Chapter 1

Introduction

OUTLYNE has two related uses. First, OUTLYNE is good for
creating and editing outlines. Second, you can use OUTLYNE to
create and maintain programs written in any language.

1.1 Outlining

OUTLYNE provides four styles for outlines:

        1. A conventional outlining style.
        2. A numbered list style.
        3. Blanks only.
        4. Line drawing characters.

Below are examples of the four styles.

Outline Title
I. First Main topic
  A. First Subtopic
    1. First sub-sub-topic
      i) Minor topic
        a) Minor point
           1) Sub-minor point
           2) Another sub minor point
        b) Another minor point
      ii) Another minor topic
    2. Second sub-sub-topic
  B. Second subtopic
II. Second main topic

```
Outline Title
1. First Main topic
  1. First Subtopic
    1. First sub-sub-topic
      1. Minor topic
        1. Minor point
          1. Sub-minor point
          2. Another sub minor point
        2. Another minor point
      2. Another minor topic
    2. Second sub-sub-topic
  2. Second subtopic
2. Second main topic

Outline Title
  First Main topic
    First Subtopic
      First sub-sub-topic
        Minor topic
          Minor point
            Sub-minor point
            Another sub minor point
          Another minor point
        Another minor topic
      Second sub-sub-topic
    Second subtopic
  Second main topic

Outline Title
|-First Main topic
| |-First Subtopic
| | |-First sub-sub-topic
| | | |-Minor topic
| | | | |-Minor point
| | | | | |-Sub-minor point
| | | | | `-Another sub minor point
| | | | `-Another minor point
| | | `-Another minor topic
| | `-Second sub-sub-topic
| `-Second subtopic
`-Second main topic
```

1.2 Computer programing

OUTLYNE facilitates generating and maintaining source code in any
language. You can use OUTLYNE in the following ways:

   1. Instantly see where an identifier is used in a program.

   2. Simplify the modification of identifier names.

   3. Avoid syntax errors.

4. Reduce typing.

5. Reduce typographical errors.

You can efficiently generate source code if you understand how to
exploit two capabilities of OUTLYNE. The first capability you
need to know about is referencing and the second is reporting.

1.2.1 Referencing

You may want to create an outline where a line has more than one
parent. The parents share a common child. You cannot do this by
copying because these operations create new instances of the
lines. The new lines created by a copy are distinct from the
originals. The "mark" and "reference" commands enable you to
create another appearance of a line, where both the original
appearance and the new appearance refer to the same instance of
the line. You can create a new appearance of a line by:

1. Press [Alt-U] to unmark all lines currently marked.

2. "mark" the line(s).

3. move the cursor to the parent of the new appearance(s).

4. press [Alt-=] to "reference" the marked line(s).

There are three ways to mark a line:

1. You can mark an unmarked line and unmark a marked line
    with the mouse button on the right.

2. You can mark the next (or previous) line with a specified
    substring. The command for this is named "Mark if found"
    and its hot key is [Ctrl-F6].

3. You can position the cursor on a line and press [Alt-
    Space] to mark an unmarked line and unmark a marked line.

Appearances of a referenced line identify themselves by
displaying a unique number, followed by the number of children
they have. It looks like this:

    a referenced line {1234567890:5}

When you create an outline to produce source code, you will want
to reference identifiers. If you reference an identifier where
it makes sense, you will benefit in the following ways:

1. You can use the "Go to parent" command [F7] to see a list
    of everywhere that identifier is used in the source code.

2. Any change you make to one appearance of an identifier is
    implemented at all appearances of that identifier.

How can you reference identifiers without allocating an entire
line of source code for each identifier? The answer is by using
the report function.

1.2.2 Reporting

The report command under the files menu is for generating source
code from an outline by processing two special characters used to
transform the outline. I would show you the characters here but
my editor won't cooperate. The first character looks kind of
like an exaggerated asterisk and is entered by pressing [Shift-
Tab]. The second character is a right arrow and is entered by
pressing [Tab]. I'll use [Shift-Tab] and [Tab] to represent the
respective characters. When you choose to produce a report,
OUTLYNE processes the [Shift-Tab] characters first by replacing
each one with the text from a subsidiary line in the outline.

1.2.2.1 [Shift-Tab]

Below is an example of how report processes [Shift-Tab]:

```
    The [Shift-Tab] is [Shift-Tab].
      car
      green
      The end.
```

The outline above would produce the following report:

```
    The car is green.
      The end.
```

Notice that OUTLYNE accounts for how many subsidiary lines were
used to replace [Shift-Tab], and processes the rest.

