrap. If the box is clear, Editron clears the scrap every time you cut or copy text.

Indent Styles: Auto Indent Toggle

Check this box to enable automatic indentation.   If this feature is active, Editron automatically indents a new line of text to match the previous lines indentation.

Indent Styles: Smart Language Indent Toggle

Check this box to use the indentation style of a programming language.   If this is feature is active, Editron lines up the braces in a C program, the BEGIN and END keywords in a Pascal program, and so forth. See also the **Language dialog** and the **format of the Language template file**.

Indent Styles: Backspace Unindent Toggle

Check here if you want to delete consecutive tab or space characters with one backspace operation.   If this box is clear, the backspace key erases one space or tab at a time.

Mouse Cursor Shape: Hand Cursor Radio Button

Check here if you want the mouse text cursor to be a hand with a pointing finger.

Mouse Cursor Shape: I-Beam Cursor Radio Button

Check here if you want the mouse text cursor to be an I-beam shape.

Toolbar Style: Off Radio Button

Click here to hide the toolbar.

Toolbar Style: Horizontal Bar Radio Button

Click here to display a horizontal toolbar beneath the Editron menu.

Toolbar Style: Vertical Bar Radio Button

Click here to display a vertical toolbar at the right edge of the Editron window.

Toolbar Style: Popup Dialog Vertical Radio Button

Click here to display the toolbar as a floating palette with two columns of buttons.

Toolbar Style: Popup Dialog Square Radio Button

Click here to display the toolbar as a floating, square palette.

Toolbar Style: Popup Dialog Horizontal Radio Button

Click here to display the toolbar as floating, horizontal palette with two rows of buttons.

Toolbar Style: Large Buttons Radio Button

Click here to place standard-sized buttons on the tool bar .

Toolbar Style: Small Buttons Radio Button

Click here to place small buttons on the tool bar.

New Window Styles: Line Numbers Toggle

Check here to display line numbers by default in a new window.

New Window Styles: Tab Ruler Toggle

Check here to display the Tab Ruler by default in a new window.

New Window Styles: Always Normal Size Toggle

Check here to allow new windows to be automatically normal if the current window is maximized.

Advanced Setup Dialog Button

Click here to see the **Advanced Setup** box.   This window offers other features for Editron configuration.

OK

Click here to close the dialog box and use its settings in the current Editron session and future sessions.

Cancel

Click here to close this dialog box and use the existing configuration for Editrons global settings.

Help

Click here for help information on this dialog box.

Tabs Dialog

Sets tab stops and right margins for a particular computer language.   For more information, click on one of the fields or other controls in the dialog box.

```
┌──────────────────────────────────────────────┐
│ ▬            Tabs Setup                        │
├──────────────────────────────────────────────┤
│   ☐  Show Tabs        ☐  Use Spaces            │
│                                                │
│   File Extension      [.C    ] [▼]             │
│   Language            [C/C++    ] [▼] [Setup]  │
│   Tab Size            [5        ]              │
│   Tab Ruler           [5 10 15 20 25 30 35]    │
│   Right Margin        [80       ]              │
│   ☑  Use Tab Ruler                             │
│                                                │
│   ☑ Set Tab Ruler = [1  ] x TabSize            │
│                                                │
│   [✔ OK]      [✘ Cancel]      [? Help]         │
└──────────────────────────────────────────────┘
```
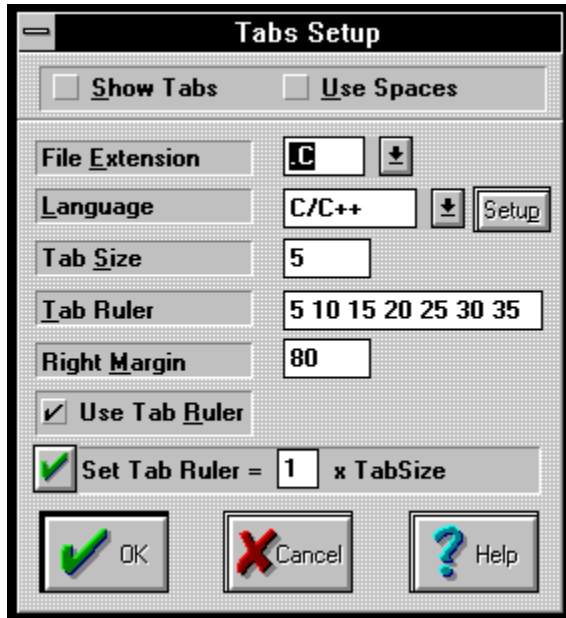
Show Tabs Toggle

Check this box if you want Editron to show a visible tab character in the text.

Use Spaces Toggle

Check here if you want Editron to substitute an appropriate number of space characters for each tab.

File Extension

Enter the extension that you use with source code files for a particular language.   For example, enter CPP for files of C++ code.   Editron uses this extension to determine the appropriate formatting and compiler options.

File Extension List

Click here for a pull-down list of file name extensions.   Choose one to represent a particular computer language.

Language

Enter the name of a programming language in this field.   Editron stores tab stops and other information in a template for this language.   Be sure to enter the proper name of the language and not a file name.

Language List

Click here to see a pull-down list of programming languages.

Language Setup Button

Click here to see the **Language dialog** box.   This window offers other features for programming support.

Tab Size

Enter the width in characters of a tab.

Tab Ruler

This line shows the column position of the first six or more tab stops on the tab ruler.   This can be edited or updated by the Set Tab Ruler Button.

