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Welcome to **Gator Edit** 1.0. If you have a super VGA screen, you might want to break the table of contents out into its own window. Click the first bone in the index below to do that. This will allow you to keep the contents screen open, so you will be able to quickly jump around inside the help file. You may have to size the main window to make the two help windows fit comfortably beside each other.

The help engine will remember the main window's position, but it will *not* remember the floating window's placement. That window's place is set by hard-wired data compiled into this file. (The moral of this tale being you adjust the **main** window if you want them to mesh nicely next time you load the file.)

To exit, click the Exit button on the button bar above this window. It'll close both windows. If you want to close the floating index, double-click the system button in the upper-left-hand corner of that window. It'll close, but this window will remain open.



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What is Gator Edit?

Gator Edit is a powerful text editor. It's designed to be used by anybody who needs to edit text files such as your system configuration files (we have a special menu item just for that) or just about anything that's plain ASCII text.

If the file you want to edit was created by something like *Word for Windows* or *Ami Pro*, it may have formatting codes, so you don't want to edit it with Gator Edit. But if it's "plain" text, no matter what the size, if you have the memory in which to load the file, you should be able edit it.

Gator Edit loads the entire file into memory. If you want to edit a five megabyte text file, you'll need five megabytes of contiguous free RAM in which to load it. Gator Edit will use up to (but no more than) 16 megabytes of RAM. That's the biggest file you could potentially load.

That's the only significant restriction, really---well, that and the limit to 100 files open at once.

Another question I know you're asking is why the heck it's called *Gator Edit*, and what's that dog in the About box have to do with things? I'll explain that eventually. Suffice to say that we think Gator Edit will---like man's best friend---quickly become your faithful companion, ever-ready to help you with daunting text-editing tasks.

Gator Edit was created by Derek Backus, a self-taught programmer who works largely in Pascal. He's the author of what we think is the best off-line mail reader for Microsoft Windows, *CMPQwk Reader*. If you haven't tried *CMPQwk Reader*, we think you'd like it, so give it a try. Users who register *CMPQwk* get a hefty discount when they register Gator Edit, too. (It doesn't work the other way around, though.)

Certain elements of the user interface and all significant program graphics bitmaps were designed and created by Todd Henschell, a nationally-published author, screenwriter, and technical writer. He created the documentation, too, which is the file you're looking at right now.



How to install the program

Gator Edit is easy to install. Put its files somewhere safe and give it an icon in Program Manager or whatever other shell you use.

After you've unpacked the Zip file, create a directory (C:\GATOR is fine) and copy all the files from the zip into that directory. Gator Edit knows how to find itself, don't worry about that. Toss the contents into the directory, then make an icon in your shell, and you're finished.

If you don't know how to create that icon, here's how: from Program Manager's file menu, with the group open that you want to put it into, click on File, New, and make sure Program Item is checked. Then click on OK.

When the box comes up asking you for the description, type in Gator Edit, and then click in the box where you specify the program to run. Type in the drive and path to it if you know it, or click on Browse and navigate your way about until you find it, GATOR.EXE.

Once you've got an icon, you can use the program by firing it up and telling it to open files. You might want to change your TXT association to Gator Edit, too. To do that, start File Manager, highlight a TXT file (any one, it doesn't matter), and select File, Associate, then use the Browse button to find GATOR.EXE. Click on OK and the next time you double-click a TXT file, Windows will start Gator Edit, load the TXT file into the editor, and away you'll go.

By the way, we worked hard to make Gator Edit a well-behaved Windows application. It puts *nothing* in your \WINDOWS\SYSTEM or \WINDOWS directory (not even an INI file). It knows where it keeps its INI (in its own directory) and it leaves *everything* else alone. We're tired of software mangling our systems.

So our program won't do that. Gator Edit is house-trained, you might say...

If you're using another shell, you'll have to check the manual for how to create an icon. With some shells (including Program Manager) you can just drag Gator Edit's file icon right from a File Manager window and drop them into a group in Program Manager. Your shell may vary, but the process is rarely difficult. Consult your documentation if the procedure is different from the one listed here. Windows 4.0 beta testers will follow a different procedure than other Windows users, as they probably already know. Gator is not an OLE application, so it does not need to be formally "registered" unless you want to load TXT files by double-clicking them.



How to operate Gator Edit

Gator Edit is designed to be simple. It's designed to be powerful. A common problem with many editors is that the powerful ones are often confusing. We think that's wrong, so we worked overtime to make the power in Gator Edit *easily accessible*.

Unless software is easy to use and configure, it's a waste of time, we think. We bet you'd agree.

File formats:

Gator Edit will only edit **plain text** files like your SYSTEM.INI or WIN.INI. It won't open Word files, Write files, or anything but unadulterated ASCII text. Or---perhaps---it might open them, but you would not want to edit them with Gator Edit. You might lose formatting, or even corrupt the file (it's hard to say, it depends on the word processor file in question).

Gator Edit will browse the text components of binary files, and in fact it may think a word processor file is a binary file, and because of that it would protect you from damaging it. The exception would be an RTF file, which is really just a special type of plain text.

Available memory:

There are only a few limitations covering what the program can open. You must have sufficient free memory to load the entire file into RAM. If you've got a six megabyte text file and want to open it, you'll need six megabytes of free memory. Not six total, but **six contiguous megabytes of memory free** before you can begin.

That's an important distinction, so make a note of it.

If you try to load a file that's larger than free memory, you may send Windows into a swapfile-crunching frenzy, or you may just crash the editor. It will attempt to determine how much memory it needs to load a file, but it may fail at this. We've opened six megabyte text files with no problems on our high-performance test machines. Your mileage may vary. We've tested the editor on machines with four megabytes of memory and machines with 16 megabytes.

Ninety percent of our users will never reach the ceiling of available memory, but there is a limit, so we thought we'd mention it.

To take Gator Edit for a test drive, try a small text file. The readme.txt file that comes with Gator Edit will do nicely if you still have it. Play with it, mangle it, and see how Gator Edit works.

Then create a new file, poke around, see what happens when you play with the toolbar and the various menu items. We think you'll find that the program is laid out logically and with thought given to putting the most frequent items on the first-level of the menu.

User interface:

We worked very hard to put the items in Gator's menu in sensible places. We tried to give them logical shortcut keys whenever possible. Things having to do with text are in the text menu, things having to do with editing (cutting, pasting) are in the edit menu, and so forth. Just where they *should* be.

Where it was possible, we put images on the toolbar buttons that matched what the function was going to do. If you see a ! on a button, that always means, "all" such as Close all, Save all, and so on.

There are explanations of every menu function and toolbar icon in the status line. These will appear when a particular menu item is highlighted or the mouse is over a button on the toolbar.

There's a right mouse button menu, too. It has most of the text and edit controls on it. Try the right mouse button with some plain text and some highlighted text, you'll see it's "intelligent" and knows what to do if you highlight something. It'll give you the menu items applicable to highlighted text if you have some, and it'll suppress those if you don't.

Once you've played with Gator Edit, read the help for each menu item. The toolbar builder has its own section, as does the program's hot keys or "shortcut" keys. We think the keyboard is better than the mouse for most editing chores (after all, you are *typing* when you're editing) so we didn't skimp on them.

Many of the keyboard shortcuts are similar to those on other editors, so you may already know them.

Using Gator Edit's help:

Part of operating Gator Edit is using this help file. I use a few conventions that should help you find important information quickly. If you see something like...



Note: pay attention to the notes.

...you might want to read that paragraph closely, it contains important information that may be critical to your successful use of Gator Edit.

If you see a paragraph like...



This paragraph contains useful information about something.

...it means there's a tip there, or something I felt needed further refinement or mention.

The other bullets, arrows, and check-boxes are just that: bullets, arrows, and checkboxes. Gator's likeness divides sections I felt needed dividing, and there are other graphics used throughout the help file merely to make it look a little more interesting. There's no reason help needs to be boring.

Fixing ugly Windows help colors:

Text that shows up in color (light green, red, and so on) contains pop-up or jump information. If you want to make that more readable (the horrible green MS uses by default stinks) open up WIN.INI in Gator Edit and look for a section called **[Windows Help]**.

In that section will be some lines you can change to match mine, and after doing so the help will be much more readable---and not just this help file, *all* help files. Here's the lines to look for (you can create a **[Windows help]** section if one does not exist, and you must re-start Windows after making any of these changes to have them take effect). The numbers represent RED GREEN BLUE using 0 through 255 for the values in intensity.

JumpColor=000 000 255

PopUpColor=128 000 000

MacroColor=000 000 128

IFJumpColor=128 000 128

IFPopupColor=255 255 000

See the Windows 3.1 or 3.11 Resource Kit for further information about changing these and other WIN.INI variables.



Keyboard shortcuts

We've loaded Gator Edit with as many shortcut keys to as many functions as we could possibly provide. Many of them are like other editors, some are unique to us. If you think we missed one you need and you can find a free key combination that makes sense, let us know and we'll try to get it into the next release. You might want to print this page to keep it handy. Once you learn these, you can speed through your text-editing chores.

File menu shortcut keys:

New	ALT+N
Open	CTRL+O
Close	CTRL+L
Save	CTRL+S
Save as	ALT+M
Save all	ALT+A
Insert file	CTRL+I
Find file	ALT+D
Load system files	ALT+Y
Print	CTRL+P
Printer setup	ALT+SHIFT+S
Exit	ALT+X

Edit menu shortcut keys:

Undo	CTRL+Z
Redo	CTRL+SHIFT+Z
Cut	CTRL+X
Copy	CTRL+C
Paste	CTRL+V
Delete	DEL
Delete line	CTRL+Y
Delete to end of line	CTRL+E
Insert line after current line	ALT+I
Insert line before current line	CTRL+N
Repeat line	ALT+R
Select All	CTRL+A
Cut and append clipboard	CTRL+U
Copy and append clipboard	CTRL+D
Copy to new window	ALT+C
Paste to new window	ALT+P
Set place marker	CTRL+SHIFT+[0...9] - up to ten markers



Note: you cannot use the numpad keys for this function, Windows assigns a different value to a numpad key when you've pressed the shift key. Use the numbers above the main keyboard.

Go to place marker	CTRL+[0...9]
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Text menu shortcut keys:

Spell-check	CTRL+K
ROT13 encrypt	ALT+1
Indent with tabs	ALT+B
Indent with spaces	ALT+J
Shift to lower case	ALT+L
Shift to upper case	ALT+U
Toggle case	ALT+Q
Center text	CTRL+B
Flush left	CTRL+J

Flush right	CTRL+Q
Wrap to paragraph	CTRL+W

Find menu shortcut keys:

Find text	CTRL+F
Find & replace text	CTRL+R
Find next	F3
Go to line number	CTRL+G

Window menu shortcut keys:

Close all	ALT+K
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Quick format shortcut keys:

Change local margin	F2 (Don't set this larger than 1,000 columns.)
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The file menu

This section explains the Gator Edit file menu items and what they do. The file menu is used for just what you think it is used for, manipulating, saving, creating, and finding *files*. Finding files? Yep, in addition to editing them, we have a powerful file-finder, too. It's built right into our editor. Right from the hit list when you search you can pick up to 100 files (or the number that will fit into available memory, whichever is smaller) to load into Gator Edit.


Hey, we lose stuff just like everybody else! Now we can find stuff, too.

New - allows you to create a new plain ASCII text file. You can have as many "new" windows open as you like, (well, up to 100 and if you want more than that then we think you're a bit out of control). They're all called **NONAMExx** where xx is the number of that window. If you pick File/Save As and give it a name, the NONAMExx is replaced by the name you provide.

