

RT Edit User's Manual

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Introduction

RT Edit is an editor that creates a spell check dictionary based on your source code and built-in headers. This editor can help you in draft creation of new code or for adding segments of code to a module. RT Edit runs in Windows and uses OWL components.

RT Edit assists you via a module called Identifier Lookup. Identifier Lookup builds a dictionary of the identifier names you have already created or that exist in library headers you intend to use. As you type in your code (more than four characters of an identifier) Identifier Lookup lists candidate matches in a separate window. If you are typing in a previously defined identifier, you may elect to have one of the listed names substituted for the text you have typed thus far. If the identifier is instead a new one, completing the name by entering a non-identifier character will cause Identifier Lookup to store the new name. Keeping up with matches to your typing occurs in near real time provided the dictionary is not so large that disk accesses begin to cause your system to thrash.

The Identifier Lookup capability works on the first few characters of your identifiers and does not care if you mix them up or leave out some of the beginning. However, this does nothing for you when you only recall some piece in the middle or the end of one of your identifiers. Expanded Search allows you to enter just a segment of the middle and get a list of all the identifiers ordered by a ranked degree of closeness to that segment.

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Installation

Run the Setup File from Windows. One way to do this is to use the Program Manager. Select File | Run, then enter D:\Setup replacing "D" with the disk drive where RT Edit resides or the full path to the RT Files on your hard disk.

You will see an introductory prompt. At this point, you may cancel the installation or continue. At several points in the process, you may choose "Exit" to terminate the installation. If you do so, the installation will be incomplete.

If you continue, you will then see a Directory Prompt dialog with a prompt to accept or change the directory.

A dialog then prompts for your selection of optional items available in the installation. Two versions of the User's Manual on disk are provided. One is in Microsoft Word for Windows format, a file with .doc extension, the other is an ASCII text file, extension .txt.

If there is not enough space on the destination drive, you will see a prompt to fix or ignore the problem.

You will then see a group prompt and be asked to accept the group name provided or to select an existing group, or enter a new one.

If later information is available than provided in the User's Manual, a Read Me dialog will load and display. When you exit the Read Me dialog, the installation is complete and you may exit the setup program.

Requirements

To use RT Edit, your system must have:

- At least a 386. A 486 or better recommended.
- Windows 3.1 or higher running in 386 enhanced mode.
- A hard disk with 1 MB of available disk space.
- A 1.44 MB floppy drive (installation of the registered version).
- At least 4 MB of extended memory. Preferably 8 MB or greater.
- A Windows compatible mouse.

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Capabilities

You will find the general capabilities of RT Edit in the following. You will not find the general capabilities of the Windows MDI Editor in this document but on-line Help is available. For help with the general editing operations, refer to the on-line help.

Identifier Lookup Window

A different type of child window shows matches to your existing identifiers when appropriate. It is appropriate when:

- You enabled Identifier Lookup..
- You have typed four or more characters.
- Identifier Lookup found at least one Candidate Identifier match during the search.

Identifier Lookup Keys

Note that the keys identified in this section operate the same whether you also press SHIFT or not. So you may, if you prefer, think of the unshifted versions of the keys listed, that is, CTRL+(, . or /). In no case do you need to press the SHIFT key also.

If the Identifier Lookup lists multiple candidates in the Window, the CTRL+< key combination will move the selection up in the list and the CTRL-> key will move the selection down in the list. The selection wraps around to the bottom of the list if you move up past the first item. The selection wraps around to the top of the list if you move down past the last item in the list.

When a name selected in the Identifier Lookup window is one you want to substitute for the partial variable you have typed so far, the CTRL+? key combination will replace the fragment you have typed with the selection.

SetupRT Controls

RT Edit includes several controls for the setup of Identifier Lookup operations. There are controls to determine the extent of processing for the associated header files for a module. There are controls to identify paths for header file searching and a different source directory. There are controls for suspending, stopping and restarting the use of Identifier Lookup.

Save and Restore Environment

RT Edit includes the capability to save the settings that control the SetupRT operation. You can use the default file name but since several different files may be useful for working on different modules, you may want to provide your own file name instead.

You may restore the SetupRT controls from the default file or from the

file of your choice.

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Limitations

Name Prefix Limitations

At this time, RT Edit's Identifier Lookup is not recommended for code with heavy use of a standard prefix notation. One example is Hungarian Notation as described in "Programming Windows 3.1," by Charles Petzhold. It is possible to use Identifier Lookup but it may be necessary to type much more of an identifier before you see a good match. Also, the efficiency of Identifier Lookup may be greatly impaired in this case.