Use Tab Ruler Toggle

Check here if you want Editron to use the tab ruler instead of a fixed array of tab stops based on the tab size and multiplier.

Set Tab Ruler Button

Click here to adjust the settings in the tab ruler.   The new tab interval equals the product of the value in the Tab Size field and the multiplier in the field to the right of this button.

Multiply Tab Size by This Number

Enter a multiplier for the default tab size in this field.

Right Margin

Enter the number of the column that defines the right hand margin.   This feature is useful for word wrapping and centering text.

OK

Click here to close the dialog box and use its tab settings.

Cancel

Click here to close the dialog box and use the existing tab settings.

Help

Click here to see help information on this dialog box.

Printer Setup Dialog

Displays the MS Windows printer setup dialog box.   The contents of this window depend on your printer.
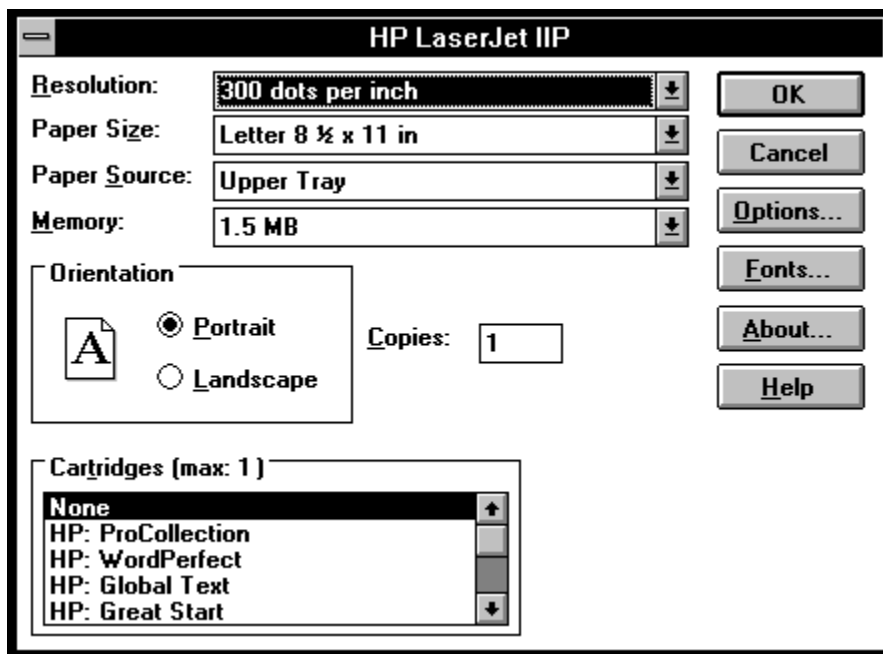
Unassigned Keys Dialog

Displays a list of unassigned keystrokes.   For more information, click on one of the features in the dialog box.

List of Unassigned keys
Key names
<F11>
<F12>
<NUMLOCK>
<SCROLL>
alt-<TAB>
alt-<CLEAR>
alt-<ENTER>
alt-<PAUSE>
alt-<CAPS>
alt-<SPACE>
alt-<PGUP>
alt-<PGDN>
alt-<END>
alt-<HOME>
alt-<LEFT>
alt-<UP>
alt-<RIGHT>
alt-<DOWN>

OK

Help

Key Names

This list shows the keystrokes that arent assigned to an Editron command or macro.

OK

Click here to use the selected keystroke and close the dialog box.

Help

Click here to see help information on this dialog box.

Windows Selection Dialog

Selects an edit window.   This dialog box provides a handy way of changing to another window.   For more information, click one of the fields or other controls on the dialog box.
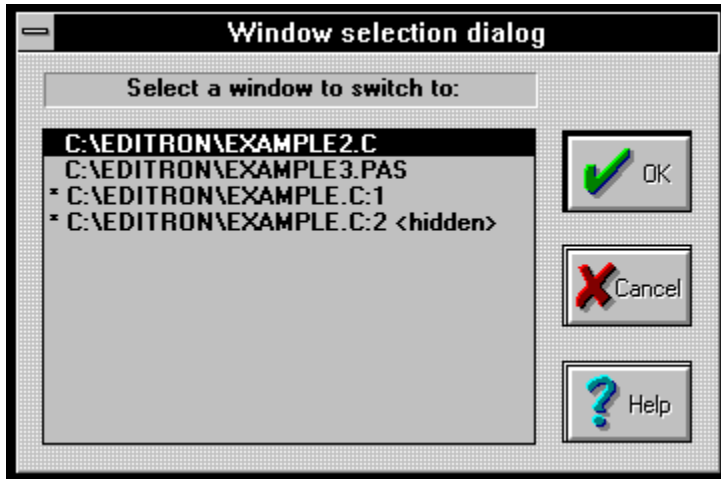
List of Edit Windows

This list shows the edit windows.   Click a window name to select it.   The asterix (*) indicates that the underlying buffer has been modified and not saved.   Hidden windows are indicated by the word "hidden" in angle brackets (<hidden>).

OK

Click here to close the dialog box and to accept the selected window.

Cancel

Click here to close the dialog box and return to the current edit window.

Help

Click here to see help information on this dialog box.

