

WINDEV™ - Windows Developer

Introduction

Windev™ is a powerful text file editor, and an integrated program development environment for Microsoft® Windows™. It has features to support programmers through the edit, compile, link and test cycle, such as:

- ~ Multiple edit windows using the Windows multiple document interface (MDI).
- ~ A tool bar for fast access to frequently used commands.
- ~ User configurable key bindings to match command accelerators to other editors.
- ~ Support for Unix™ and Macintosh™ text file formats.
- ~ A built in file manager for fast file copying, renaming, deleting etc.
- ~ Browsers for binary files in hexadecimal, and for very large text files.
- ~ Built in tools to compare files, search all files for a text pattern, and display system metrics.
- ~ Up to 10 user-defined tools, which can use macros in their arguments.
- ~ Multi-vendor compiler support, configurable on a per project basis.
- ~ Commands to build, compile, link, test and debug your project.
- ~ Hypertext links from compiler error messages to the relevant source line.
- ~ MAPI compliant mail interface.
- ~ Context sensitive help on programming language key words and Windows SDK.
- ~ Native implementations are available for Windows 3.1 and Windows NT

Editing Features

- ~ CUA compliant interface that also follows the current standards from Microsoft®. The keybindings can be redefined to suit personal preferences.
- ~ Can simultaneously edit multiple files, each in their own window.
- ~ In addition to the usual cut, copy and paste capabilities, selected text can be case shifted and block indented, and characters and lines can be transposed. Cut and copied text can be appended to the clipboard, as well as replacing its contents.
- ~ Text can be automatically aligned and indented relative to the previous line to aid block indentation. The indentation level can be changed with a single keystroke.
- ~ The right mouse button pops up an edit menu at the cursor position.
- ~ Another file can be pasted in at the current selection.

Search/Replace Features

- ~ Search patterns are UNIX™ style regular expressions.
- ~ Can search for the next/previous occurrence of the currently selected text.
- ~ Replacement patterns include substrings of the search pattern, with optional case shifting, and the contents of the clipboard can be substituted.
- ~ Finds the bracket matching the one at the caret position.
- ~ Can go to a specified line number. This defaults to the line the caret was at before the last go to, find or home/end command.
- ~ Can do a global search for a regular expression in a set of files, similar to the UNIX Grep command. Output is to a window, with hypertext jumping to any reported occurrence using the right mouse button.

User Selectable Settings

- ~ Per window display of horizontal and vertical scroll bars.
- ~ Per window choice of font.
- ~ Display or hide the status and tool bars.
- ~ Set the indentation increment, and enable automatic alignment and indentation.
- ~ Change the read only and modified status of a window.
- ~ Enable visible alerts, so the window border flashes when the beeper sounds.
- ~ Enable .BAK files to be created when a modified file is saved.
- ~ Enable changed files to be automatically saved without prompting.
- ~ Printer font, margins and parametric headers and footers.

- ~ Key bindings for command accelerators.
- ~ File name filters for the file open dialog.

Project Development Features

- ~ Compile the file in the active window.
- ~ Link the project.
- ~ Perform a project build, with or without optional arguments.
- ~ Run the project, either using a debugger, or directly.
- ~ Errors are logged in a separate window, with a hypertext jump capability to the erroneous source file statement, by clicking on the error with the right mouse button.
- ~ Per project settings for compiler, linker and make program.

Miscellaneous Tools

- ~ Compare two files, like the UNIX Diff utility.
- ~ Extract ANSI text strings from binary files, matching a regular expression.
- ~ Display the current settings of Windows system metrics.
- ~ Run any other application, via a dialog.
- ~ Up to 10 user definable tools, with defaults for an image editor and dialog editor.
- ~ The output of user tools that are console programs can be captured in a window.

Status Bar Features

- ~ Caret line and column position.
- ~ Current Insert key, Caps Lock and Num Lock indicators.
- ~ Auto-alignment status.
- ~ Edit or read only status.
- ~ Clean or modified status.
- ~ Auto-save enabled indicator.
- ~ Optional digital clock.

Other Features

- ~ Tool bar for fast access to frequently used commands.
- ~ Built in file manager with facilities to delete, copy and rename files, and to update (touch) file modification dates.
- ~ Maintains lists of the most recently used files and projects for fast access.
- ~ Current working directory follows the active window.
- ~ Supports File Manager's drag/drop feature. Multiple files can be dropped simultaneously. If a File Manager association is set up, its open and print operations are also supported.
- ~ The file open dialog supports multiple selections, so all the files in its listbox could be opened at once if required.
- ~ Files in Unix™ or Macintosh™ format are translated on input, and may be saved in DOS, Unix or Macintosh format as required.
- ~ Uses Windows' Multiple Document Interface (MDI), so windows can be tiled or cascaded.
- ~ Optional stay-on-top listbox can be used to select the active window.
- ~ Shows resources used in its About dialog.
- ~ Uses the Windows SDK online help and/or Microsoft® Quickhelp, if they are available, to get help on the keyword containing the caret, by pressing the F1 key, or ? on the tool bar.
- ~ If F1 is pressed when the caret is on a "#include" line, the included file is opened in read only mode in another window.