 **Note:** Gator Edit does not "track" how many files you have open. You can click on the New file toolbar button until several hundred windows are open if you have the memory. However, you will run out of unique filenames after file number 99. The new filenames Gator uses are NONAME00.TXT through NONAME99.TXT. We did not limit this function for a reason (a power user may want to have more than 100 new windows for some purpose), but you should be aware that if you create more than 100, you could run into *very nasty* conflicts. Most users will never, ever open that many windows.

Open - loads the "open file" dialogue. From that dialogue select a file from those listed. You won't see hidden or system files, and that's probably just as well, you won't need to (or want to) diddle with those. Gator Edit will transparently load Unix or MAC text files (assuming they have DOS filenames and reside on a DOS-format disk, of course). You need do nothing special, it recognizes them automatically and takes the correct action to read them properly.

You can open just about any text file you'll run across. With the common dialogue we use you can browse around, and select (with the viewing filter) what types of files you want it to display. Drop down that list and you'll see it's got some nice pre-set filters, and you can add one of your own via the [Options/Default file mask](#), too.

 **Note:** you can open and browse through (and copy to the clipboard) the text inside program and other types of binary data files, but you *cannot* edit them. When you attempt to open a non-text file, Gator will ask you if you would like to view the text contained in the file. It will strip out high ASCII characters and display the "normal" text components of the file, line-by-line. It may take time to do this if you've opened a large file. Set the file open filter to *.* if you want to open binary files. Binary file loading will happen "in the background" whether or not you have background operation enabled.

Close - closes the current file (it will prompt you to save the file if you've changed it, if not it will silently close the file).

Save - saves the contents of the current file to disk. Once you've saved a file, you can't revert to the previous version unless you have a backup copy. Gator Edit saves in whatever format the file was in when you opened it. If you've opened a MAC text file and pick Save, it'll be saved in MAC format. To convert to plain DOS 8-bit PC ASCII from an alien format, you'd need to pick *Export*, explained in the third section below this one.

Save as - exactly the same as Save, except you can use this process to change the file's name. The original file is left "intact" or how it was before you altered it between the last save and this one. If you continue editing, your changes will be saved into this new "changed" file name.

Delete current file - this will close the front window, and if there is a corresponding file on the disk (you've saved it or opened it) it will delete the disk file. So it's really two operations in one: closing the window and killing any disk file that exists. If you've opened something just to see what it was and decide you want to delete it, this operation will do that for you in a single step.

Export - you may convert to one of three formats.

MAC text - this is the format used by the Macintosh, it differs from DOS format in the way it handles new paragraphs. MAC text has a carriage return but no line feed in their plain text format.

UNIX text - this is the format used by Workstations such as Sun or Silicon Graphics, AS-4000's and other UNIX systems. It differs in the way it handles a paragraph breaks. UNIX text has a line feed but *no* carriage return.

DOS text - this is the format we're all used to, like your AUTOEXEC.BAT or CONFIG.SYS files. It's plain text, and a paragraph break consists (generally) of a carriage return and a line feed. Too bad we can't all get along and use the same text file format, don't you think?

Open CMPQwk folders - if you use our off-line mail reader *CMPQwk* 1.4, you can browse, copy into text files, and print the contents of your folders from inside Gator Edit. It's nice to be able to jump in and read something in the stored messages there without loading the mail reader. You can't delete or create folders or folder items, just browse those that already exist. If you own *CMPQwk* you probably know how to use our folders, and this function is just like *CMPQwk's* feature, only it's more limited.



We don't suggest you open your folders in Gator Edit, leave it open, and then browse them again in *CMPQwk*, especially if you've got Gator Edit set to be your folder viewer. Possible conflicts might arise. But this function is a good way---working *outside* of the mail reader---to collect and paste-together stored information or quickly look something up that may be stuffed into a folder. You can do complex searches within a single message using Gator Edit's search engine.

You can open dozens of messages (up to 100 or the number that can be held in available memory, whichever figure is smaller), then pick Close to return to Gator Edit and your selected messages, which will be opening (or already open) behind the folder dialogue box.



If you are using another INI file with the */i:[filename]* parameter, or have moved the program and the first line of the *CMPQWK.INI* file points to an incorrect or non-existent directory, create a "dummy" *CMPQWK.INI* with the correct **CMPQwkPath=** variable in it or fix the path that is in error in the existing file. That line **must** point to the correct directory for the *CMPQwk* folder viewing option to function correctly. Gator Edit will fail to find your folders 100 percent of the time if this path is incorrect, even if you *do* have folders in another directory.

Find file - this will load Gator Edit's powerful file finder. Is there a text file you made a couple of years ago lurking somewhere on your network? If you know the drive letter and a word or two that might be inside it (to narrow the search) you can find the thing even if you don't know the file's name.

To use the file finder, click on Find file (or the Find file icon on the toolbar, if you've put one up there). In the box marked Directory, type in the letter of first drive you want to search. You can search only one at a time, but you can keep searching other drives after the first. If you don't have a clue where the file is, type in **C:** if you want to search your C: drive. The \ is important! Be sure to check the "Search subdirectories" box, too.

In the File mask box type in a wildcard such as ***.txt**, or ***.ini**, or whatever you think *might* be close to the name of the file you wish to locate. The mask can use wildcards like **annual.*** (find all files that start with **annual**) **a*.t*** (find all files that begin with **a** and have a suffix that begins with **t**) and so on. The latter one would generate a hit on **annual.txt**, **art.tmp**, and **animal.tif**. That's the case assuming these files existed on your drive in or under the search directory.

You can type in ***.*** but to have it search efficiently when you do that, you **must** enter something in the Expression box below. You do not have to enter an expression if you use a sensible mask, but if you don't have a clue as to what the file name in, you can rely on the expression function to find it.

The box marked Expression is for you to use to enter some text that *might* be in the file. You'll want to pick something that *only that file* would contain. If the file is a plain ASCII text file about your annual report, you might want to type in "profits." The Expression box will let you use complex expressions such as "profit | loss." The | sign means "or."

This allows you to build up multi-layered logical expressions that can refine and narrow the search. They

can be quite complex, and of course the more complicated, the slower the search.

If you play with this, you'll quickly see just how powerful our search function is. We doubt you'll ever lose your text files again if you've got Gator Edit handy. Here's a list of the expression functions it supports and what they mean:

| - this means the same as "or" in English. Dogs *or* cats.

^ - the caret means find a file that's got the search word immediately after the caret as its first line. For example: **^dog** would find any file that has, as its first word, "dog."

\$ - the dollar sign at the end of an expression means to match the end of a line. For example, **dog\$** would find a file that has a line that ends with dog.

. - the period represents *any* single character. For example: **Aire....** would find any file that has the word Airedale in it, but it would find *AireFlex*, too.

* - the asterisk represents any "group" of characters. For example: **do*** would find dogs, does, don't, and so on.

+ - the plus sign represents a match to one *or more* of the expression's characters. For example: **bo+** will match bottle and boo. It finds all "hits" either partial or complete.

() - the normal brackets are used to "collect" elements of your expression into single objects, although within those objects can be multiple expressions.

[] - the square brackets are used to represent a group of single characters. Single characters put inside brackets will generate hits individually. For example: **[dog]** will find any file that has a d, an o, and a g but NOT if it is spelled "dog."

[^word] - means locate any file that matches the other elements of the expression but does not have the word in it. For example: **([^dog] vet)** means find a match for **vet** as long as the file does not have the word *dog* in it.

Another point to remember is that once you've got a "hit list" in the search dialogue listbox, you can use the *right* mouse button to click on as many of the items as you'd like to open (up to 100 if memory permits it) and then select Open Marked to load them all in one fell swoop. If you think there are multiple files you'd like to open, *select them all when the search is finished*, because the list *will be blank* the next time you pull it up to search.

You can mark the files with either the left or right mouse button, but an accidental double-click with the left will open only a single file, the one whose name you double-clicked. The right button is a bit easier for mouse-challenged folks. Double-clicking with it turns the highlight on and off, but does not load the file.

Your carefully-crafted expression will be remembered from session to session if you have acted on it (started and completed a search) at least once.



Keep in mind if you are searching an entire disk and you've also got a very complex expression, your search may take a long time. If the search string contains multiple compound expressions and your file specification is *.* the search engine will have to look through *every character of every file* for a match, in the process parsing the files through the logical construction you've given it. Simple searches can locate a file on a large disk in moments. Complex expressions may take an hour on a big network hard disk, it'll depend on how fast your computer is, how fast your hard disk is, and so forth.

Load system files - in one step you can load all the significant system files for editing or examination. You can specify in GATOR.INI two other files you want to be loaded when you edit system files. For example, PROTOCOL.INI for Windows for Workgroups users. Look for the lines:

SystemOther1=

SystemOther2=

Type in the full path and name of any file you want to get auto-loaded when you select this option. If you use a multi-boot program, for example, that has a file called BOOT.CFG (I do), you can change the first line above to:

SystemOther1=c:\boot.cfg

The next time you select Load system files (you'll have to close and re-start the editor), it'll load up BOOT.CFG, ready to edit.



Note: unless you are editing a backup copy, you cannot edit GATOR.INI with Gator. Use Notepad or make a backup copy, edit that, then copy it over GATOR.INI after Gator Edit is closed.

Print - lets you print the contents of the file. It prints the entire file, so make sure you've got enough paper on hand to do that. You can't assign fancy fonts, or so forth, this is a text editor we're talking about here, not a word processor. Downloaded fonts sent to your printer may work fine, it depends on the printer.

Printer setup - brings up the Windows printer setup dialogue. You'll know what to do when it comes up. If not, read your Windows manual for some tips!

Exit - closes Gator Edit. It will prompt you to save any files that you have modified since you opened them, and it will silently close any that have not changed.

Last-ten file list - Gator Edit will store the names (and paths) of the last ten files you open. If you are usually editing the same files over and over, you can quickly fire them up by picking them from this list. If you created a file in one directory, and then later on used File Manager or the DOS prompt to move the file, and then pick this file name from the last ten list, you will get an error message. The message will advise you that the file no longer exists in that path, and asks you if you would like to search for it. If you pick yes, the Find file dialogue appears. (See the explanation of that menu item above.)



Note: the program will automatically fill in the file name and drive identifier of the last drive on which the file was located. This will destroy any other data you may have entered into the file finder dialogue. So if the file GATOR.TXT was located in C:\UPLOAD\TEXT but you moved it, the file finder dialogue will appear with GATOR.TXT filled in as the file name, and C:\ as the path from which to begin the search.

I grew up with this huge and rumbling air conditioner in my bedroom window. It was military surplus (my Pop loved bargains like that) and when you turned it on, the lights in the house dimmed. Nothing more than five feet from it got cool, and the only thing that flexed was the windowsill holding the thing up--it must've weighed 600 pounds. What this has to do with Gator Edit, I've got not the foggiest idea...but I needed something that matched "Airedale" and that was the first thing to leap into my mind. Sigh...



The edit menu

Undo/undo text operation - if you've goofed something up (a *single* operation) you can undo it and go back to the last state of the file. The undo function does not tell you (like some word processors do) what it is you are going to undo, we're assuming you remember it. It has a limited size, but most operations will be "un-doable." Block text operations are all un-doable due to the way the program writes out a backup copy first.

Redo - you thought you goofed it up, but no, you *didn't, it's correct*. Un-does the Un-do, and puts back the changes you made in the last operation. You can toggle back and forth if you want to see the way something looks with the changes and then looks without them (great for formatting a plain ASCII table or chart). The toolbar Undo/Redo icons are very nice for this.

Cut - cuts the selected text to the clipboard. You must select text with the mouse or keyboard before this will do anything, of course. Use the mouse and drag the cursor across text, or hold down the shift keys and move the cursor keys if you prefer the keyboard.