Commands

This list shows the Editron commands.   There are six ways to issue a command:

--   Press a **keystroke** sequence
--   Select a **menu** item
--   Click the **mouse**
--   Press a **tool bar** button
--   Run a **macro**
--   Use the **Commands dialog** box

applications_dlg
arrange_icons
beginning_of_line
break
buffer_list
calculator
cascade
case_toggle
center_in_N_cols
center_in_win
change_directory_dlg
char_map
clip_scrap
close_all
close_block
colors_dlg
compile
compiler_setup
copy_block
copy_to clip
copy_to_clip_scrap
cut_to_clip
cut_to_clip_scrap
cut_to_scrap
debugger
debugger_setup
delete_block
delete_char_block
delete_file_dlg
delete_line
delete_next_char
delete_next_word
delete_previous_char
delete_previous_word
delete_to_EOL
directory_list
down
drop_bookmark_dlg
edit_keymap_dlg
end_of_buffer
end_of_line
end_of_window
exec_keystroke_macro_dlg
exit

fill_block_dlg
find_dlg
fonts_dlg
get version
go_mark_0
go_mark_1
go_mark_2
go_mark_3
go_mark_4
go_mark_5
go_mark_6
go_mark_7
go_mark_8
go_mark_9
goto_bookmark_dlg
goto_line_dlg
help_commands
help_dialogs
help_index
help_keyboard
help_menus
help_tool_bar
help_using
hex_char
hide_window
indent_block
insert_date
insert_file
insert_filename
insert_mode
insert_new_line
insert_time
inter window_copy_block
inter window_move_block
language_dlg
last_srch_repl_back
last_srch_repl_forw
left
left_side
line_to_bottom
line_to_top
link
linker_setup_dlg
load_keystroke_macro_dlg
macro_key_binding_dlg
make
make_util_setup_dlg
match
move_block
new_buffer
next_error
next_window
next_word
null
numbers_toggle
open_close_block

open_file_dlg
open_line
outdent_block
page_down
page_up
paste_from_clip
paste_from_clip_scrap
paste_from_scrap
pause_recording
playback
previous_error
previous_window
previous_word
print_block
print_buffer
print_buffer_block
print_dlg
printer_setup_dlg
record_toggle
redo
reform_all
reform_block
reg_toggle
repeat
repeat_dlg
replace_again
replace_back
replace_dlg
replace_fwd
right
right_side
run_dlg
save_all
save_buffer
save_buffer_as dlg
save_buf_block
save_close
save_exit
save_keystroke_macro_dlg
save_layout
save_setup
scroll_down
scroll_left
scroll_right
scroll_up
sdk_help
sdk_help key
search_again
search_back
search_dlg
search_fwd
select_box
select_line
select_stream
set_mark_0
set_mark_1

set_mark_2
set_mark_3
set_mark_4
set_mark_5
set_mark_6
set_mark_7
set_mark_8
set_mark_9
setup_dlg
shell
show_macro_buffer
show_scrap
tab_insert
tab_ruler
tabs_dlg
tile
tile_horiz
tile_vert
toolbar_toggle
to_lowercase
to_uppercase
top_of_buffer
top_of_window
unassigned_keys_dlg
undo
unselect_block
up
use_spaces_toggle
wordwrap_toggle
write_block
zoom_window

Applications Dialog

applications_dlg: Brings up the **Applications dialog** box. You can run or set up various external utilities like the calculator or an SDK help file.

Arrange Icons

arrange_icons: Organizes document icons in the Editron window so they are neatly arranged..

Back Tab

back_tab: Inserts the back tab character.

Back Space

backspace: Inserts the back space character.

Beginning of Line

beginning_of_line (<HOME>): Moves the cursor to the first character of the current line.

Special case: If you map a keystroke to this command, typing it twice enters the **top_of_window** command.   Typing it three times enters the **top_of_buffer** command.

Break

break (ctrl-<CANCEL> or ctrl-<BREAK>): Terminates the currently executing command.   Use Break to end commands that are taking too long to finish.

Buffer List

buffer_list: Displays a list of all the buffers in Editron.   See also the **Windows Selection dialog**.

Calculator

calculator (alt-C): Runs the calculator program.

Cascade Windows

cascade: Stacks the open windows, keeping all title bars visible.

Case Sensitivity Toggle

case_toggle: Changes how a text search treats capitalization.   If the search is case sensitive, Editron looks for text that matches both upper and lower case.   Otherwise, Editron ignores capitalization.

Center Line in N Columns

center_in_N_cols: Centers the current line between the left and right margins.

Center Line in Window

center_in_win: Centers the current line between the left and right borders of the document window.

Change Directory Dialog

change_directory_dlg: Brings up the **Change Directory dialog** box so you can switch to another drive or subdirectory.

Character Map

char_map: Runs the character map program.

Clipboard or Scrap Buffer Toggle

clip_scrap: Changes where Editron temporarily stores text.   The Clipboard is the standard tool available to all Windows applications.   The Scrap is Editrons local holding area. Use it to move text around a single document or between two Editron documents.

Close All Buffers

close_all: Closes all open buffers.   All windows and icons disappear.

Close Block Selection

close_block (ctrl-Y): Closes a block of text. Until you close a block, every click of the mouse redefines it.

Colors Preferences Dialog

colors_dlg: Brings up the **Color Preferences dialog** box so you can change Editron's color scheme.

Compile

compile (ctrl-<F10>): Runs a language compiler and compiles the source code in the current buffer.   The buffers file name extension determines which compiler Editron runs.   For example, if you compile a buffer labeled TEST.C, Editron runs the C compiler.   Compiling TEST.PAS runs the Pascal compiler.   Use the **Compiler Setup dialog** box to configure Editron for your programming language compiler.

