EDITLIB

Conversion program

COLLABORATORS

	TITLE : EDITLIB		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Conversion program	October 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

EDITLIB

1.1   Overview of EDITLIB

```
                            Overview


                    An Acid Software Library

                   Converted to AmigaGuide by

                     Red When Excited Ltd

              Used with the permission of Acid Software

          Edited, fixed and cleaned by Toby Zuijdveld 26/02/1999.
                     mailto:hotcakes@abacus.net.au
```

1.2   EDITLIB

```
Function: Edit$
--------------------------------------------------------------------------------
Modes  :
Syntax : Edit$ ([DefaultString$,]Characters)

- The optional DefaultString$ and a cursor is printed to the
   display.

- The program user types in a string of text.

- When 'RETURN' is hit, Edit$ returns the text entered by the program
   user as a string of character.

Edit$ operates slightly differently depending on the mode of input at
the time of execution. For instance, executing a WindowInput command
will cause Edit$ to receive and print it's input to an Intuition
window, whereas executing FileInput will cause Edit$ to receive it's
```

```
input from a file.
```

Characters specifies a maximum number of allowable characters for
input. This is extremely useful in preventing Edit$ from destroying
display contents.

1.3 EDITLIB

```
Statement: Inkey$
--------------------------------------------------------------------------------
Modes  :
Syntax : Inkey$ [(Characters)]
```

Inkey$ may be used to collect one or more characters from the current
input channel. The current input channel may be selected using commands
such as WindowInput, FileInput or BitMapInput. Inkey$ MAY NOT be used
from the DefaultInput input channel.

Characters refers to the number of characters to collect. The default
is one character.

1.4 EDITLIB

```
Function: Edit
--------------------------------------------------------------------------------
Modes  :
Syntax : Edit ([DefaultValue,]Characters)
```

- The optional Defaultvalue and a cursor is printed to the
    display.

- The program user types in a numeric value.

- When 'RETURN' is hit, Edit returns the value entered by the program
    user.

Edit operates slightly differently depending on the mode of input at
the time of execution. For instance, executing a WindowInput command
will cause Edit to receive and print it's input to an Intuition window,
whereas executing FileInput will cause Edit to receive it's input from
a file.

Characters specifies a maximum number of allowable characters for
input. This is extremely useful in preventing Edit from destroying
display contents.

1.5 EDITLIB

```
          .----------------------------------------------------------------
          |                           EDITLIB                             |
          `--------------------------------------------------------------'
```

Overview

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