1.2.2.2 [Tab]

The [Tab] character is used to define delimiters. Many
programming languages will use a comma or semicolon inbetween
items in a list, and a special string to mark the end like '}',
')', or 'end'. You can use [Tab] twice in one line: first to
specify the inbetween delimiter and second to define the ending
delimiter. Below is an example:

```
    ([Tab],[Tab])
      aaa
      bbb
      ccc
```

The outline above would produce the following report:

```
    (
    aaa,
    bbb,
    ccc)
```

1.2.2.3 Using [Tab] and [Shift-Tab] together

Below is an example pascal program that reads two numbers and
prints out their product:

```
Program MultiplyTwo;
  {This program reads in two numbers and prints the product}
    Var
      FirstNumber : Integer {The first number};
      SecondNumber : Integer {The second number};
      MyResult : Integer {The answer};
  Function MultiplyTwoNumbers(OneNumber : Integer;AnotherNumber :
Integer) : Integer;
    begin
      MultiplyTwoNumbers :=
        OneNumber *
        AnotherNumber;
      end;
  begin
    readln(
      FirstNumber,
      SecondNumber);
    MyResult := MultiplyTwoNumbers(
      FirstNumber,
      SecondNumber);
    writeln(
      'The first: ',
      FirstNumber,
      ' The Second: ',
      SecondNumber,
      ' The Product: ',
      MyResult);
    end.
```

You can use OUTLYNE to generate this program source code with the
following outline:

Program MultiplyTwo;[Tab];[Tab].
  {[Shift-Tab]}
    This program reads in two numbers and prints the product
    Var[Tab];
      [Shift-Tab] : [Shift-Tab] {The first number}
        FirstNumber {18269:0}
        Integer {18274:0}
      [Shift-Tab] : [Shift-Tab] {The second number}
        SecondNumber {18287:0}
        Integer {18274:0}
      [Shift-Tab] : [Shift-Tab] {The answer}
        MyResult {18302:0}
        Integer {18274:0}
  Function [Shift-Tab]([Shift-Tab];[Shift-Tab]) : [Shift-Tab];
    MultiplyTwoNumbers {18318:0}
    [Shift-Tab] : [Shift-Tab]
      OneNumber {18331:0}
      Integer {18274:0}
    [Shift-Tab] : [Shift-Tab]
      AnotherNumber {18346:0}
      Integer {18274:0}
    Integer {18274:0}
    begin[Tab];[Tab]end
      [Shift-Tab] := [Tab] *
        MultiplyTwoNumbers {18318:0}
        OneNumber {18331:0}
        AnotherNumber {18346:0}

  begin[Tab];[Tab]end
    readln([Tab],[Tab])
      FirstNumber {18269:0}
      SecondNumber {18287:0}
    [Shift-Tab] := [Shift-Tab]([Tab],[Tab])
      MyResult {18302:0}
      MultiplyTwoNumbers {18318:0}
      FirstNumber {18269:0}
      SecondNumber {18287:0}
    writeln([Tab],[Tab])
      'The first: '
      FirstNumber {18269:0}
      ' The Second: '
      SecondNumber {18287:0}
      ' The Product: '
      MyResult {18302:0}

Do not let the size of the above outline mislead you to think
that it takes more keystrokes to build the outline than to type
the source code. The "Mark if found" command lets you reference
an identifier with fewer keystrokes than it takes to type it.

Chapter 2

License Agreement

Richard H. Smith
7040 Wick Lane
Derwood, MD 20855
(301) 977-4166

Please use copy, and distribute OUTLYNE. This program is
distributed as Shareware.

You may use this software on a trial basis for free. You may use
it on a continuing basis provided that you register as a user.
To register, send me a letter with your name, address, phone
number, and a check for $29.00. If you register as a user and
pay $5.00 shipping and handling, I'll send you the next version
of OUTLYNE.

OUTLYNE is copyrighted. The program is shareware, and can be
freely copied. There are some limitations to protect the quality
of the program and to support future development.

Users of OUTLYNE may make copies of this program for trial use by
others on a PRIVATE NONCOMMERCIAL BASIS. You may evaluate this
product free of charge for 30 days.

By accepting and using this software, you acknowledge that this
software may not suit your particular requirements or be
completely trouble-free.

With proper application, this software will perform as
described. However, I am not responsible for your specific
application or any problems resulting from use of this software.

If the software does not perform as described, my liability to
you is limited to replacing the software or refunding the
purchase price (if purchased and registered). We have no
liability to you or any other person or entity for any damage or
loss, including special, incidental, or consequential damages,
caused by this software, directly or indirectly. Some states do
not allow the limitation or exclusion of liability for incidental
or consequential damages, so the above limitation or exclusion
may not apply to you.