Copy - lets you copy any text you've marked with the mouse or cursor keys into the Windows clipboard. This way you can get the text into another program or data file if you want.

Paste - pastes the contents of the Windows clipboard into the document at the cursor's current position. Make sure the cursor is where you want the text to go before you select this option.



Note: clipboard functions are limited to 64,000 bytes. This is a limitation of Windows, *not* Gator Edit, and since we don't have a private clipboard (which isn't really practical in an application like this) you'll have to work around this limit.

Delete - deletes highlighted text without cutting it to the clipboard. Unless you select UNDO right away, the text will be lost "forever." You can restore the file from a previous save if you have backup files enabled. This function assumes you want to throw the text away and not paste it in later.

Delete line - does just that, deletes the current line the cursor is on. The whole thing will be gone when you use this, including the return character. If you delete a line, the line below it gets "bumped up" to fill in the gap.

Delete to EOL - trims all the text from the cursor's position to the end of the line. If you've got a line you want to truncate, pop the cursor to the point that you want to be the *last* character, then select this item.

Insert line after - inserts a blank line below the cursor's current line.

Insert line before - inserts a blank line above the cursor's current line.

Repeat line - if you put the cursor on a line you want to duplicate, it will copy it and put it below the current line. It just rubber stamps the line for you. No clipboard required, just click it and you've got a dupe. Nice for doing tables and repetitive designs.

Select all - selects the entire file, every line and character. You can then do with it what you would like to do (delete, copy to the clipboard, etc.). If you click on the selected material, it will "un-select" it.



Note: Select all will not work if you have background loading enabled until the entire file has been loaded into memory. The reason for this is simple: how can you select all when "all" isn't loaded?

Cut & Append - the Windows clipboard only holds one thing at a time, right? Not with our program. We let you *append* to the clipboard. Highlight text you want to delete (but keep for a moment) and it will be "stacked" below the prior clipboard contents.



Note: if the contents of the clipboard are graphical (such as a copied bitmap) Gator Edit will *empty* the clipboard before putting text into it. Text and graphics can't coexist on the Windows 3.1 clipboard. If you have a graphic there you want to save, better paste it into something first.

Copy & Append - same as cut and append, only it does not delete the marked text from the document. Same restrictions apply to the clipboard contents, non-text will be erased.

Copy to new window - got something you want to pull out of one file to put into a new file? Just mark it

and select this item. It is all these steps in one: Edit, Copy, File, New, Edit, Paste. This should save some time for everybody, we thought. There's no good reason why an editor can't do this, and how many times have you run two copies of Notepad to do something like this? I've done it plenty of times. It's stupid, annoys us, and we're not going to make you do it.

Paste to new window - if the contents of the clipboard are text, you can get them into a file quickly by selecting this option. Same as above, only it relies on the prior clipboard contents for its source. It's another time-saver if you've put something into the clipboard in another program and want to get it out of the clipboard here.

Set marker - if you've got a long file you need to quickly navigate, you can set up to ten bookmarks (held in memory while the file is open). If you have a large file, setting multiple markers can help you go back and forth between distant sections. Markers will be labeled 0 through 9, with up to ten at once per file.



You can assign any number position to a marker, they do not have to be in order or even consecutive. You could assign your first marker to slot number one, and your next to slot number seven. The numbers only define how you will locate them, not their order in the file.



Note: you cannot use the numpad keys for this function when using the set marker hot keys, Windows assigns a different value to a numpad key when you've pressed the shift key. Use the numbers above the main keyboard.

Go to marker - if you've set a marker (or markers) this option will open a list box that displays them, and double-clicking a marker will take you directly to it, putting the cursor exactly where you had it when you set that particular marker. When you select this item, you'll see a 40-character sample of the marked line to the right of the number assigned to that marker. This will help you pick a bookmark if you don't know the exact number mark you're seeking. Choose a mark by double-clicking it for maximum speed, Gator Edit will go straight to that mark. You can choose one and click OK, too.

Insert file - if you pick this, browse around and find a file, then choose "OK" the editor will attempt to insert the file beginning at the cursor's *current* position. Be sure you've got the cursor where you want the text to be put before you continue.

This function is a "merge" function. If you have five files you want to merge into one (say they were too big for Notepad in one file, but now you've got Gator Edit), just open the first, put a blank line at the end of it, pick File/Insert, then pick the second file, put a blank line at the end of that, and so on. Save them under a new name using Save as, then you'll have all five in one file.



The text menu

The text menu contains tools for manipulating the contents of the page in certain special ways. Some of the functions require that you have word-wrap enabled (they'll be grayed-out if you do not have word-wrap on). In any case, using some of them without paying attention to where your margins or cursor are may make a mess out of your file.



Note: all block text operations have a maximum amount of characters they can manipulate. Do not try to use them (with the exception of ROT-13 and sort) on more than 64,000 characters. That figure *includes* spaces.

Word wrap - if you want the editor to automatically wrap your text entry at the column you specify in the item above, check this menu item. Some text menu functions do not work *unless* word wrap is on. When you type, the editor will jump back to the beginning of the next line if the word you are typing is going to collide with the right margin.



When opening *very* large files (.5MB or larger) you may want to turn word wrap off. If word wrap is on and the file already has carriage returns, you will double the amount of time it takes to open the file (as it parses through it looking for lines that are too long). If the file needs to be wrapped, it's best to wrap it after it is open, when the entire file is in memory and you've seen whether or not it needs to be wrapped. Wrapping a large (multi-megabyte) file may take several minutes or more as the editor parses through the file. If you are on a low-memory 80386 system, it could take fifteen or twenty minutes if the file is very large (greater than a megabyte).

Spell-check - Gator Edit has an optional spell-checking module. If you use *CMPQwk* 1.4, you don't need to download it. Gator Edit will automatically detect the location of your *CMPQwk* spelling module under most circumstances. It will enable the spell-check menu item, and Gator Edit will share spelling engines and personal dictionaries with *CMPQwk* 1.4.

Using the speller is just like using *CMPQwk's* speller, or most Windows spell-checkers. You'll be presented with the word the speller doesn't understand, a suggestion or suggestions, (if it can find one) a text-entry line on which you can edit the flagged word if you'd like, and buttons to add the word to the personal dictionary, replace it with one of the suggestions, ignore it, ignore all instances, and so forth. Double-clicking any of the suggested words is the same as clicking it once and then clicking Replace.

If you don't use *CMPQwk* 1.4 you can download the Gator Edit spell-checking files as an individual archive (we don't ship them in the main file). If you got both, then decided to use *CMPQwk* and want to save a bit of disk space, you can delete the files that came in the speller archive.

ROT13 encode/decode - this tool will apply ROT13 encoding to the selected text, or if no text is selected, to the *entire file*. ROT13 is a commonly-used technique for "protecting" people from viewing text they may find offensive (for example dirty jokes in public messages). Internet E-mail is often "shifted" with ROT13 encryption.

It's actually not encryption at all, but it shifts every letter to the right 13 characters (and begins again when it reaches Z). So A is N, B is O and so forth. If you ROT13 some text by mistake, you can simply ROT13 it again and it'll "come back." Why? Because half of 26---the number of letters in the alphabet---is 13. Imagine the letters on a hula-hoop, with A and Z touching. If you go halfway and then halfway again, you're back where you started.



Note: ROT13 will not work if you have background loading enabled unless one of two conditions is true. Either the entire file is in memory if you have not selected text, or you must have selected some text (Select all won't work unless the file is loaded all the way, either). Once the file is fully in memory, either method (highlighted or not) will work.

Indent with tabs - if you want to offset the selected text with TAB characters, pick this. The editor will ask you how many TABS to use. Note that if you send the text into the margin and you've got word-wrap on, you'll make a big mess of things. This feature only works on text that you've highlighted.

Indent with spaces - same procedure as above, only uses the specified number of spaces. Watch out for

your margins, if you space it into the margin, you'll foul it up. This feature only works on text that you've highlighted.

Lower case - shifts all highlighted characters to lower case no matter what case they are now. This feature only works on text that you've highlighted.

Upper case - shifts all highlighted characters to upper case no matter what case they are now. This feature only works on text that you've highlighted.

Switch case - an interesting tool that lets you toggle case. If the text contains mixed case such as The Dog jumped over the Fence, when you highlight it and pick Switch case the line will be changed to: tHE dOG JUMPED OVER THE fENCE. A specialized function but it can come in handy in certain cases, such as repairing text typed when the caps lock was left on by mistake. This feature only works on text that you've highlighted.

Center - centers the marked text. Word-wrap **must** be on for this to work. It will attempt to clean up the paragraph as much as possible in the process, but if you've got stray hard returns in it, it may not come out the way you expected. This feature works on the current line (where the cursor is) or on all highlighted text.

Flush left - will take highlighted and perhaps mangled text and slam it against the left margin. Can be used to undo indented paragraphs. Word-wrap **must** be on for this to work. This feature works on the current line (where the cursor is) or on all highlighted text.

Flush right - will take the highlighted text and force it over to the right margin. Word-wrap **must** be on for this to work. This feature works on the current line (where the cursor is) or on all highlighted text.

Wrap to paragraph - if you've got a paragraph or several paragraphs that break before you want it to, or has "malformed" breaks (lines are too short because of too many returns) and you want it to block up into a single, nicely-formatted paragraph, highlight it and select this item. This feature works only on text you have highlighted.

Sort lines - will sort lines (as long as there is a carriage return character after each line) by alphanumeric value. A dialogue will appear offering some options:

Ascending - will sort from 1 to [highest number] and from A to Z.

Descending - will sort from [highest number] back to 1 and from Z to A.

Case Sensitive - if you check this, text sorting operations will consider case as an element on which to sort. Words beginning with a capital letter will always come before the same word with a lower case first letter and before *any* words that begin with lower case letters. Using this with Ascending sort would sort **cats, dogs, Cats, Dogs** like:

Cats

Dogs

cats

dogs

File statistics - the program will give you a complete breakdown on the front window, including number of words, number of characters, file size in K-bytes, and the "modified" status of the file.

If you are loading CMPQwk with the /i: /c: switches to point to alternate configurations, and you don't have a CMPQWK.INI file located in your windows directory that has, on the first line, CMPQwikPath=D:\CMPQWK (where D:\CMPQWK is the correct drive and directory where the *CMPQwk* main spelling files are located) you can make a dummy CMPQWK.INI file and put it into the Windows directory to direct Gator Edit to the location.

The file you create for this purpose must be called CMPQWK.INI, and it need only have the line CMPQwikPath=[drivename:][\pathname] in it. If you already have a CMPQWK.INI file in your Windows directory (even if you're using another INI file with the command-line option) and it has the correct path to *CMPQwk* in it, the auto-finder will get the path to the dictionary and spellers files and automatically enable spell-checking.



The view menu

The view menu controls part of how Gator Edit looks to you, and what tools it shows on the application workspace.

Toolbar 1 or Toolbar 2 - you can enable or disable the toolbars. You can select either of the toolbars or turn the toolbar off altogether if you need more screen real estate for edit windows. The program will remember which way it was when you left. See the [toolbar](#) section for how to set up the icons on the toolbar. You may only show one toolbar at a time.

When you choose between the toolbars, the displayed toolbar will change instantly, and you can quickly switch back and forth if you'd like, in the event you do not have sufficient screen real estate to do what you want with a single toolbar. Plain VGA users will find it possible to use the larger, better-looking toolbar items if they build two.

Status line - you may enable or disable the status line (the gray line at the bottom of the window that shows you column, line numbers, and so forth. This setting, too, is sticky. See the [status line](#) menu for explanations of what the status line does.



The search menu

Here is where you'll find the options for finding text (or text strings) when you need to search through a large file.