Compiler Setup Dialog

compiler_setup_dlg: Lets you configure Editron for your programming language compiler using the **Compiler Setup dialog** box.

Copy Selected Block

copy_block: Copies a selected block to a new location in the current buffer.   It is recommended that you uncheck the Mouse CUA Selection toggle in the **Setup dialog** when using this command.

Copy To Clipboard

copy_to_clip: Copies the selected block to the Clipboard.

Copy to Clipboard or Scrap Buffer

copy_to_clip_scrap (ctrl-C, ctrl-<INS>): Copies the selected block to the Scrap or Clipboard.   The destination of the text depends on the setting of the Select Scrap/Clipboard option on the **Edit menu**.

Copy To Scrap Buffer

copy_to_scrap: Copies the selected block to the Scrap.

Cut To Clipboard

cut_to_clip: Removes the selected block and places it on the Clipboard.

Cut to Clipboard or Scrap Buffer

cut_to_clip_scrap (ctrl-X, shift-<DEL>): Removes the selected block and places it on the Scrap or Clipboard.   The destination of the text depends on the setting of the Select Scrap/Clipboard option on the **Edit menu**.

Cut To Scrap Buffer

cut_to_scrap: Removes the selected block and places it on the Scrap.

Debugger

debugger (alt-<F10>): Runs a debugger program.   Use the **Debugger Setup dialog** box to configure Editron for your debugging software.

Debugger Setup Dialog

debugger_setup: Lets you configure Editron for your debugging software using the **Debugger Setup dialog** box.

Delete Block

delete_block: Eliminates the selected block and places it on the Scrap or Clipboard.

Delete Character Block

delete_char_block: Eliminates the selected block and does not place it on the Scrap or Clipboard.

Delete File Dialog

delete_file_dlg (alt-<F7>): Lets you select and delete a file or group of files on the **Delete File dialog** box.

Delete Line

delete_line (ctrl-D): Eliminates the current line.

Delete Next Character

delete_next_char (<DEL>): Eliminates the character to the right of the cursor.

Delete Next Word

delete_next_word (ctrl-<DEL>): Eliminates the word to the right of the cursor.

Delete Previous Character

delete_previous_char (<BSP>): Eliminates the character to the left of the cursor.

Delete Previous Word

delete_previous_word (ctrl-<BSP>): Eliminates the word to the left of the cursor.

Delete to End of Line

delete_to_EOL (alt-<DEL>): Eliminates the characters from the right of the cursor to the end of the line.

Directory List Dialog

directory_list (ctrl-<F7>): Brings up the **Directory Tree** dialog box displaying a graphical representation of the directory tree on the disk.

Down

down (<DOWN>): Moves the cursor to the next line in the same column.

Drop Bookmark Dialog

drop_bookmark_dlg (ctrl-<F5>): Lets you place a bookmark at the cursors current position using the **Drop Bookmark** dialog box.

Edit Keymap Dialog

edit_keymap_dlg: Lets you edit, delete, or add keystroke command mappings on the **Edit Keymap dialog** dialog box.

End of Buffer

end_of_buffer (ctrl-<END>): Moves the cursor to the last character in the buffer.

End of Line

end_of_line (<END>): Moves the cursor to the last character of the current line.

Special case: If you map a keystroke to this command, typing it twice enters the **end_of_window** command.   Typing it three times enters the **end_of_buffer** command.

End of Window

end_of_window: Moves the cursor to the last character in the window.

Execute Command Dialog

Brings up the Execute Command dialog box so you can enter a command by selecting it from a list.

Execute Keystroke Macro Dialog

exec_keystroke_macro_dlg: Prompts you for the name of a macro.   Choose a file on the **Execute Keystroke Macro dialog** box.   Then click OK to execute the commands in the macro file.

Exit

exit (alt-<F4>, alt-X): Closes Editron and returns to Windows.

Fill Block Dialog

fill_block_dlg: Lets you fill a highlighted block with a pattern of characters. Enter the characters in the **Fill Block dialog** box.

Find Files Dialog

find_dlg (ctrl-F, <F7>): Lets you search for text in the current buffer or disk files. See also: the **Find Files dialog** box.

Fonts Dialog

fonts_dlg: Lets you change the size, style, or font of the display text.   See also: the **Fonts dialog** box.

Get Version

get_version (alt-V): Displays the **About dialog** with the version number for your copy of Editron.

Go To Book Mark

go_mark_0, go_mark_1, ..., go_mark_9 (ctrl-0, ctrl-1,...,ctrl-9): Moves the cursor to one of the ten numbered bookmarks in the current buffer.

Go To Bookmark Dialog

goto_bookmark_dlg (<F5>): Prompts you for the number of a bookmark. Click one of the numbered buttons on the **Go To Bookmark dialog** box to move the cursor to the corresponding bookmark.

Go To Line Dialog

goto_line_dlg (alt-<F5>): Prompts you for a line number. Enter a number on the **Go To Line dialog** box and click OK to move to the corresponding line.

Help Commands

help_commands: Brings up the section of Editron help describing the commands (this section).

Help Dialogs

help_dialogs: Brings up the section of Editron help describing the dialogs.

Help Index

help_index (<F1>): Brings up the main contents of the Editron help system.

Help Keyboard

help_keyboard: Brings up the section of Editron help describing the standard keyboard layout.

Help Menus

help_menus: Brings up the section of Editron help describing the menus.

Help Tool Bar

help_tool_bar: Brings up the section of Editron help describing the menus.