Should any part of this agreement be held invalid, the remainder
of the Agreement will still be in effect. This Agreement can
only be modified by written statement signed by Richard H. Smith.

Under this license, you may NOT:

1. Distribute the program in connection with any other
    product or service, or as part of a corporate or
    institutionally sponsored distribution. Site licenses and
    bundling agreements are available upon request.

2. Charge anything for OUTLYNE. An exception is made for
    registered user groups who may charge a cost-based fee
    (not to exceed $10) to cover their own costs.

3. Distribute the program in modified form.

Chapter 3

How to use OUTLYNE

3.1 Getting Started

1. Press return at the opening screen to get rid of it.

2. Press [F3] to open a file.

3. If you want to create a new file just enter a new file name, or else select the name of a file already on the disk.

4. Type in some text for the first line.

5. Press [Enter] to add a new line.

6. Press [F2] to save the outline.

7. Press [Alt-X] to exit.

3.2 The User Interface

3.2.1 The menu bar and menus

The menu bar is your primary access to all the menu commands. You'll see a highlighted menu title when the menu bar is active; this is the currently selected menu. Here is how you choose menu commands using just the keyboard:

1. Press [F10]. This makes the menu bar active.

2. Use the arrow keys to select the menu you want to display. Then press [Enter].

As a shortcut to this step you can just press the highlighted letter of the menu title. For example, from the menu bar, press [F] to quickly display the file menu. From anywhere, press [Alt] and the highlighted letter to display the menu you want.

3. Use the arrow keys again to select the command you want. Then press [Enter].

Again, as a shortcut, you can just press the highlighted letter
of a command to choose it once the menu is displayed.

At this point, OUTLYNE either carries out the command, displays a
dialog box, or displays another menu.

3.2.2 Shortcuts

You can access many items in the menus with key combinations
called shortcuts. These key combinations are shown to the right
of the menu item in the menu boxes, and to the left of the
command in the status line.

3.2.3 Windows

Windows in OUTLYNE have the following:

1. A title at the center of the top border. The title is
    usually the name of the file associated with the window.

2. A window number. You can quickly select a window by
    pressing [Alt] and the number of the window.

3. Horizontal and vertical scroll bars to show you the
    location of your view into a virtual screen.

4. A position indicator at the right of the lower window
    border that displays the row and column of the cursor.

5. A 'splat' character that appears to the left of the
    position indicator when you have changed the tree since
    the last save.

3.2.4 The status line

The status line appears at the bottom of the screen. It reminds
you of basic keystrokes and shortcuts applicable at that moment
in the active window.

3.2.5 Dialog boxes

When you're making settings in dialog boxes, you work with four
basic types of on-screen controls: radio buttons, action buttons,
input boxes, and list boxes.

You can use [Tab] to select the next control in the dialog box
and [Shift-Tab] to select the previous control in the dialog.
Most controls have labels with one letter highlighted. You can
select a control object by pressing [Alt] and the highlighted
letter. You can close the dialog box by either selecting the
"OK" button to accept the data in the box and press [Enter], or
cancel any action by the box by pressing [Escape] or selecting a
"Cancel" button and pressing return.

Radio buttons work like the buttons on a radio; they represent
mutually exclusive choices. Use [Tab] or [Shift-Tab] to select
the group of radio buttons. Then select the item you want with
the up and down arrow keys and press [Space] to toggle that item.
Toggling a radio button untoggles the previously toggled button.
Input boxes are fields where text is entered and edited.

Most basic text editing keys work in the text box. If an input
box has a down-arrow icon to its right, there is a history list
associated with the input box. Press [Down Arrow] to view the
history list and enter to select an item from the list. This
list will display any text you typed into the box the last few
times you used it. You can edit any item in the history list.
Press [Escape] to exit the history list without making a
selection.

A final component of many dialog boxes is a list box. A list box
lets you scroll through and select from variable-length lists
without leaving a dialog box. If a blinking cursor appears in
the list box and you know what your looking for, you can type the
first letters of the text and the listbox will search for it.
You can move through the list with [Up Arrow] and [Down Arrow].

OUTLYNE User Manual January 2, 1993
Copyright (C) Richard H. Smith, 1992 All Rights Reserved.