Word length

Identifier Lookup does not operate on words under 4 characters in length.

Use for draft code

Use of RT Edit is recommended for draft creation of code, not for formatting or final editing.

File Size

The Editor file size limit is 32K characters for adding text. The edit control used is the standard Window Edit Control except for slight modification of the buffer provided. Because of the modification you may open a file of size up to about 60K characters and may browse it but you may not be able to add more text.

Cascaded Windows

Not more than three edit windows may be Cascaded when Identifier Lookup is active. The Identifier Lookup window will be adjusted to fit the area below the lowest edit window. If there are more than three edit windows open and Identifier Lookup is active, a dialog will appear with two choices. You can abandon the Cascade command or abandon Identifier Lookup. An Identifier Lookup window shrunk to fit into the area below four cascaded edit windows is too small to be useful.

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RT Edit Operation

Overview

RT Edit is not a complex editor, based as it is on a Windows Edit Control. The Identifier Lookup capability initially creates a spell-lookup dictionary of the identifiers you have used in your C++ module. During editing, Identifier Lookup adds to the dictionary automatically in real time as you create new names. Also, a list of matching names is displayed as you type more than four characters of an identifier. When there are matching identifiers displayed in the window provided, you have the ability to pick a substitute for what you typed so far. Identifier Lookup assists use of long identifier names often used for self documenting code purposes. Identifiers shorter than four characters are not stored in the dictionary.. Because programmers are so familiar with reserved words these are not looked-up either.

RT Edit provides the capability to select files by name for Identifier Lookup processing. This allows tailoring Identifier Lookup to work with a particular module. For example, you may specify both the ".CPP" (or equivalent extension) file and it's associated header file to Identifier Lookup. Moreover, you may select automatic use of header files identified in "#include" statements. When you choose to start Identifier Lookup, all named files and all include files, if selected, are searched for legal C/C++ names greater than 4 but under 33 characters in length. Reserved words, names less than four characters, words within comments or words within strings are not loaded. The files you use should thus correctly match begin and end comment symbols before you start Identifier Lookup. In addition, quoted strings should also correctly match begin and end quotes.

Identifier Lookup ignores names less than a minimum length of four characters. The reason for this is that short identifiers are not the target for Identifier Lookup support. For example, Identifier Lookup does not help using short variable names such as "i", "j", or fixing "teh" to "the." However, Identifier Lookup presents a list of longer names after typing four or more characters. The list accounts for possible errors in the first few characters. One error is omission of one letter, for example, typing "nume" when the goal is to type "numberOfVowelsInSentence." Another error is transposition of letters, for example, typing "nmue." Identifier Lookup will not display a candidate identifier unless at least two of the typed characters are also contained in the candidate.

Starting RT Edit

You start RT Edit as a stand-alone task by any standard Windows method, such as double-clicking the icon in whatever program group you used in installation. You could setup the program to accept an argument. The argument RT Edit will accept is a file name. A file name argument will be processed as though it were the input to the Set

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File Name command. The purpose of the argument is not for startup from Windows but for startup from an interactive development environment, such as Microsoft's Visual C++ or Borland's C++.

You may install RT Edit as a tool in either Visual C++ or in Borland C++. When you install a tool, you may identify an argument macro. The macro is invoked when the tool is started. In Visual C++, an argument macro \$File will pass the current source file name to RT Edit. In Borland C++, the macro \$EDNAME will pass an argument with the name of a file in a currently active editor. So in either case, you may set up RT Edit so you can move from editing in the environment to editing in RT Edit. If you start the tool when there is no source or not an active edit window, the argument will be blank and RT Edit will not set a file name. If there is a file name set then Identifier Lookup can be started immediately. If you do, Identifier Lookup only loads the identifiers in the current edit file but not header files.