Find - Want to look for a certain word or phrase? Enter that in the dialogue that will come up when you click on the find menu items here. Both Find and Replace have the same options, so instead of making you read through two lists, the options in the item below apply to both.

Replace - does a "search and replace" operation on the entered text. You must enter what you want to find and what you want to put in its place. There are some options you'll have to set:

Match case - only flag a "hit" if the exact case matches. Will match Dog with Dog but not dog with Dog or doG.

Whole words only - only flag a "hit" on complete examples of the word. For example, it will match super with super, but *not* super with **superman** or superman with super.

Search Forward - start the search at the cursor's position and search until you cancel or until the end of the file.

Search Backward - it'll back up through the file looking for the specified text.

Start at the first line - search in both directions (back to the beginning and then past where the cursor is now until the search reaches the end) for all matches to the entered text.

Selected text only - only search through highlighted text (you must highlight text before enabling this, of course, or not much is going to happen).

Start at cursor - the program defaults to starting at the cursor's position, not at the beginning of the file. If you turn this off, it'll start at the beginning of the file.

Go to line # - If you know on which line the item you're looking for resides, tell the program and it'll jump there. A quick way to skip through unimportant sections of the file if you are familiar with it to that degree.

Gator Edit will remember a nearly unlimited number of items on the search and replace menu drop-down pick list. Just open the list that appears by clicking the arrow in the items text box. Pick the search object you want if it appears from that list, and it'll be used in the search (or replace). During normal operations, Gator Edit will remember (practically) every search and replace item you enter. Once you've closed the program, it will remember (during the next session) the last ten.

During a single session there could be thousands of items on the drop-down list (if you've searched for that many words). The actual hard-coded limit is about 16,000 search or replace objects, assuming you've got sufficient memory in which to store that many. This is probably more than anybody will ever need.



The options menu

The options menu is where you will set up how you'd like the program to operate. You can define TAB styles, whether or not the program makes backup files, and so forth from this menu. If the program does not operate as you expect it, you'll probably find something here that will change it so it works the way you like. The configuration panel is organized just like the familiar "tabbed index" everybody knows how to use.

Toolbar - we'll cover the toolbar in its own section, see [Toolbar](#).

Configuration - loads the master tabbed configuration index. Select any of the items below to see explanations of each tab.



[Editor options](#)



[File options](#)



[Font options](#)



[Bark options](#)



[Sound options](#)



Editor options

Editor options control how the program handles text flow and spacing.

Word Wrap - set word wrap column.

Wrap at column - you can specify the column where you'd like the editor to wrap text. It defaults to 80 columns. You might want to set it down to less than that, perhaps 65 or 72. Eighty columns is the maximum that most letter-paper-sized printers can handle, and that setting leaves you with no margins.



Gator Edit can wrap paragraphs up to 5,000 columns, however this is more or less impractical for any use we can imagine. That's *ten times* the column limit in *Qedit* for DOS, by the way. We suggest you stick to 1,000 columns or less, that setting is larger than anything 99% of the world will ever use anyway. Gator Edit has been tested with wrap margins up to 9,000 columns and worked fine, but not all text functions may function normally beyond 1,000 columns due to the way they are structured.

Tabs - allows you to set options for TAB stops.

Tab size - you can set the actual amount of spaces into which tab characters are translated. This is another method of collapsing a tabbed file to take up less screen (or printed page) space.

Fixed - fixes TAB sizes to a set space-value which you can define. The cursor will jump **X** spaces no matter where it is.

Real - uses TABS like a typewriter (if you are, let's say, five spaces out the TAB takes you to the next logical TAB, which might only be three spaces away, rather than a fixed amount of space from the cursor's position every time).

Smart - uses "intelligent" TABS. When you press the TAB key, Gator Edit looks for the beginning of a word or expression in the previous line (or lines) to align the cursor with, so it creates a column automatically when you start typing. To see this, enable this feature, begin a new line by hitting the space bar eight times or so, type a bit, press return and then hit the TAB key. The cursor will jump to the same column as the previous line (unless you have enabled programmer's indentation, in which case the return will leave you at the same column as the beginning of the prior line).

Auto scroll speed - when you use [Auto Scroll](#) to read a long text file you can use this item to define how quickly (or slowly) it moves the text upward. The numbers are milliseconds, so 500 would leave each line in place for 1/2 second. We think 400ms is a good speed for most folks, but set it to whatever you like. *Evelyn Wood* students will no doubt want to try it at 10 or 4.

Auto-indentation - tells the program to use "sticky" indents, like a programmer's editor. If you TAB into the middle of the page (and have this enabled) when you press Enter, you won't return to the left margin, you'll stay at the boundary of the last TAB, as if it were your new margin. Very handy when typing in columns or putting in "commented" text.

Maximize edit window - if you check this, every edit window will come up "maximized" which means it will take over the application's workspace. This is the direct opposite of "tiled" which lets you show more than one window at once. If you are running in 640 x 480, you might want to set this option to give you some elbow room on your page.



File options

File options control how Gator Edit handles reading and writing files to your disk.

File mask - define what files Gator Edit shows you.

Default file mask - Gator Edit lets *you* define what it will show "by default" when you click on File, Open. If you want to initially show files with the suffix DAT then type ***.DAT** into this box. If you want to see only XXX files, type ***.XXX** into the box, and so on. Some people don't call their text files *.TXT so we thought it made sense to let them set what the default file mask is.

Options - set file-related parameters.

Create backup file - if you want the editor to create *.BAK files every time you edit a file (littering your hard disk with little editor droppings in the process) you can leave this enabled. Sometimes it's nice, though, because you may mangle a file then save it, then say, "Oh, shhhh..." If you've got this enabled you can open the BAK file and pick File, Save as and save it over the mangled copy. User's discretion here: Gator Edit does *not* clean up BAK files on exit.

Reload last open files - if you enable this, the editor will, the next time you start it in any means other than double-clicking a file name or passing it a file name, load the entire set of files you were editing the last time you closed it. If you have a group of files you're working on and they're scattered all over your system, you might want to enable this to save some time.

Open files in the background - this option allows you to open in the background large files that might take several minutes to load. When enabled, the program will allow you to work on part of the file (or view it) while it continues to open as a background process. This option has several drawbacks, and you will need to treat the file---as it is opening---differently. The first thing to note is that users with very fast machines (486 50 Mhz or better with 8MB or more of RAM) should leave this unchecked. Files will open much more quickly with it unchecked, although it will take 100% of the CPU to open files. With a fast CPU this will rarely cause a problem with a file transfer or other concurrent process.

You can't perform certain operations (saving, Select all, ROT13) while you're opening a file in a background process. You must wait until the file is completely loaded to use features like that.

If you do a lot of communications with a moderately-powerful system this is a good option to leave checked because it forces Gator to give up CPU time. If you want to open a truly huge file (a megabyte or so), you can open the file and then minimize the editor and let it process in the background. That way if you have a BBS file transfer taking place, you should not "time out" or cause it to abort. (See the note below if you're using a slower 80386 machine.)

You can elect to open a file in the background and continue to work on another text file inside the editor, too. When the CPU is "free" for a moment, the file in the background will continue to load. If you switch to that window (or restore the window from an icon) and watch the line total indicator on the status bar, you'll see it opening the file a segment at a time. When another window is in front, you'll see its total line count, *not* the background-loading file.



Note: setting this option will **greatly** increase the amount of time it takes to load very large files (a megabyte and beyond). It can take ten minutes to load a single megabyte file if this is on. For smaller files the difference isn't that noticeable, and the increased flexibility (and friendly, cooperative nature this gives the program when you might be using communications) is worth the loss in speed.



On a *very* slow low-memory system (less than eight megabytes on a 386/25 Mhz machine) we suggest you do not attempt to load large files with this set to on. You will tie up the editor for a huge amount of time, gaining virtually nothing.

The fact is that it's hard to really multitask with a slow low-memory system, and this program is no different from any other one in this respect. For slower systems and files 500K or less, this option should keep you from "locking up" your system and timing out downloads while you are working.

Suggested settings:

386 25Mhz with 4MB RAM - 500K (or less)	enable
386 25Mhz with 4MB RAM - >500K	disable
386 25Mhz with >4MB RAM	disable
386 33Mhz with 4MB RAM - 500K (or less)	enable
386 33Mhz with >4MB RAM	disable
386 33Mhz / 40Mhz with >4MB RAM	disable
486 SX with 4MB RAM (up to 500K)	enable
486 SX with >4MB RAM	disable
486 33Mhz with 4MB RAM (up to 500K)	enable
486 33Mhz with >4MB RAM	disable
486 50Mhz / 66Mhz with 4MB RAM	enable
486 50Mhz /66Mhz with >4MB RAM	disable
486 50Mhz EISA, Pentium-class, servers	disable
On <i>any</i> system when you want to open files larger than 1/3 of installed RAM	disable



Font options

Font properties and options define how Gator Edit looks to you.

Select font - you can pick a fixed font (and font color) from your available installed fonts. We suggest you try MS Line draw (available on CompuServe and BBS systems around the world). It shows most high ASCII characters, and generally looks good. Use whatever one you like, though, from your available pool. **You can only select from available fixed-pitch fonts (like MS Line Draw).**

Select background color - lets you set the editing window background color. If you don't like the default window color you can pick something else from the color common dialogue.



Note: Windows will only use the color shown in the box marked **Solid** when you bring up the custom color palette. You can't apply "dithered" colors to a text window. To see the chosen color *correctly* displayed, expand the palette (by clicking the button marked **Define custom colors**) then look carefully at the box marked **Color/Solid**. The **solid** color (the color in the box below the word *Solid*) is the color that the editor will use. You may be surprised at your selection unless you pay attention to this, and you *must* click *Define custom colors* to see this feature in the common dialogue we use for this function. This is a limitation with Windows and edit controls, *not* with Gator Edit.

Gator Edit will display the changes in font and color that you make in the box marked: **Sample**.



Bark options

Bark options control whether or not Gator barks at you.

Bark Rate - Gator, like all dogs, likes to bark if you ignore him. You have the option of setting his barking behavior or putting a muzzle on him. You must have a sound board or Microsoft's speaker driver for this option to have any significant effect.

Never - Gator will shut up. He will not bark at all when he's minimized. This is the "muzzle it!" setting.

Once - Gator will bark the first time you minimize him, but not after that. He will bark once in each session, the first time you minimize him, so if you close him and then open him again, he will bark once when minimized but not again until you close and re-open him. This is the default setting.

Always - Gator will bark every time you minimize him in a session. He doesn't like to be ignored. If you think his barking is funny, you can set the bark rate to this value. This is the dog-enthusiast-only setting. He doesn't continue barking, but barks twice each time he's made into an icon.

Or you could try waving a bone at the screen and see if that makes him stay quiet...



Sound options

Plenty of people using Windows 3.1 have sound boards, and we felt we should let those people have some fun. Gator will use sound if you want, or it will stay quiet. You can control how sounds are used (or not used) from this tab.



Note: sound management utilities like *Wired for Sound*, or *Plug-in for Program Manger*, *Whoop it Up*, and so forth may interfere with Gator Edit's ability to use the sound board---or even worse---cause your system to lock up. We suggest you disable those programs (if you use one) or if the program offers an option to "ignore" an application, have it ignore Gator Edit. From this point on all of our applications (not just Gator Edit) will be fully sound-enabled.

Enable sound - this checkbox turns Gator's sound functions on (or off if you uncheck it).

Current path - shows the current path to the directory displayed in the WAV file list box.

Sound actions - this listbox shows all possible events to which you can assign WAV files. When you perform those actions, Gator Edit will play the WAV file you have associated with that function.