Chapter 4

Command Reference

You can select any menu item you see displayed at the top of the
screen by holding down [Alt] key and the highlighted letter in
the menu choice. If the menu is active, don't use [Alt], just
use the highlighted letter. You can activate the main menu by
pressing [F10]. Also, you can press [Alt-F] or [Alt-R] or [Alt-
E] or [Alt-M] or [Alt-W] or [Alt-O] to activate the main menu and
the associated submenu. Many commands lead to dialog boxes.
When these dialog buttons come up, they usually have the "cancel"
option highlighted. If you press return, the box will go away
and no changes will be made. If you want to do something in a
dialog box, press [Tab] to move to the first object in the box.
Likewise, [Shift-Tab] will move you to the previous object in the
box.

The Menu Structure is:

```
Menus                                 [F10]
I. File                               [Alt-F]
  A. Open                             [F3]
  B. Save                             [F2]
  C. Save As                          [F9]
  D. Change Directory                 [Shift-F9]
  E. Print                            [Ctrl-PrtScr]
  F. Print to File                    [Shift-F7]
  G. Report to File                   [Ctrl-F7]
  H. Import ASCII File                [Ctrl-F8]
  I. Exit                             [Alt-X]
II. Relocate Items                    [Alt-R]
  A. Line to clipboard                [Shift-F1]
  B. Tree to clipboard                [Ctrl-F1]
  C. Line from clipboard              [Shift-F2]
  D. Tree from clipboard              [Ctrl-F2]
  E. Marked Lines to under current    [Shift-F3]
  F. Tree left a level                [Ctrl-Right]
  G. Tree right a level               [Ctrl-Left]
  H. Tree up                          [Ctrl-PgUp]
  I. Tree Down                        [Ctrl-PgDn]
  J. Sort
    1. Ascending                      Grey-Plus
    2. Descending                     Grey-Minus
III. Move Cursor                      [Alt-M]
  A. to child                         [F4]
  B. to parent                        [F7]
```

```
    C. to sibling                    [F8]
    D. to marked                     [Alt-J]
    E. Search                        [Alt-S]
    F. Go to line #                  [Alt-G]
    G. First line                    [Ctrl-Home]
    H. Last line                     [Ctrl-End]
    I. Up a line                     [Up]
    J. Down a line                   [Down]
    K. Up a screen                   [PgUp]
    L. Down a Screen                 [PgDn]
    M. to basis of current
IV. Edit                             [Alt-E]
    A. Add a line
       1. as a child of current      [Ctrl-Enter]
       2. as a sibling of current    [Enter]
       3. as a parent of current     [Ctrl-F3]
       4. as the first line
    B. Copy
       1. Current line to clipboard   [Alt-C]
       2. Current tree to clipboard   [Alt-K]
       3. Marked lines to clipboard   [Shift-F4]
       4. Marked trees to clipboard   [Ctrl-F4]
    C. Delete
       1. Current line               [Alt-D]
       2. Current tree               [Shift-Delete]
    D. Display
       1. Hide children              [Alt-H]
       2. Show children
       3. Select display style
    E. Undo                          [Esc]
V. Marking                           [Alt-A]
   A. Mark/Unmark a line             [Alt-Space]
   B. Reference marked lines         [Alt-=]
   C. Unmark all lines               [Alt-U]
   D. Mark if Found                  [Ctrl-F6]
VI. Window                           [Alt-W]
    A. Next                          [F6]
    B. Previous                      [Shift-F6]
    C. Close window                  [Alt-F3]
    D. Tile windows                  [Alt-Z]
    E. Cascade windows               [Shift-F8]
    F. Size/Move window              [Ctrl-F5]
    G. Zoom                          [F5]
    H. Open Clipboard
```

In addition, the left mouse button sets the cursor to a line, and
the right mouse button marks or unmarks a line.

4.0.1 Notes on some commands

4.0.1.1 Open   [F3]

If you enter a new file name here, you create a new data file.

4.0.1.2 Print to File

Prints the outline to a file of the same name but with the extension of '.prn'.

4.0.1.3 Mark Line   [Alt-Space]

Identify a line that you want to reference later.

4.0.1.4 Reference Line   [Alt-=]

Creates a new appearance of the marked line and inserts this appearance as a child of the current line.

4.0.1.5 Copy a line to the clip board   [Alt-C]

Creates a new line identical to the current line and puts the new line in the clip board.

Appendix A

Feedback

I would like feedback from you on this software and user's guide.
Please write to me and answer the following questions:

   1.   What do you use OUTLYNE for?

   2.   What kind of functionality would you like added to
        OUTLYNE?

   3.   What would you like added to the user's guide?

   4.   Have you experienced any problems with OUTLYNE?

   5.   What do you like about OUTLYNE?

Address the letter to: Attn: Richard H. Smith
                          Software Smiths
                          7040 Wick Lane
                          Derwood, MD 20855

Thank you.

Contents

i