SetupRT

Select File Name

You must have at least one file name specified to use Identifier Lookup. Of course, you may use save and restore environment as described below. When you choose this menu item, you are prompted through a common Windows dialog to set the file name. This file name should usually be the name of the file with a module in which you want to add code. For example, suppose you have a file, "MODULE1.CPP":

```
// File - MODULE1.CPP
#include "MOD1HDR.H"
...
...
```

You would set up the file name to use MODULE1.CPP. If you also elect to include headers referenced in MODULE1.CPP (see below), the identifiers loaded in for MODULE1.CPP will include any unique identifiers also existing in "MOD1HDR.H." The header file "MOD1HDR.H" may also include other header files:

```
// File - MOD1HDR.H
#include "MOD2HDR.H"
#include <window.h> // Borland OWL( header
....
...
```

Select Header Options

You need to decide whether header file names bracketed by "" in #include statements in any file name entered in Set File Name should also be scanned for identifiers. If you decide to do so, you are also prompted for whether you wish to also scan standard library headers, that is, file names bracketed by <> in #include

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statements. This menu item toggles. If it is not checkmarked, it will become checkmarked and you are prompted about the library headers.

Select Source Directory

If you do not run RT Edit in the directory where your source code is, then choose this menu item and enter the path where your source is located.

Select Header Directories

Usually if you choose to use standard library headers, they will exist in one or more directories other than the one holding your source code. Enter one or more paths separated by semi-colons. This option is not required if no other directories need to be searched for files other than either the current path or the source directory entered above.

Set Font

You may change the font used to display your code in the edit windows, but the font types must be fixed fonts. The common dialog for setting the font is controlled to show only fixed fonts. Setting the font is optional.

Initiate Identifier Lookup

At this point you have completed enough setup to start the Identifier Lookup. Choose this menu item and wait until a new window titled "Identifier Lookup" appears. The more files and identifiers to be loaded, the longer this will take. The average module with a few header files and 1000 unique names may take 10 to 15 seconds to load, depending on your system, of course.

Save Environment

After you see the new "Identifier Lookup" window, choose the Save Environment menu item. You may enter a file name if you do not want to use the default name shown in the dialog. The extension used is *.dnt but you may change it.

Select Edit File

Open a file with File | Open. Usually this will be one of the files in your module that you intend to modify but actually it can be any text file.

Known Identifier Check

Choose an insertion point in the open edit control and begin to type an identifier name you know exists. After typing four characters of the name (assuming non-repeated characters), you

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should see that identifier displayed in the Identifier Lookup window. If necessary, scroll through the names with either of the hot keys CTRL+< or CTRL+>. When you see that identifier selected, you can cause a substitution with the hot key combination CTRL+?..

Terminate Identifier Lookup

In order to observe the ability to get a quicker start than the above procedure, you may want to try starting up with the environment file you saved above. One way to do this is to select the menu item "Identifier Lookup", currently checkmarked because it is active. Identifier Lookup stops, the Identifier Lookup window disappears and the menu item becomes unchecked.

Restore Environment

You may choose the menu item Restore Environment and select either the default or enter the name used above in Save Environment. You may look under Help | About RT Edit to see the settings and file names that have been restored from the environment file.

Restart Identifier Lookup

Restoring the environment does not initiate Identifier Lookup. That is always under manual control. Select the menu item Identifier Lookup and the "Identifier Lookup" window will again be displayed after a short load time.

Test Edit

Insert new variable name

Enter a new variable name of more than four characters that you are sure doesn't exist yet. When the last character of the name is typed, it is not yet stored by Identifier Lookup. That will happen when you type a non-identifier character or move off the identifier with an arrow key

Insert Known Variable name

Type the same name created in the last step and verify as before that the name is shown in the Identifier Lookup window.

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Alternative Setup

Presented in the following are alternative ways to setup Identifier Lookup operation. The example files, repeated from the RT Edit Operation section, are:

```
// File - MODULE1.CPP
#include "MOD1HDR.H"
...
...
// File - MOD1HDR.H
#include "MOD2HDR.H"
#include <window.h> // Borland OWL( header
...
...
```

An alternative to naming a file and enabling headers is just to input all the file names of interest and choose not to enable the Header Options. You could then use all of the three file names, MOD1HDR1.H, MOD2HDR.H, and MODULE1.CPP, from the example given in RT Edit Operation above.

If you prefer to also include OWL identifiers in windows.h, you may instead want to Set File Name to MOD1HDR.H in addition to the MODULE1.CPP name entered above. If you also elect to include all header options, including library headers such the OWL header, then Identifier Lookup will be loaded with all unique identifiers, for this example from files "MODULE1.CPP", "MOD1HDR.H", "MOD2HDR.H", and "WINDOWS.H".

Yet another way to get the identifiers from those same four files is to simple use Set File Name to enter each file name. In this case, it isn't necessary to use any header options. Upon Identifier Lookup initiation, all the identifiers in those four files will be loaded.