Files - displays a list of WAV files in the current directory. You can navigate using this list box as you would in the Windows Control Panel system sound applet. You can use sounds for different functions that are located in varying directories.

How to assign a sound to an event:

To assign a sound, click once on a Sound action event. For example, select "File open." Click the mouse in the Files box on the right, and navigate until you've found a directory where there are WAV files. To associate a file with an action click the left mouse button *once* on that file. To hear the WAV file you're going to associate with that event, double-click the file's name. To assign sounds to other events, repeat this process until you're satisfied, then click OK or press Enter to exit from the Sound options tab.



You might want to use some common sense when assigning sounds to frequent events. For example, if you assign a ten-second-long sound file to "File close," if you have ten files open, then click the *Close all* toolbar button, you'll clip the sound as each file closes, creating a staccato-like effect that most folks will find displeasing. Choose shorter sounds for regular functions and you will usually be happier with the results. Gator Edit ships with some practical (and brief) sound files that most folks will find appropriate. The *Star Wars* theme is great, but do you want to hear it twenty times a day?



The window menu

You can control Gator Edit's MDI windows from this menu (and switch to any open windows you may not be able to see on the application workspace).

Tile - arranges all of the windows on the application workspace as if they were bathroom tiles. Of course, if you've got fifty of them open this will get very interesting and they will be too small to use. Gator Edit tiles vertically (side-by-side) first, the most logical way to tile a text file.

Cascade - arranges all of the windows in a "stack" descending from left to right (and then back again if it needs more space). Probably a more practical way to display more than five or six windows.

Arrange icons - if you have a lot of documents minimized on the application's workspace, and they're in a mess, this will line them up neatly.

Close all - closes all open files, and prompts you to save any files that have changed.

Split/Unsplit - if you have a long text file and need to look at two different portions of it at the same time, select this option. You can cut and paste between the sections as if they were in two different documents. An easy way to check through a long text file for consistency in style, formatting, etc. This function is easy to use because you're already used to using multiple windows, we just let you do it in the same file (or multiple files at once). You can split as many windows as you want into pairs, cutting and pasting between them.

Turn sync scroll on/off - very powerful option that will let you compare as many files as will fit on the screen to look for line-by-line differences. If you tile all windows and then turn this feature on, using the *arrow keys* to scroll the window you were in when you enabled the option will make *all* the windows scroll in sync with it. Using the page-down key may throw the windows out of sync. The elevator bar has no effect and is "turned off" when this function is enabled.

Turn auto scroll on/off - this makes it easy to read through a large README.TXT or other plain ASCII file. If you turn this on, Gator Edit will start scrolling through the file at the speed you've set in Options, Auto scroll speed.



The help menu

That's how you got into this file, most likely.

Index - loads this file at the Table of contents section.

About - the About screen will show the copyright notice and author's credits if you know the secret keystroke. What's the secret keystroke? *///* never tell.



The toolbar dialogue

The toolbar builder is very simple to use. The thing to remember here is that it's like a toolbox. You've got tools you're using and tools in the box. When you decide you don't want to use a tool (or icon) you must toss it back into the toolbox.

You build the toolbar by dragging icons left and right and dropping them where you want them to go.

The toolbar builder won't let you slide the buttons up and down once they're in place. (We wish it would, too, but it doesn't.) If you drop one by mistake, just grab it and drop it over in the "source" window and then put it back into the correct location on the "destination" toolbar. (The program will remember how you build the toolbar and the next time you use it, the icons you select will be the icons that appear.)

A few tips:

When you're building the toolbar the way you want it, the icons will drop into place *replacing* the icon directly beneath the hand cursor. This will move the existing icon "down" one position (or to the right in their final placement on the toolbar).

You can drop the icon on top of any of the other icons already in place, and you can have as many icons as can fit on the screen (having more than that doesn't make much sense, because you can't use any you can't see).

If you build your toolbar using the teensy Microsoft-like buttons and later on buy an SVGA monitor and run at a higher resolution, relax. Just change the toolbar size radio button and your custom-crafted bar will still be there, only now with the prettier, more detailed SVGA icons. You can toggle back and forth if you like, to see what the bar will look like with each type of icon.

The function of each icon is listed to the right of the icon in the source window. Every significant menu item has a corresponding icon in the toolbar pool. Just like a menu choice, when that function is not available, that toolbar item will be "grayed" or non-functional.

Play with the toolbar builder, and in a few moments you'll see how it works. Remember the building blocks you had when you were a kid? Same thing. Rack 'em and stack 'em, then click on OK to see how it looks. They'll change on the fly and you can alter them any time you like later on.

Things to remember:

You can have two discrete toolbars and switch between them while you work, without re-starting the program. If you can't fit the tools you want on one bar, edit the second bar to hold the extra tools and flip it on when you want them. You can build a "project-oriented" toolbar with one bar (say text formatting tools). Both bars build exactly the same way, and you edit them exactly the same way.

The bar you see when you close the editor is the one you've got the view menu set to see, not necessarily the bar you were last working on. If you were using bar 1 and edited 2, you'll need to switch to 2 on the view menu before you'll see your changes.

If you can't remember what an icon does while you're editing, hold the mouse over a button and the program and the status line will show you what a button does

The toolbar is a "live" toolbar: icons will gray-out and come back depending on whether or not their functions are applicable to the text you have marked or the location of the cursor. If you watch the toolbar, the buttons will change dynamically appearing when their functions are appropriate and graying out when they are not.



The status line

The status line provides both information and an alternative way to control the program. There are several "panes" in the status bar, and each one serves a different purpose. Click the area of the status line bitmap illustrated below to see what each section does.



The first pane always shows you the line and column number of the cursor's location. The format is **xxx:yyy**. Value **xxx** is always the line number, and **yyy** is always the column number. If you double-click this pane (not the illustration) it will bring up the "go to line" dialogue. You can enter a line number if you want to go to a specific line, click on OK and the cursor will be placed on that line.

The second pane shows the status of Insert/Overtyping. If you want to use the mouse to change the status of Insert/Overtyping you can double-click that pane.

The third pane shows the "modified" status of the file. If the file has been altered since you opened it (even by one character) the editor flags it as modified. If the word **modified** shows in the pane, you can save the file by double-clicking on the word.

The fourth pane shows the total number of lines in the file, or if you are loading a large file and have background loading turned on, the number of lines loaded at that moment (it will change if you watch it as the program loads the file).

The last pane shows descriptions of menu items, and will change as those items are shown in the main menu. In this example, it shows the message when the help menu is dropped down and the cursor is on Help index. It shows the functions of toolbar buttons as the mouse passes over that button, too.



Right mouse button

Just like our off-line mail reader *CMPQwk*, we continued using the right mouse button. Most rodents have two (or three) buttons. We figure they exist for a reason, so we put that right button to good use.

The right mouse menu is "smart" in that it knows that you can do different things to different types of text. When you have highlighted text and you click on it, it will show some items you don't see when there is no highlighted text.

The items in the menu match various items in the main menu, although different parts of that menu will appear when using the right mouse button menu based on whether or not the text is highlighted. See the main menu item explanation for items of the same name, and the same rules or limitations apply to those items on the mouse menu.

Duplicating that information here is just a waste of space. Pop it up while you're editing a file and take a look at it.



Limitations & bonuses

Limitations?

Just about none, really. Well, no *major* limitations.

If it's plain text and you have the memory to read the file into, you can load 'er up. You can't edit formatted files like Word for Windows, Ami Pro, or bitmaps or anything like that. Just plain ASCII, UNIX, or MAC text. One limitation is that the size of the file you can edit is capped by the amount of free memory on your system and your ability to tolerate the wait while your system goes to the swapfile if the item is unusually large.

Users of slower 80386 machines with four megabytes of RAM (our suggested minimum, to be honest) will find it hard to load and work with large, megabyte or larger text files. Unless their system configurations are very stripped, with nothing loaded, it might be hard to get a clean one megabyte space in which to load the file. Remember that memory free isn't *contiguous* memory free. The memory in Windows can get fragmented unless an application issues the CompactMemory call (which really slows things down while the swapfile gets re-shuffled).

Users of machines with plenty of RAM should be able to load multiple large files (one test machine with 16MB of RAM loaded five 1.44 megabyte text files with no problems). **Do not** have background loading enabled when editing more than one multiple-megabyte file, the file loading process will be slow enough to be intolerable.



License restrictions:

Once you have registered you have a license to use Gator Edit on all of the computers you own, *as long as only one copy per registration can be used at a time*. We use the book analogy here, you can lend it to a friend if he comes over, but you can't let him take it home and continue to use your copy for yourself. In fact, we do not allow the transfer of your license when you purchase one.

Gator Edit is so inexpensive we don't feel license transfer (which makes extra work for us, too) is worthwhile.

You may not alter, modify, disassemble, or otherwise hack our program. You'll note in the credits section we have a program security analyst. He tells us whether or not our program is hackable (registerable without paying). I'm sure a good programmer could do it, but it is a violation of copyright law to do so, and we're advising you here not to do that.

Your license is good for all versions of Gator Edit we produce up until the next major upgrade. We define a "major" upgrade as a full number change. So if we come out with a 1.5 version, you'll get that free. But 2.0 will not be a free upgrade for users of 1.0.

Given the amount of work that we've put into the program (and will put into it) that's perfectly fair.



Bonus? What's this?

What's the bonus? Well, if you use *CMPQwk* 1.4 (our mail reader) we've done a nifty thing for you. Set Gator Edit as your external folder viewer (Options, General, Advanced, Folders). Now if you open your folders, then double-click a message to read, Gator Edit will fire up and load the folder message.

Fine, nothing fancy there you say, Notepad has been doing that for *months*.

But--if you go back to *CMPQwk* and double-click *another* message without first closing Gator Edit--you'll find that Gator Edit will *not* run a duplicate copy of itself, but it *will* load the next message right on top of the first. You can quickly load four or five (or a dozen) messages to cut and paste into a document, or to clip out to make into a new message (via the clipboard), or to print.

We think Gator Edit and *CMPQwk* were made for each other. Of course, being that we made Gator Edit and *CMPQwk*, this makes sense. If you use our mail reader, please try this option.

Folder viewing:

Not only that, but you can view your Folders right from Gator Edit *without running CMPQwk*. Many of our users have asked us for a way to do this (they don't have a packet, they just want to peek into the folders to get a telephone number, or print a message). Gator Edit will let you collect dozens of messages in one fell swoop, opening them all in the background behind the "Open *CMPQwk* Folders" dialogue.

We offer a very inexpensive registration for Gator Edit to registered users of our off-line mail reader (only \$15). Remember when we said, "When you're in our family, you're in our family?" And we said we were going to offer very aggressive prices on other products to our *CMPQwk* users? It sounded like typical come-on shareware author claptrap, didn't it?

Didn't think we meant it, did you?

Considering the power it gives the Folder Tools™, we think it's a steal. We've seen editors with fewer features and much less power (and unable to view your Folders) going for *triple* that figure.

Spell checker:

And wait---(yeah, like the knife commercial)---there's another bonus. If you use *CMPQwk* 1.4 (or later) you don't need to get or make a home on your hard disk for the extra spell-check files for Gator Edit---Gator Edit knows how to use *CMPQwk*'s spelling dictionary. This will save about 600K of your precious disk space.



Note: You must have a CMPQWK.INI file in your Windows directory that has, on the first line, a valid pointer to the \CMPQWK directory. It will probably say: CMPQwikPath=C:\CMPQWK. If you are using the special */i: /c: switches* to load *CMPQwk*, and don't have a CMPQWK.INI file in your Windows directory, and would like to share the speller's dictionary, just create a "dummy" CMPQWK.INI file in the Windows directory and put the line: CMPQwikPath=C:\CMPQWK (with the correct paths as they are on your system).