Help Using Editron

help_using: Brings up the section of Editron help describing how to use Editron.

Hex Value of Character

hex_char: Displays the hexadecimal value of the character the buffer cursor is resting on.

Hide Window

hide_window: Hides the current window.   This is different from minimization; there is no icon.   To restore it select it from the **Windows menu**.

Indent Block

indent_block: Moves a block one tab stop to the left.

Insert Date

insert_date: Places the date at the cursor position.

Insert File

insert_file: Prompts you for the name of a file to open and insert into the current buffer at the buffer cursor location. Choose a file on the **File Open dialog** box and click OK to insert its contents.

Insert Filename

insert_filename: Places the current buffers filename at the cursor position.

Insert Mode

insert_mode (<INS>): Toggles the typing mode between insert and overwrite.

Insert New Line

insert_new_line (<ENTER>): Adds a new line at the cursor position.   This command may split the current line into two lines.

Insert Time

insert_time: Places the time at the cursor position.

Inter window Copy Block

inter_window_copy_block: Copies a block between two buffers without using the Scrap or Clipboard.

Inter window Move Block

inter_window_move_block: Moves a block between two buffers without using the Scrap or Clipboard.

Language Setup Dialog

language_dlg: Lets you configure Editron for a programming language using the **Language Setup dialog** box.   You can specify an editing template and other features for a particular language.

Last Search or Replace Backward

last_srch_repl_back: Repeats the last search or replace command backward from the current cursor position.

Last Search or Replace Forward

last_srch_repl_forw: Repeats the last search or replace command forward from the current cursor position.

Left

left (<LEFT>): Moves the cursor left one character.

Left Side

left_side (shift-<HOME>): Moves the cursor to the left edge of the window.

Line to Bottom

line_to_bottom: Moves the current line to the bottom of the window.

Line to Top

line_to_top (ctrl-T): Moves the current line to the top of the window.

Link

link (ctrl-shift-<F10>): Binds the program in the active window with its libraries and associated modules. Use the **Linker Setup dialog** box to configure Editron for your linker.

Linker Setup Dialog

linker_setup_dlg: Lets you configure Editron for your linker using the **Linker Setup dialog** box.

Load Keystroke Macro Dialog

load_keystroke_macro_dlg: Lets you load an existing keystroke command mappings stored on the **Load Keystroke Macro dialog** dialog box.

Macro/Key Binding Dialog

macro_key_binding_dlg: Lets you associate a keystroke with a macro using the **Macro/Key Binding dialog** box.

Make

make (<F10>): Builds a system by selectively compiling and linking component modules. Use the **Make Utility Setup dialog** box to configure Editron for your make utility.

Make Utility Setup Dialog

make_util_setup_dlg: Lets you configure Editron for your make utility using the **Make Utility Setup dialog** box.

Match

match (ctrl-shift-M): Locates the symbol that matches the one at the current cursor position.   For example, you can match brackets and parentheses in C source code.   See also the **Tools menu**, **Tool Bar**, and **Languages Setup dialog**.

Move Selected Block

move_block: Moves a selected block to a new location in the current buffer.   It is recommended that you uncheck the Mouse CUA Selection toggle in the **Setup dialog** when using this command.

New Buffer

new_buffer: Creates a new buffer and displays it in a window.

Next Error

next_error (<F11>): Moves the cursor to the next compiler error.   See also **Compiler Error Formats** and **Compiler Setup dialog**.

Next Window

next_window (ctrl-N): Moves the cursor to the next window.

Next Word

next_word (ctrl-<RIGHT>): Moves the cursor to the next word on the current line.

Null

null (<ESC>): This command does nothing.

Numbers Toggle

numbers_toggle (<F6>): Shows or hides line numbers in the current buffer.

Open Or Close Block Selection

open_close_block: Either finishs the selection of a block of text or reopens it for further adjustment.

Open File Dialog

open_file_dlg (ctrl-<F9>, ctrl-O): Prompts you for the name of a file to edit. Choose a file on the **File Open dialog** box and click OK to edit its contents. Editron creates a new buffer to hold the file and displays its contents in a new window.   If the file is already open, Editron creates a new window into the existing buffer.   This technique lets you create multiple windows that show different parts of a program or document.

Open Line

open_line (ctrl-<ENTER>): Creates a new line beneath the current line.

Outdent Block

outdent_block (shift-<TAB>): Moves a block one tab stop to the right.

Page Down

page_down (<PGDN>): Scrolls the text in a window down by one page. The size of the page equals the height of the window.

Page Up

page_up (<PGUP>): Scrolls the text in a window up by one page. The size of the page equals the height of the window.

Paste from Clipboard

paste_from_clip: Copies text from the Clipboard to the current buffer at the cursor position.

Paste from Clipboard or Scrap Buffer

paste_from_clip_scrap (ctrl-V, shift-<INS>): Copies text from the Clipboard or the Scrap to the current buffer at the cursor position.   The source of the text depends on the setting of the Select Scrap/Clipboard option on the **Edit menu**.

Paste from Scrap Buffer

paste_from_scrap: Copies text from the Scrap to the current buffer at the cursor position.

Pause On Recording

pause_recording (alt-<F8>): Inserts a pause during playback of a keystroke macro.   The pause allows the user to insert data or commands before the macro resumes.

Playback

playback (<F8>): Replays the keystrokes and command in the current macro.

Previous Error

previous_error (ctrl-<F11>):   Moves the cursor to the line of source code that corresponds to the previous error in the compiler error window. See also: **Compiler Error Formats** and **Compiler Setup dialog**.