Finally, it is also possible to create a special file that includes as many include statements as there are files you want to load. You then use Set File Name only for the special file.

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Identifier Searching Tactics

You may need to know more about the factors affecting the appearance of your identifiers in Identifier Lookup and in Expanded Search. There are tactics to apply in using either of these capabilities.

Identifier Lookup will show you an existing identifier if you correctly type at least the first or second character of the identifier. The correct character does not have to be in that position in what you type, however. It can be anywhere in the first four characters. If you do not have the correct first or second character, you may not see the expected candidate match in the Identifier Lookup list at all. In this case, one alternative is to use Expanded Search, discussed below. Another alternative, of course, is to look up the identifier yourself by looking in the original source location where it was created.

The situation may be that your candidate identifier is in the Identifier Lookup list but the position in the list may be so far off that the list is relatively useless to you. This could definitely occur when you do not have many of the letters correctly entered but may also occur if there are a large number of similar identifiers. You can of course scan through the list with the hot keys and look for the identifier you have in mind. There may be a better way to handle the problem.

If you know some root segment of your identifier, a better way to use the Identifier Lookup may be to type in at least part of that segment. This can improve the order in which RT Edit puts the candidates in the Identifier Lookup list.

Suppose you know there was an existing identifier you used that was "modifiedHeaterPowerOnDuration." Also suppose you typed "yzox." The "o" is one of the first two letters. The rest are far off so it would not be surprising that your identifier is way off in the list, assuming there are many possible candidates in the list. You could add or at least start to add the letters for "Power", assuming that is a segment that you recall is part of your identifier. The matching done by Identifier Lookup will likely be greatly improved. Your target identifier may then show as being automatically selected in the window. If not, it may be shown at least in the window or not far down the list.

Another factor to consider when entering quoted text is that you may not want the words processed and displayed as candidate matches. You can suspend Identifier Lookup while you are typing the quoted string in this case. The initial scan will not process the words within quotes in any case.

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RT Edit Help

Introduction

RT Edit is an editor with a spell-check dictionary based on your source code and built-in headers. This editor can help you in draft creation of new code or for adding segments of code to a module. The way in which RT Edit assists you is via a module called Identifier Lookup. Identifier Lookup builds a dictionary of the identifier names you have already created or that exist in library headers you intend to use. You may turn Identifier Lookup ON or OFF or suspend it, possibly an appropriate action when creating comments. While the Identifier Lookup is ON, a display indicates, under certain conditions, your C++ names. You can select a name to be substituted for the text you are typing.

RT Edit has some capabilities in common with the Windows Notepad editor as incorporated into Borland Owl. Please see the specific help for these functions under Files, Edit, Search, and Window. Other capabilities are provided through use of Borland's Owl. One feature dependent on use of Borland's OWL is the toolbar, status line and hint available. Control of these items is provided under the View menu. Select a help section from the following:

- RT Edit Overview.
- Identifier Lookup.
- Use Headers On.
- Set File Name.
- Expanded Search
- Suspend Lookup
- Source Directory
- Set Header Directories.
- Set Font
- Restore Environment.
- Save Environment.
- Auto Indent On

SetupRT | Identifier Lookup

Initiate Identifier Lookup operation anytime after at least one source file name is identified through the Set File Name menu selection. If the menu selection is not checkmarked, Identifier Lookup may be initiated. Whenever it is checkmarked, Identifier Lookup is active and selection will terminate Identifier Lookup. You should not select Identifier Lookup on the "RT Edit" menu unless you have already named at least one file. If you do, you will see a complaining message and startup of the lookup function will not proceed. Another menu selection, Restore Environment, would also satisfy the need to have a file name established. During Identifier Lookup initiation, a window named "Identifier Lookup" is created. This window, if selected to be the active window, will ignore client window keyboard and mouse input. You should not select the

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Identifier Lookup window unless you wish to change it's size and location.

SetupRT | Set File Name

Use the menu choice "Set File Name" to identify your primary source file. You may also want to use this setting to name one or more header files that are part of the module.

SetupRT | Use Headers On

Click on the menu item to toggle the state of Use Headers On. When setting the state on, you will be asked if you wish to use library files. If you say Yes to using library files, it may be appropriate to set directory names with Set Header Directories.