Once that's done, all you need to do is run Gator Edit. It will find the spelling dictionary and enable the text menu spell check item automatically.

So that's three ways they'll work together for you. Maybe we should change the name to *Gator Suite* when we come out with our next application?

Only users running *CMPQwk* 1.4 under Windows NT, or users requiring multiple configurations will need to load the program with these switches. Ninety-nine percent of our users will not have to worry about this, and you are probably one of those users. Why we have these switches in our other program is too complicated to go into here, so see the *CMPQwk* 1.4 help file for further information about it.

Bark! Bark! Bark!



Got a problem?

If you have a problem with Gator Edit, you may contact us in several ways.

Internet: & CompuServe:

You can reach Derek Backus (the programmer) by sending mail to CompuServe at 72233,3255 or via the Internet at dbackus@patchbay.com. Please don't route mail from the Internet to CompuServe, okay? Send it discreetly on either system.

We sometimes have problems with our Internet host NetCom, so be patient when sending Internet mail. In some cases, we do not get mail that users have claimed to have sent us. If you don't get a reply, **call a support board**. We pay buckets of money to keep those BBS systems up and running.

Please don't complain about how hard it is to reach us---it is amazingly simple. See the section about Los Angeles area support systems. If you've got a problem, dial one up.

Please send bug notices to **Derek Backus** (*not* Todd Henschell). Derek is the programmer, I'm the guy who writes the documentation and designs the "look" of certain elements of the program. I haven't created any bugs that I know of, and if you forward a message to me regarding a malfunction or other issue you'll just delay getting a response because I'll just forward it to Derek.

Save time. Cut out the middleman and contact Derek *directly*.

If you have other questions relating to the program or our policies I'll try to help you.

RIME & U'NI Net:

On RIME please forward questions to me at the *Hottips BBS* by putting **->487** as the first line of the message. To reach Derek on RIME use **->5092**.

On U'NI Net leave messages to us in our *CMPQwk* Support conference, not in the Windows conference. We will be supporting all of our products and U'NI Net users in our own conference.



Mail policies:

I answer 100% of all mail from our users asking honest questions. Neither Derek or I will answer netmail that's hateful or sarcastic, we're far too busy improving our software to waste time with that sort of thing.

If you have a question regarding the documentation (the thing you're looking at now) or something **other** than bug problems, you can reach me via RIME at **->487**. This isn't a good BBS on which to reach Derek, he does not regularly do mail there. My current Internet address is henschel@patchbay.com. Please do not send me bug reports.

Please understand that if you simply *report* a problem, you **may not** get a response. Derek logs all reports and then works on the problem. Given the limited amount of time he has to enhance the software, he gives priority to writing code, not mail.

If you require a response (other than, "Yup, there's a problem all right,") be sure to mention that, and ask *specifically what it is you need to know*. Things like, "Will this be fixed?" don't fall under this banner, and therefore will not get a response.

Of *course* we want to fix it. Don't be silly.



Support sites

Los Angeles area systems supporting Gator Edit:



The Patchbay BBS (818) 683-0627 is one site where you can leave a request for support. You may post a message there in Conference 14, *CMPQwk* Support, to Derek Backus. All of our products will be supported in that conference, so don't be put off if you don't use *CMPQwk*.

If you have a question regarding the documentation, or wish to contract for documentation production services, post it in the same conference to Todd Henschell. Don't ask the sysop, Daniel Bise, questions about Gator Edit. Post those questions to Derek Backus *directly*.

If you want to download the latest updates, you may log on to the *Patchbay BBS* as **CMPQWK DOWNLOAD** with the password **UPDATE**. No registration is required to obtain the latest builds of *any* of our software. If you leave a message for us when you've logged on under that name, be sure you leave your real name in the message. If you want to get the message anywhere except on CompuServe or the Internet, you'll need to call back and register under your real name on your second visit to the system.

If you leave a message to us with a CompuServe or Internet address and request a response, we will attempt to reach you on the service you request. Only Derek can send mail on CompuServe, I don't have a CIS account.

We have had many problems with our Internet host, and remember that we answer 100% of all mail that's not hateful or purposefully rude. That's our company policy! If you did not get a reply, it is because the reply we wrote out to you was lost in the void that seems to exist somewhere between our Internet host *NetCom* and the rest of the Internet. Where they are putting all of our mail, we don't know...but it gets lost quite a bit.

So be patient. Or try another method, such as calling a support site.

By the way, you'll be able to get the latest Gator Edit builds via ftp if you have that service. If you **ftp.netcom.com** to the directory **/pub/markwarn**, you'll get a pre-log screen that will tell you what is posted there. You will find the latest *CMPQwk* files there, too.



The Labyrinth BBS (818) 792-2523 is a shareware support system. You can leave messages for Derek here in the Gator Edit conference. *The Labyrinth* may not be operational "forever" but at this writing it was up and running. If you have problems connecting, we suggest you call *The Patchbay* instead.



Net support sites:

There are other support sites that have embraced our products or are areas of active support where we monitor mail and have posted our current releases.

CompuServe - it wouldn't make sense to not have support on what's probably the biggest commercial network of them all. Derek's CIS address is **72233,3255**. Feel free to contact him on that service if you have a question or comment. Please *do not* route mail from the Internet to CIS, though. Send Internet messages to Derek directly via that method. You can register on CIS by typing GO SWREG at the prompt. See the [Registration](#) section for more information.

The Internet - you can reach Derek Backus at **dbackus@patchbay.com**. We encourage Internet users to contact us and share their comments or impressions, too.

The Ledge at (818) 896-2007 is a fine BBS run by Joseph Sheppard, one of the founders of U'NI Net. If you leave messages for Derek Backus in the U'NI *CMPQwk* conference, we will get them. We *strongly* encourage you to call (and support) this superb BBS. It's a first-class system run by a true *professional* sysop. There isn't a BBS in the world that's any better or has more loving care lavished on it.

U'NI CMPQwk conference - Ledge sysop Joseph Sheppard has created a conference for us so we can do direct technical support for Gator Edit, *CMPQwk*, and our other products. Any board that carries U'NI

Net can get this conference. We pick this conference up via *The Ledge*, so if that system is local to you, you can send questions you may have on conference 0 there, to save a bit on net traffic. If the Ledge is not local to you, please send support message in our conference, not in the Windows or Off-line mail conferences. We audit them, but will reply in our conference when possible.

RIME CMPQwk conference - you can leave messages to Derek Backus in the RIME *CMPQwk* conference if your local BBS carries it. If they don't, how about asking the sysop to pick it up? We'll announce all new programs and updates on this conference, so it's a good way to stay abreast of what we're doing (if you're interested). Both Derek and I monitor this conference.

ASACompuHelp BBS at (614) 476-4058 is an official support site and the Midwest Home of Gator Edit. You may reach Derek on this system if you route to **->5092**. Put **->5092** as the first line of your RIME mail and it will go directly to Derek on ASACompuHelp BBS.

The **absolute best** method (guaranteed of success) to reach Derek is a message left on one of the Los Angeles area BBSes acting as direct support sites.

The sysop of *The Patchbay*, Daniel Bise, does not have time to answer your queries regarding our programs. Please do not bother him with them, you will only delay getting a response because Dan will have to forward them to us. Join conference 14 (the *CMPQwk* support conference). Leave your message to **Derek Backus** in conference 14, **please do not** leave mail by using the [C]omments to the Sysop menu item in conference 0. You **may not** get a reply at all if you do this.

The purpose of the *Labyrinth BBS* is to provide a registration site for shareware authors. It is a commercial BBS but support calls for users of our products are free. You do not need to subscribe to get support service.



Advanced information

The following sections contain technical information regarding configurations, problem-solving, network usage, and so on. Most users will not need to read these sections, but we like to provide as much information as possible so they may better use our software.



System requirements



Multiple configurations



Network usage



Temporary files



Editing GATOR.INI



System requirements

Gator Edit's system requirements are pretty mild. If you can run Windows 3.1 with acceptable speed, Gator Edit should work fine. Available memory limits the size of any files you might want to open. Some tips for accelerating Gator's performance are at the bottom of this section.

Memory

Gator Edit requires Microsoft Windows™ 3.1 and a system with at least four megabytes of RAM. The program itself uses about 200K unless you spell-check. When you spell-check, the spelling dictionary is loaded into memory (for maximum speed), and it takes about 600K. You don't get that 600K back until you exit the program.

Hard disk space

The program requires about two megabytes of disk space in the largest configuration, which is with its own spelling dictionary and complete complement of help file, text files etc. If you use *CMPQwk* and let the program use the mail reader's spelling dictionary, you'll save 600K of disk space.

Video & mouse

We suggest as high a resolution as your system can generate. Windows is always best at higher resolutions with larger monitors. Gator Edit was tested at all resolutions from 640 x 480 up to 1280 x 1024. The more desktop space you have, the more icons you can use, the more files you can tile, and so forth.

Rodent? If you don't have one, we suggest you get a mouse. Windows without a mouse is like a day without sunshine.

Beta testing systems:

Gator Edit was tested under Windows 3.1, Windows 3.11 (Windows for Workgroups), Windows NT 3.1, Windows 4.0 Beta 1 (the May build), and very lightly under OS/2 2.1 or "OS/2 for Windows."

The program was tested on machines ranging from a 386/25 with four megabytes of RAM up to a 486/50 EISA file-server grade system with 16MB of RAM. It ran fine (with no memory problems, even editing large files) on all systems. Obviously, systems with more memory could edit larger files.

Speed-up tips:

There are a few things you can do that will speed up Gator Edit on slower systems, and there are a few tricks you can use to accelerate how quickly it will load if you've associated the TXT file extension with Gator Edit (which we suggest you do) and want to load a file by double-clicking it. The latter takes a tiny bit of disk space, but the speed improvements are worth it.

Slow system speed-up:

If you have a slow system or a sluggish hard disk, turn off Gator Edit's toolbars and status line. Because the toolbar is really just a collection of bitmaps, when Gator loads it has to allocate resources for each button and load each of those bitmaps into memory so you can use them. By disabling the toolbar, you prevent Gator from loading the bitmaps.

This will accelerate loading speed, and you'll see a slight speed-up in the app itself as overhead related to handling the toolbar and mouse position are turned off. It's very slight, but detectable. Since every function on the toolbar is available from the main menu (or a hot key) you can still get Gator's full feature set into play.

Disabling the status line is less-effective, but if you have a very slow system, everything you can do to speed the application is worth considering.

Speeding-up double-click loading of TXT files:

Perhaps you have a very fast system, but you don't like the time it takes Gator to load (especially if you've turned on all the bells and whistles). For example, the sound file has to load if you have a start-up sound, the bitmaps for the toolbar need to get loaded, and so on. You like them when you're using Gator to edit

something important, but you want to use Gator to view TXT files by quickly double-clicking them in File Manager.

You can significantly speed this process up by taking the steps outlined below.



First copy GATOR.INI to TEXT.INI (leave it in the Gator Edit directory, of course).



Next, edit your WIN.INI **[Extensions]** section so the association for a TXT file looks like this (fill in your correct paths, these are mine): **TXT=D:\GATOR\GATOR.EXE /i:TEXT ^.TXT**. The /i:[infile name] is very important, it loads the editor into the "special configuration" mode.



Now restart Windows. After Windows has reloaded, find a TXT file using File Manager or whatever tool you like to use for this purpose, and double-click it. Gator will load as before, with the toolbar and status line enabled. Open the View menu, disable the status bar and toolbar. Open the options dialogue, click on the Sound tab, and remove the check from the Use Sound box.