Previous Window

previous_window (ctrl-P): Moves the cursor to the previous window.

Previous Word

previous_word (ctrl-<LEFT>): Moves the cursor to the previous word.

Print Buffer

print_buffer (alt-P): Prints the current buffer.

Print Block

print_buffer_block: Prints a selected block within the current buffer.

Print Buffer Block

print_buffer_block: Prints a selected block within the current buffer, otherwise if there is no block selected the entire buffer.

Print Dialog

print_dlg: Starts the MS Windows print command.

Printer Setup Dialog

printer_setup_dlg: Starts the MS Windows printer setup command.

Record Toggle

record_toggle (ctrl-<F8>): Records keystrokes for later playback as a macro.   After you run this command the first time, Editron saves all your keystrokes in memory. Use it again to end the recording process.

Redo

redo (ctrl-A, alt-<INS>): Reverses the effect of the last undo command.

Reformat All

reformat_all: Word wraps all the text in the current buffer so each line does not extend past the right margin.

Reformat Block

reformat_block: Word wraps all the text in a highlighted block so each line does not extend past the right margin.

Regular Expression Toggle

reg_toggle: Enables or disables regular expressions during search operations. When this option is on, you can search for patterns of text that include regular expressions.

Repeat

repeat (alt-shift-R): Repeats the last command. If the command has a repetition factor, Editron runs it the appropriate number of times.

Repeat Dialog

repeat_dlg: Prompts you for a repetition factor on the **Repeat dialog** box. This value tells Editron to execute the next command the appropriate number of times.

Replace Again

replace_again (ctrl-shift-R): Repeats the last replacement operation.   Editron uses the current entries in the **Replace dialog** to find a pattern of text and replace it with new text.

Replace Backward

replace_back (ctrl-<F3>): Repeats the last replacement operation by searching backward through the text.   Editron uses the current entries in the **Replace dialog** to find a pattern of text and replace it with new text.

Replace Dialog

replace_dlg (ctrl-R): Initiaties the search and replace operation.   This command produces the **Replace dialog** that prompts you for a pattern of text and its replacement.

Replace Forward

replace_fwd (<F3>): Repeats the last replacement operation by searching forward through the text.
Editron uses the current entries in the **Replace dialog** to find a pattern of text and replace it with new text.

Right

right (<RIGHT>): Moves the cursor right one character.

Right Side

right_side (shift-<END>): Moves the cursor to the right edge of the window.

Run Dialog

run_dlg (ctrl-shift-<F4>): Prompts you for the name of an executable DOS or Windows program. Enter the programs name in the **Run dialog** and click OK.

Save All

save_all (alt-<F9>): Saves all buffers in disk files.

Save Block As Dialog

save_buf_block (ctrl-shift-W): Lets you specify a disk file for the selected block.   Enter a name in the **Save Block As dialog** box and click OK to save the contents of the buffer in the specified file.

Save Buffer

save_buffer (<F9>, ctrl-W): Saves the contents of the current buffer in the corresponding disk file.   If the buffer does not have a file, Editron displays the **Save Buffer As dialog** box to prompt for a file name.

Save Buffer As Dialog

save_buffer_as_dlg: Lets you specify a disk file for the current buffer.   Enter a name in the **Save Buffer As dialog** box and click OK to save the contents of the buffer in the specified file.

Save Buffer Block

save_buf_block: Saves the contents of the selected block, otherwise if there is no block selected the entire buffer, in the corresponding disk file. Editron displays the **Save Buffer As dialog** or the **Save Block As dialog** box to prompt for a file name.

Save Close

save_close (ctrl-shift-<F9>): Saves the current buffer and closes its window.   If you have multiple windows for a single buffer, this command closes the current window, keeps the others onscreen, and retains the buffer in memory.

Save Exit

save_exit: Saves all buffers in disk files, closes Editron and returns to Windows.

Save Keystroke Macro Dialog

save_keystroke_macro_dlg: Lets you save the current keystroke macro in a disk file.   Enter a file name in the **Save Macro dialog**.

Save Layout

save_layout: Saves the current state of all the windows, icons, buffers, cursor positions, and text selections.

Save Setup

save_setup: Saves the current system settings including fonts, colors, etc.

Scroll Down

scroll_down (ctrl-<DOWN>): Moves the text in a window down by half a page. The size of the page equals the height of the window.

Scroll Left

scroll_left: Moves the text in a window to the left by half the width of the window.

Scroll Right

scroll_right: Moves the text in a window to the right by half the width of the window.

Scroll Up

scroll_up (ctrl-<UP>): Moves the text in a window up by half a page. The size of the page equals the height of the window.

SDK Help

sdk_help (ctrl-shift-<F1>): Runs the help system for your software development kit.

SDK Help Keyword

sdk_help_key (ctrl-<F1>): Place the cursor over a key word in your text.   This runs the help system for your software development kit and brings up context sensitive help information.

Search Again

search_again (ctrl-shift-S): Repeats the last search operation. Editron uses the current entries in the **Search dialog** to find a pattern of text.

Search Backward

search_back (ctrl-<F2>): Repeats the last search operation, moving backward through the text.   Editron uses the current entries in the **Search dialog** to find a pattern of text.

Search Dialog

search_dlg (ctrl-S): Starts a search operation. Enter a pattern of text on the **Search dialog** and click OK. Editron scans the current buffer and finds the first piece of text that matches the specified pattern.