SetupRT | Expanded Search

Expanded Search looks up candidate identifiers by a different method than used in Identifier Lookup. Type a segment of an Identifier you want to find with Expanded Search, then choose the Expanded Search menu item or press the hot key combination, alt-x. The letters you have typed so far will appear in a dialog and you have the option of changing or adding letters to the segment. You then may select OK in the dialog to continue or CANCEL. If you selected OK, another dialog will list all identifiers in groups sorted by the number of characters containing the same characters as the segment you created. You may select an identifier and choose REPLACE or you may CANCEL. Choosing REPLACE will replace the segment you typed so far even if you changed it in the search dialog. The substitution will occur in the same manner as for Identifier Lookup except that only one character of the identifier must be typed. An attempt to use Expanded Search with no characters typed will cause a warning message to be displayed. Generally speaking, you should use several characters for the search to obtain a reasonable result.

SetupRT | Suspend Lookup

You may select this menu item at any time Identifier Lookup is active. The state of Identifier Lookup will be toggled between suspended (checkmark displayed by the Suspend Lookup menu item) and not suspended (no checkmark). You may want to suspend Identifier Lookup when you are editing within "/"* and "*/" begin/end comment marks. The words within these comment marks were not saved by Identifier Lookup when starting up. However, words typed within these comments while editing are treated as identifiers unless you use Suspend Lookup.

SetupRT | Source Directory

If your source files are not in the current directory, you may enter that directory via this menu item. Enter multiple paths on the input line provided by separating them with a semicolon (;).

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SetupRT | Header Directories

Directories to be searched for include files, other than the current directory, should be set with this command. Enter multiple paths on the input line provided by separating them with a semicolon (;).

SetupRT | Set Font

You may change the font being used, but note that use of Identifier Lookup depends on using fixed fonts. The fonts presented in the dialog box are limited to fixed fonts.

SetupRT | Restore Environment

Select the RT Edit menu item "Restore Environment" to restore the initialization of Identifier Lookup to a previously saved environment, that is, an environment saved with Save Environment.

SetupRT | Save Environment

Save the current environment in a file for use during a subsequent session. The following elements are saved:

File names that have been entered with Set File Name.

File names referenced in "#include" statements within the files named above, if "Use Header Directories" was set during the Use Headers On dialog.

SetupRT | Auto Indent On

You may choose to have auto indent on or off. When Auto Indent is on, the menu item is checked. With Auto Indent, the cursor position is adjusted after a carriage return is entered. An adjustment is made also if a backspace is entered and there is nothing on the line except whitespace prior to the current line position. A scan of lines before the current cursor position is performed for either a carriage return or a backspace. The scan of a line finds the position of the first non-whitespace character on the line. If a non-whitespace character is not found, the position is set to the end of the line. Only one previous line is scanned if a carriage return is entered. The cursor position on the new line is set to the same position found in the scan, filling the line to that point with an appropriate number of tabs and spaces.

The first previous line is scanned if a backspace is entered as well. If the position found in the scan is at the beginning of the line anyway, no further processing is done and the whitespace at the beginning of the line will be removed, positioning non-whitespace text, if there is any, at the beginning of the line. The current position on the line is adjusted to the same position found on the scan of the previous line if that position is farther to the left. Whitespace is also removed as needed. If the scan of the previous

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line is not to the left of the current position, scanning is continued on previous lines from closest to the first line, until a position to the left of the current position is found. The default, if such a position is not found, is to backspace one character position.

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Shareware

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue using the software to an updated program with printed manual.

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Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. Because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

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Support

You may obtain technical support for RT Edit for at least a period of 3 months following the date of your registration. You may send mail describing your request for support to:

MLK Software
1030 E. El Camino Real, #141
Sunnyvale CA 94087

Or you may call:

(408) 243-4808
Answering machine -- Leave name and telephone number for a reply

The file "SUPPORT.TXT" is provided with distribution of the software. This file contains additional information about the current support levels provided.

ASP Ombudsman

This program is produced by MLK Software, a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 USA, FAX 616-788-2765 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

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License, Warranty and Registration

Users of RT Edit must accept this disclaimer of warranty: "RT Edit is supplied as is. The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the use of RT Edit."

RT Edit is a "shareware program" and is provided at no charge to the user for evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products. If you find this program useful and find that you are using RT Edit and continue to use RT Edit after a 60 day trial period, you must make a registration-payment to MLK Software. Please see the accompanying files distributed with the program, "REGISTER.TXT" and "REGISTER.FRM," for registration information and an order form respectively.

The registration fee will license one copy for use on any one computer at any one time. You must treat this software just like a book. An example is that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while it's being used at another, just as a book cannot be read by two different persons at the same time.

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