Once you've disabled the toolbar and status line, close Gator Edit, then double-click another text file and compare the time it took for the program to come off of the hard disk and load the file. (The files should be the same size for a fair comparison.) A bit snappier, I think, wasn't it?



Gator Edit will still load normally from the icon you created in Program Manager or your particular shell with the toolbar and other features enabled. But for quick viewing of a file (what you usually have in mind when you double-click) the special "stripped" configuration is hard to beat.



Multiple configurations

Gator Edit was designed from the beginning to work in complex user environments. It has features that make having multiple configurations quite easy, and as a logical extension of that, using a single copy of the program on a properly set-up network should work fine. Gator Edit was tested on Windows for Workgroups 3.11, and there is no reason why the network and multiple-configuration features should not work on other networks. The principles are the same in each case.

Multiple configurations:

The program has a loading switch that will allow you to have multiple configurations in the event you have different projects that require different toolbars, screen colors, and so forth. To use this option, first copy the current GATOR.INI (inside the \GATOR directory) to a new file name. In the example, we'll copy it to SCRAZNER.INI. If you've got Gator Edit open, close it, then make another icon in your shell that has a command-line item in it like this on the program line:

GATOR.EXE /i:SCRAZNER

Don't put a path or extension on the command line, it *won't work*. Run the program using this icon (or a menu item with this command line if you're using another type of shell) and modify the configuration so the program looks and behaves how you'd like it to.

You can't have multiple instances of the program running under different configurations, so you can only use one "setup" at a time. For different uses (or for a younger user, or a user with bad vision who needs a different font or color scheme) this may prove a helpful way of keeping your custom configuration and making a specialized one available to a family member.



Network usage

Network Administrators: Gator Edit can be used on a network using the multiple configuration option */i:* [ini file prefix] (see the [Multiple configurations](#) section) but all of the [NAME].INI files must reside in the \GATOR directory, so users will need write access to that directory and to the INI file name you have assigned to them. You can protect the other INI files from them (if need be) and if you load Gator Edit with a different work directory specified in the shell, such as a \[USERNAME] directory, all of the data files the user creates will appear in a discrete place apart from the other net user files.

When Gator Edit makes its Temporary Revised Data files (TRD) it will create a directory under the Gator home directory called \[inifilename]. So if you load it with a */i:*MARY, using an INI file called MARY.INI, when that copy of Gator Edit loads, it'll create a directory under the network \GATOR directory called \GATOR\MARY. Users **MUST** have "directory create" rights in the home Gator directory.

If the network administrator sets up the individual copies of Gator Edit using the users' first names, it should be easy to keep track of whose work directory belongs to whom. Of course you *cannot* use multiple copies at the same time using the same INI file name. Each running copy must have a discrete INI file name. Generally some variation on the user's name is the best method, but the network administrator can choose any procedure he wants as long as he maintains individual INI file names.

The conditions for proper network use are:



Each user loads with a discrete INI file that must be located in the network Gator home directory. You can use individual work directories to keep data files apart, specify them in your shell statement.



Each user **must** have read/write access to the network Gator home directory and his or her INI file.



Each user **must** have directory create rights under the network Gator home directory **or** the network administrator must set up the correct \[inifilename] directories ahead of time and lock off each user's "directory remove" rights in the network Gator home directory to prevent the program from deleting the directory when it exits. Either approach will work.



Gator will not check when it loads to determine if other copies are running, therefore it is possible to cause temporary filename collisions on a network if you do not load each copy with a discrete */i:* [inifilename].



The spell-checker (unless it resides in the user's own \CMPQWK directory) **is not** networkable without a little extra effort due to the way it uses the personal dictionary. Therefore we suggest you delete the spelling dictionary on network copies, or follow the instructions below.



You can get around this limitation by creating a **CMPQWK.INI** file in each user's \WINDOWS directory and putting **CMPQwikDir=[path]** as the first line of this file. Copy GATOR.DIC into the new \PATH directory as CMPQWK.DIC and the speller will put its personal dictionary into this directory, avoiding problems with other running copies.



Note: this approach will work **only** if the users have individual copies of Windows 3.1 on their systems, or are not using a common \WINDOWS directory. If they are using a common \WINDOWS directory---something not really desirable in a network installation anyway---this method has the same downfall: file-write collisions to the personal dictionary.



Temporary files

Gator Edit creates some temporary files in its home directory called *.TRD files. They're used so the program can undo block text operations, which may be larger than the Undo buffer will allow. We suggest you **do not** delete those files unless Gator Edit is closed, or it terminated abnormally. Deleting them (or attempting to do so) while the editor is open is bound to cause a runtime error or a GPF.

You must have sufficient free space on your disk to accomodate multiple copies of the file you are editing if you expect the program to function correctly. When you use a block move Gator Edit first takes a "snapshot" of the current file's state by saving a *.TRD file. Thus, if you are doing block moves on very large files (megabytes), the operation will not be complete until the temporary file is written out.

Gator Edit uses this technique to economize on its use of system RAM, and for crash-protection. If the system terminates abnormally during a large block move or other procedure, you can probably recover your last version by scavenging the *.TRD file.

So leave the *.TRD files alone, they're important!

We'll leave it to you to figure out where we got the idea to call them *.TRD files.



Editing GATOR.INI

With only a few exceptions, you shouldn't need to edit GATOR.INI. But, unlike some shareware authors, we like to explain the sections of our INI files in the event you want to attempt to diagnose a problem (for example a corrupted INI) or you need to tweak the program a bit.

Something you should remember: if you edit GATOR.INI with Gator Edit open (such as using Gator Edit to edit its own INI file) your changes will probably *not* be saved. If you want to edit Gator Edit's Ini with Gator Edit (we suggest you just use the menu to set options) click on Tip to see how to do it.

There is *one* section of the INI file that you should **never** touch unless you want to crash the program, and that's the section that has lines like:

Bmp1=400

Those lines are the toolbar definitions, and they refer to some internal coordinates in the program code. Change those numbers or words and you *will* cause the program to explode. So leave those sections alone, lest you make problems we can't diagnose later on.

Toolbar sections:

I'll go through the sections one by one and explain what function they control. To see the explanation, click on the INI file item about which you are curious. Due to the way help works, the "=" sign has been left out of the pop-up.

UseToolBar

UseStatusBar

LastX, LastY, LastCX, LastCY

StartMaximized

AutoIndent

CreateBackup

WordWrap

WrapColumn

TabType

TabSize

Maximize

DefaultFileMask

RegName, RegKey, RegNum

AutoExecBat

ConfigSys

WinIni

SystemIni

SystemOther1, SystemOther2

ReloadLastOpenFiles

AutoScrollSpeed

Last0, Last1, Last2, etc.

DoBark

BackgroundOpen

CurrentToolbar

LastPath

UseSounds

UseToolbar=

This determines if the toolbar is off or on. The number 1 means the toolbar is enabled, 0 means it is turned off off.

UseStatusBar=

Same thing for the status bar, 0 is off, 1 is on. You can make Gator Edit load faster by turning off the bells and whistles (the toolbar and status bar).

LastX= LastY=

These are saved window positions, you should not need to fiddle with them. Doing so may cause unpredictable results.

StartMaximized=

Do you have the program set to start "maximized" or with it taking over the entire desktop? If so, this will be 1. If not (like me) it will be 0.

AutoIndent=

This enables the auto-indent function (like a programmer's editor). Again, 0 and 1 mean off and on.

CreateBackup=

Want backup files made every time you save? Change this to 1. If you enable this Gator will litter your disk with *.BAK files every time you edit a file. Gator does not clean up BAK files on exit.

WordWrap=

If you have word-wrap enabled, this will be 1. If not, it'll be 0.

WrapColumn=

This defines how "wide" your paragraphs will be. Typically, 80 columns is considered "maximum" due to the fact that most printers can't print any wider. You might want to set it down to 72, or even 60.

TabType=

You can have fixed, real, or "smart," TABS in Gator Edit. Those would be, respectively, 1, 2, or 3.

TabSize=

This specifies the size in spaces of a TAB. You can set this to whatever you want when using Fixed tabs, and that's the size the TAB will be. If you are using Smart TABs, the TAB size is dynamic, and will ignore this setting.

Maximize=

Do you want your edit windows maximized when they load? Set this to 1 if you do, or 0 if not.

DefaultFileMask=

This is the default file mask you've set the program to use. The "default default" is ***.TXT**. Set it to whatever suffix you'd like to use, the program will remember it and show that file type when you select File, Open.

RegNum= RegKey= RegName=

This section is where Gator Edit puts its registration information. The name and numbers are processed through an internal formula. If you haven't registered and try to "hack" this, good luck. The possible numerical combinations and variations run well into the millions and even beyond, depending on the size of your name.

To be truthful, the name came from **Temporary Revised Data**. It was only after we said it out loud that we realized how it fit in nicely with the editor's name and character. *.*TMP* files are too boring, and nobody can tell who created them. If you see little TRDs in the Gator Directory, and Gator Edit is closed, you know it's time to break out the digital scooper.

If you absolutely must edit GATOR.INI, and you didn't keep Notepad, here's how you do it: copy your current GATOR.INI file to GATOR.XXX or GATOR.OLD or whatever you'd like to call it. Open this new file in Gator Edit, make the changes you want to make. Close Gator Edit. We suggest you keep a backup of the "clean" GATOR.INI, so rename GATOR.INI to GATOR.ZZZ and then rename GATOR.XXX or GATOR.OLD (or whatever you called it) to GATOR.INI. Then re-start Gator Edit to see the changes you made take effect. You should only need to do this to add special system files to the system file list.

AutoexecBat=

Some people use alternate boot programs, and their AUTOEXEC.BAT file may only call another, more important batch file. You can define for the Load system files function the "real" AUTOEXEC.BAT file you want to load.

ConfigSys=

If you use something other than CONFIG.SYS as your CONFIG.SYS (say you're real good with a hex editor and have hacked MSDOS.SYS and IO.SYS) you can specify what you call your CONFIG.SYS file. Used by the Load system files function.

WinIni=

If you're somehow gotten Windows to run using something other than WIN.INI, well, you can put in the name for it here. Used by the Load system files function.

SystemIni=

Same idea for the SYSTEM.INI, if your SYSTEM.INI isn't called SYSTEM.INI (beats us, maybe somebody's trying that) you can tell the program what you call it.. Used by the Load system files function.

SystemOther1= SystemOther2=

If you have other files you'd like to be considered "system" files, you may specify the full path and filename here. Windows for Workgroups 3.11 users might want to load PROTOCOL.INI and users of multi-boot programs such as BOOT.EXE might want to specify BOOT.CFG. Type in what you want or leave them blank if you don't need them. Don't use Gator Edit to set this variable, it will not be changed unless you're editing a "backup" copy of GATOR.INI.

ReloadLastOpenFiles=

Specify 1 if you want to reload the last group of files or last file you edited the next time you start the editor. Specify 0 if you do not wish to do so. If you load Gator Edit by double-clicking on an associated file, the last-loaded files will not be loaded, too. Obviously that would be kind of silly. They'll only be loaded during a "raw" session when you just "run" Gator Edit.

AutoScrollSpeed=

Sets the speed in milliseconds for the auto-scroll function. The time specified is the length of time it spends on each line before moving the cursor down a line. Five hundred milliseconds is one half of a second. About 400 is acceptable for most folks. Set this from the menu, instead, where you can see it change "live" and determine what is too fast or too slow.

Last0= Last1= Last2= (and so on)

There will be ten of these lines, 0 through 9, and they specify the paths and filenames of the last ten files you've edited.

DoBark=

This line controls how Gator barks (or makes him shut up) when you minimize him. He doesn't like to be ignored, and when you minimize him he'll bark at you. If you want him to shut up and never bark, set this value to 0. If you think it's funny, and want to hear him bark once the first time he is minimized in a session (and then be quiet) set this to 1. If you'd like him to bark every time he's minimized, set this to 2.