Search Forward

search_fwd (<F2>): Repeats the last search operation, moving forward through the text.   Editron uses the current entries in the **Search dialog** to find a pattern of text.

Select Box

select_box (ctrl-B): Defines one corner of a box block. Move the mouse pointer to the opposite corner and click the button to highlight a box of text.

Select Line

select_line (ctrl-L): Defines one end of a line block. Move the mouse pointer to the other end and click the button to highlight a block of lines.

Select Stream

select_stream (ctrl-M): Defines one end of a stream block. Move the mouse pointer to the other end and click the button to highlight a continuous stream of text.

Set Bookmark

set_mark_0, set_mark_1, ..., set_mark_9 (alt-0, alt-1,...,alt-9): Sets one of the ten numbered bookmarks at the current cursor position.

Setup Dialog

setup_dlg: Lets you configure Editrons global parameters on the **Setup dialog** box.

Shell (DOS)

shell (<F4>): Runs a DOS session. You can run DOS in a window or give it the full screen.   See also the DOS menu item in the **File menu**.

Show Macro Buffer

show_macro_buffer: Displays the contents of the keystroke macro buffer.

Show Scrap

show_scrap: Displays the contents of the scrap buffer.

Tab Insert

tab_inset (<TAB>): Inserts a tab character, or an equivalent number of spaces, at the current cursor position. The cursor moves to the next tab stop.

Tab Ruler

tab_ruler (ctrl-shift-<F6>): Displays or hides the **tab ruler** in the current window.   The tab ruler shows the location of the tab stops and the right margin.   See also: the **Tabs Setup dialog** box, the **Tools menu**, and the **Tool bar**.

Tabs Dialog

tabs_dlg: Lets you set tab stops, margins, and other editing options on the **Tabs dialog** box.

Tile

tile: Places multiple windows adjacent to one another.   Each window gets an equal amount of space.

Tile Horizontally

tile_horiz: Places multiple windows left to right across the Editron screen. Each window gets an equal amount of space.

Tile Vertically

tile_vert: Places multiple windows top to bottom along the Editron screen. Each window gets an equal amount of space.

To Lowercase

to_lowercase (ctrl-shift-D): Converts all highlighted text to lowercase.

To Uppercase

to_uppercase (ctrl-shift-U): Converts all highlighted text to uppercase.

Tool Bar Toggle

toolbar_toggle (alt-<F6>): Displays or hides the tool bar.

Top of Buffer

top_of_buffer (ctrl-<HOME>): Moves the cursor to the first line in the buffer.

Top of Window

top_of_window: Moves the cursor to the first line in the window.

Unassigned Keys Dialog

unassigned_keys_dlg: Displays the **Unassigned Keys dialog** box, which shows a list of keystrokes that arent associated with a command or macro. Use this list as a reference to find available keystrokes.

Undo

undo (ctrl-Z, alt-<BSP>): Reverses the effect of the last command.

Unselect Block

unselect_block (ctrl-U): Clears a block. The highlighted text in the block returns to normal.

Up

up: Moves the cursor up one line.

Use Spaces Toggle

use_spaces_toggle: Tells Editron to insert a series of space characters in the text when you press the tab key. The alternative is a tab character.

Word Wrap Toggle

wordwrap_toggle: Switches paragraph formatting on and off.   When this setting is on, Editron automatically skips to the next line when you type a word that crosses the right margin. Editron moves the word to the next line and does not insert an end-of-line character.   This function is mainly useful for creating paragraphs of prose.

Write and Exit

write_and_exit: Saves the current buffer in its disk file and exits Editron.

Write Block

write_block: Saves the contents of the selected block in the corresponding disk file. Editron displays the **Save Buffer As dialog** box to prompt for a file name.

Zoom Window

zoom_window (alt-Z): Maximizes the current normal sized window or restores a maximixed window.

Menus

These are the Editron menus:

Blocks Submenu
Edit Submenu
Files_Submenu
Go To Submenu
Help Submenu
Macro Submenu
Options Submenu
Search Submenu
Tools Submenu
Window Submenu

Blocks Submenu

This submenu provides items for selecting and manipulating text blocks. For more information, click one of the fields on the submenu.

Blocks	
Box	ctrl-B
Line	ctrl-L
Stream	ctrl-M
Open closed Selection	ctrl-Y
Unselect	ctrl-U
Delete	
Uppercase	ctrl-shift-U
Lowercase	ctrl-shift-D
Fill Block	

Open/Close Selection

This either opens or closes and existing selection.   See also the **Close Block Selection** command.

Edit Submenu

This submenu provides items for copying, cutting, pasting text and other related operations.   For more information, click one of the fields on the submenu.

Edit	
Undo	ctrl-Z (alt-<BSP>)
Redo	ctrl-A (alt-<INS>)
Repeat...	
Repeat Again	alt-shift-R
Copy to Scrap	ctrl-C (ctrl-<INS>)
Cut to Scrap	ctrl-X (shift-<DEL>)
Paste from Scrap	ctrl-V (shift-<INS>)
Move	
Select Clipboard	
Center Line In 80 Col	
Center Line In Window	
Word Wrap OFF	
Insert ON	<INS>

Files Submenu

This submenu provides items for opening and saving files and other related operations.   For more information, click one of the fields on the submenu.

```
┌─────────────────────────────────────────┐
│ File                                      │
├───────────────────────────────────────────┤
│ New Buffer                                │
│ Open File...            ctrl-<F9> [ctrl-O]│
│ Insert File...                            │
│ Save Buffer             <F9> [ctrl-W]     │
│ Save Buffer As...                         │
│ Save Block As...                          │
│ Save All Buffers        alt-<F9>          │
│ Save & Close Buffer     ctrl-shift-<F9>   │
├───────────────────────────────────────────┤
│ Print Buffer            alt-P             │
│ Print Block                               │
│ Printer Setup...                          │
├───────────────────────────────────────────┤
│ Change Directory...                       │
├───────────────────────────────────────────┤
│ DOS                     <F4>              │
│ Run...                  ctrl-<F4>         │
├───────────────────────────────────────────┤
│ Exit                    alt-<F4> [alt-X]  │
│ Save-Exit                                 │
├───────────────────────────────────────────┤
│ c:\editron\example5.bas                   │
│ c:\editron\example2.c                     │
│ c:\editron\example4.pas                   │
│ c:\editron\example3.c                     │
│ c:\editron\example.c                      │
└───────────────────────────────────────────┘
```

History of Previously Opened Files

This is a history of previously opened files.   It is limited to the last five files opened and does not include files currently opened as buffers.

Go To Submenu

This submenu provides items for moving around the edit buffer and other related operations.   For more information, click one of the fields on the submenu.

Go to	
Go to Line...	alt-<F5>
Drop Bookmark...	ctrl-<F5>
Go to Bookmark...	<F5>
Beginning of Buffer	ctrl-<HOME>
End of Buffer	ctrl-<END>
Next Error	<F11>
Previous Error	ctrl-<F11>

Help Submenu

This submenu provides items for invoking certain help pages and other related operations.   For more information, click one of the fields on the submenu.

Help
Index   <F1>
Keyboard
Menus
Dialogs
Tool Bar
Commands
Using Help
SDK Help   ctrl-<F1>
About Editron... alt-V

Help Contents or Index

This option presents the table of contents for the Editron help system.

Keyboard Help

This option presents a summary of the keystroke commands in the standard Editron keymap.

Menus Help

This option explains the Editron menus.

Dialogs Help

This option explains Editrons dialog boxes.

Tool Bar Help

This option explains the Editron tool bar.

Commands Help

This option shows all the Editron commands and explains each one.

Using Help

This option tells how to navigate the Editron help system.

SDK Help

If you have a Software Development Kit, this option presents its help system.

About Editron

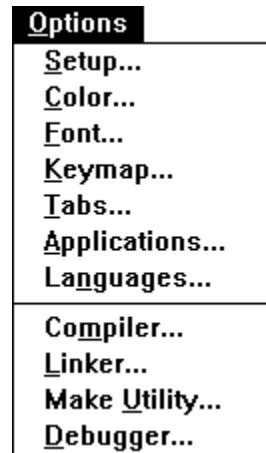This option displays the **About Editron Dialog** box.

Macro Submenu

This submenu provides items for managing keystroke macros and other related operations.   For more information, click one of the fields on the submenu.

```
Macro
  Record ON  ctrl-<F8>
  Playback   <F8>
  Pause      alt-<F8>

  Save...
  Load...
  Execute...
  Binding...
```

Options Submenu

This submenu provides items for configuring Editron colors, fonts, configuration and other related operations.   For more information, click one of the fields on the submenu.

Options
Setup...
Color...
Font...
Keymap...
Tabs...
Applications...
Languages...
Compiler...
Linker...
Make Utility...
Debugger...

Search Submenu

This submenu provides items for searching and replacing text strings and other related operations.   For more information, click one of the fields on the submenu.

Search	
Search...	ctrl-S
Forward	\<F2\>
Backward	ctrl-\<F2\>
Replace...	ctrl-R
Forward	\<F3\>
Backward	ctrl-\<F3\>
Case Sens. ON	
Regular Expr. OFF	

Tools Submenu

This submenu provides items for invoking compiler, linking, and other tools.   For more information, click one of the fields on the submenu.

Tools	
Find...	ctrl-F (<F7>)
File Delete...	alt-<F7>
Directory Tree...	ctrl-<F7>
Match Pair	ctrl-shift-M
Hide Tab Ruler	ctrl-<F6>
Line Numbers ON	<F6>
Tool Bar OFF	alt-<F6>
Calculator	alt-C
Char. Map	
Show Unassigned Keys	
Commands...	
Compile	ctrl-<F10>
Link	ctrl-shift-<F10>
Make	<F10>
Debug	alt-<F10>

Window Submenu

This submenu provides items for tiling windows, arranging icons and other related operations.   For more information, click one of the fields on the submenu.

```
┌─────────────┐
│   Window    │
├─────────────────────────────────────────────┐
│  Cascade                                     │
│  Tile                                        │
│  Tile Horizontally                           │
│  Tile Vertically                             │
├─────────────────────────────────────────────┤
│  Arrange Icons                               │
│  Close All                                   │
│  Hide Window                                 │
│  Show Macro Buffer                           │
│  Show Scrap                                  │
├─────────────────────────────────────────────┤
│  1 C:\EDITRON\EXAMPLE\SAMPLE.C               │
│  2 C:\EDITRON\EXAMPLE\SAMPLE2.C              │
│  3 C:\EDITRON\EXAMPLE\SAMPLE3.C <hidden>     │
└─────────────────────────────────────────────┘
```

List of Windows & Buffers

This displays all windows with their associated buffers.   Select one to make it the active window for further editing operations.

Hidden Window

This is a hidden window with it's associated buffer.   If this is selected then the window will become visible and be the active window for further editing operations.