Or you can throw a shoe at him, but don't send us the bill for your monitor.

BackGroundOpen=

If you've got Gator Edit set to open files "cooperatively" this value will be 1. If you've turned off background file opening, this will be 0.

CurrentToolbar=

This is the value for the current toolbar. It can be either 1 or 2, which means Toolbar 1 or Toolbar 2, logically enough.

LastPath=[filename.ext]

This is the "last path" used to open files. It might contain a filename, too. So for example if you opened **c:\text\gator.txt** and then closed the program, that path and filename will be on this line.

UseSounds=

This variable, either 0 or 1, determines if Gator Edit will use your sound board to play WAV files for program events (which you set). You can use sounds, but not have any sounds happen until you load the configuration panel and tell the program what WAV files to use for what events.



Copyright information & disclaimers

Copyright information:

Gator Edit is Copyright © 1994 by Derek Backus. All rights are reserved.

Gator Edit is *not* in the public domain, and all rights to the use of **Gator Edit** remain the property Derek Backus. You have a license to use this computer program beyond the 30 day evaluation period **only if you register with us**. If you do not register, it is illegal for you to use it beyond the 30 day evaluation period.

Shareware vendors who want to distribute **Gator Edit** for a nominal fee, or bundled in with other files **MUST** write us for permission to do so. They **MUST** notify end-users who buy their shareware disks that doing so does not constitute a registration for our software. See the Arcadia address in the registration mailing forms. We will readily grant permission, but we like to track who is doing what, so we can make sure they distribute up-to-date versions.

No warranty is expressed or implied with regard to this software. It is not guaranteed to do anything other than fill up space on your hard disk, and we are not liable for any problems use of said software may cause for you, including destruction of data, lost time, pain and suffering and whatever else those attorney fellows think up.

By trying Gator Edit you agree to these terms.

If you give your friend a copy of this program in any form **except** as it was originally distributed, with all documentation and registration information, may a pox descend on your computer and mangle your hard disk's FAT and may all your backup disks have bad sectors!

The **Gator Dog™** is a trademark. If you try to steal him, he will bite you. Gator is protected under law. This includes distributing him in an icon library, pirating his bark sounds, stealing him to use in another program, and so forth. ***Don't do that.*** He has sharp teeth and loves the taste of pirate flesh. He may or may not have had his shots, we can't seem to remember...

Microsoft Windows™ is a trademark of Microsoft Corporation. All other products that may be mentioned in this documentation are the respective properties of their owners, and as such, have no direct affiliation with us.



Disclaimers

Operating systems:

We do not support---nor do we test---**Gator Edit** running under anything **except Microsoft Windows™ 3.1, Windows for Workgroups 3.11, Windows NT 3.1 or 3.5 "Daytona," or Windows 4.0.** (The Windows 3.11 "update" posted on CompuServe and other sites is fine, too.) If you run another operating system, **Gator Edit** may work fine---but then again it may not.

Deciding to run the program under anything but Windows 3.1, 3.11, NT or 4.0 (currently in beta) is your decision, and your decision alone. We cannot diagnose, attempt to fix, or otherwise remedy any problems you may encounter, nor can we effectively deal with support messages regarding other operating systems, environments, and so forth, since we cannot test potential fixes in a timely fashion.

This caution includes such things as OS/2 2.1 (including the "OS/2 for Windows" thing IBM is hawking), WABI under UNIX, Soft Windows on the Macintosh or Power PC, and whatever other flavor-of-the-month Windows wanna-be that might come around.

These ain't Windows, so we don't use them or test them. They all have incompatibilities that real Windows 3.1 does not have, and this compatibility gap is going to widen as Windows advances. For the record, **Gator Edit** uses **only** well-documented Windows 3.1 API calls and it is compiled using Borland Turbo Pascal for Windows running under Windows for Workgroups 3.11.

We have two beta testers (who will remain nameless) using Windows 4.0 *Beta* 1 and we paid close attention to making sure Gator Edit runs well on it. Derek purchased Windows NT 3.1 for this purpose, too (and OS/2 2.1 which he has since removed in favor of NT). Anything else we cannot support, and we do not "officially" support OS/2. (Read into that what you want, essentially it means that any *difficult* problems that may or may not crop up under OS/2 but that don't happen in "real" Windows will probably take a back seat to supporting the genuine article.)

Warranty:

Gator Edit is not warrantied to do anything at all except eat up some hard disk space and waste a bit of your time playing with it. If you register it and later on you find it fails to properly execute its programming code, once you make an effort to notify us about it, we will attempt to fix the problem to the best of our ability but we do not offer refunds, credits, and the like.

We do not warranty that we will be able to provide immediate fixes to every problem, or even *fixes* (period) to every problem. Doing so may not be possible.

Since Gator Edit is shareware, we suggest you use it for the 30 day period before registering it, that way you will know how well (or not-well) it will work for you.

That's the point behind shareware.

We distribute it at low cost so you can try it at no cost, and if you like it, you register it. Were we to keep a bank account for making refunds, we'd have to charge what Symantec charges for the Norton Editor, about a hundred bucks. We'd rather charge a lot less so more people can afford it.

You may have other rights that vary from state-to-state once you've registered the product.



Thank you, thank you...

Thanks to all those who helped us. This includes our internal beta test team (who works as hard or harder than anybody's), and some loyal *CMPQwk* users who joined us in helping to pound Gator Edit into shape.

We could not have produced Gator Edit without them, and their contributions have helped to make it what it is.

Biggest thanks of all to Leslie and Colette. It would not be possible to state just how much they mean to us. Suffice to say, that without 'em, forget it, nothing is going to get done because we both would be too depressed to do much at all...breathing would be about it.



Gator Edit? What the heck is Gator Edit?

I told you I'd explain why the program is called Gator Edit. One day Derek and I were talking about how much we hate the name *CMPQwk* (the name of our off-line mail reader). It was originally called "Complete QWK" but that's too long for a file name (under DOS, anyway), so it got shortened to what it is now.

Anyway, we *hate* the name. Blech.

We were in the process of planning a product to do after the off-line reader's 1.4 version shipped (see, I don't even like *typing* it any more, and it was the Beta Cycle from Hell, too). Some programming tools Derek needed for building the automated communications module that was supposed to be our next project were held up in beta.

We were bored, and I was playing with my dog and thinking how it would be nice if software was as faithful and as powerful as my pet. Airedales are like diesel-powered blenders on four legs.

Hmmm... My Airedale's name is Mad Max but everybody calls him "Gator" because of the way he snaps his jaws. If you've got *CMP*---uhhh, the mail reader---and you've picked Help, About, and pressed I that's his jaws snapping.

Microsoft has "Chicago," "Daytona," and, "Cairo." Never being much for geography, I thought we could give the project a "working" title of *Gator Edit* until something else came up. The bad puns, of course, should be obvious.

Q: What happened to my text when I selected Text, wrap paragraph, it vanished?

A: Gator Edit.

Derek said, "I like Gator Edit let's call it that and just get to work on it." Then I drew the About box picture of Mad Max with the giant pencil in his mouth.

Then the name stuck...so I drew the icon. They say once you name an animal he is forever your responsibility. We named this animal and his name was Gator Edit. And *he* owned *us* from then on.

We could hardly abandon him after naming him. He became our pet, and our daily companion during development and testing.

Please consider Gator Edit to be *your* faithful buddy, always ready to bring you the morning ASCII file while you're still bleary-eyed and in your bedroom slippers, scratching your stubble and wondering how you're going to explain yesterday's purchase of yet *another* hard drive and 16 megs of RAM to the wife (or parents, or husband and skip the stubble part).

And you don't need a digital pooper-scooper, either. Unless you turn on BAK files...



Credits

Gator Edit was conceived and programmed by Derek Backus. He wanted to do something after producing the fastest-growing Windows off-line mail reader in the world, and this project got elected. It wasn't our first choice at the time, but we're pretty happy with it now.

This file (the help) and all other written matter accompanying the program was created by Todd Henschell. He drew most of the toolbar icons (and is happiest doing the SVGA toolbar), and he designed or consulted on important elements of the user interface.

Let's roll some more formal credits.

Our beta test team on this project shares many names with *CMPQwk's* team, and a few new ones, too.

One and only Programmer: Derek Backus.

Docs & Interface Graphics: Todd Henschell, Associate Sysop *The Patchbay BBS*.

Beta Wrangler: Pye Scrazner, (lost forever in the æther and *sorely* missed).

Front-line Beta Testers: Mark Warnsdorfer, Mark Whitney, Bob Long, Forrest Rayburn, Sam Cornelius, and Bill Whaley.

Program Security Analyst: Ben Chiu, *Jensen G.V., Inc.*

Thanks to: Daniel Bise, Sysop *The Patchbay BBS* which is Gator Edit's first dog house.

Thanks to: Bob Long, a former editor of *Stereo Review*, who informally proofed the documentation. It's always nice to have a trained eye examining your work.

Thanks to: JP Bicket, who started beta testing with us but could not finish the program because he decided to up and get married! We suppose something like that *might* be more important than software. Then again... I suppose as his wedding gift we'll have to give him a free copy of Gator Edit, too. Congratulations, JP.



Why should you register?

There are a couple of reasons why you should register. The first reason is that there is no such thing as a free lunch. Some folks release programs and call them "freeware." There is a lot of software people distribute that way, and doing that (giving away your work) is certainly admirable. Those programmers must be very well-off, or very bored.

We'd like to be that rich...or that idle...but we aren't.

Technical support.

Users expect the program to improve, or at bare minimum, to keep up with changes in the operating system and so forth. Since those changes and improvements will be taking hours from *our* lives, we'd like to think that those hours (and lives) are worth something to the folks using our product. We do not provide detailed technical support to non-registered users. Support takes a lot of time to do it right (and we want to do it right). It's hard work.

Nobody can be really happy working for free unless his or her every need is met and he or she has nothing but free time. Anybody who says otherwise is fibbing.

We have neither of those two conditions satisfied.

Let's be fair, okay?

So to be fair to our users, we want to keep Gator Edit in tip-top shape, do our best to include suggestions in future releases, support our users, and help them get the most out of Gator. We intend to keep up with the changes in Windows just over the horizon.

To be fair to us, we'd like them to pay something for that service (and for the long hours we've worked on it so far). On a per-hour basis the \$15 we charge *CMPQwk* users or the \$25 everybody else is asked to pay is so far beneath minimum wage, it's surreal. Only when *hundreds* of users register does it even begin to approach minimum wage.

We'd like users to think of that when they fire up the program. No, we're not starving, but we have produced something we think is a first-class item. And we think we're selling it for a fire-sale price. We can't do free, but we can do cheap (we're not greedy).

A third reason is that we know that users like to suggest improvements or ideas for new features. If you have something in mind you'd like to share with us, we'll tell you right from the get-go that if you're on our list of folks who've liked our product enough to send us a few bucks, we'll be listening a lot more carefully to your wishes.

This isn't to say we *won't* listen to you if you don't, but if you do, you've got our attention.

Track records matter.

If you haven't heard of us before, why not dial up a RIME BBS or get on CompuServe and ask folks about our support for *CMPQwk*, and how much we've improved our product in the short time it's been around? We'll compare our support against anybody else with the same resources we have: two guys working their butts off to produce good software.

Last and probably least of which...

So have all of this in mind when you're thinking about "keeping" our editor and not registering it. The program knows how long it's been on your system, and if you fail to register within the 30-day period, it will remind you about it eventually.

Since you could use it in private without telling anybody, we had to protect ourselves and our investment. Because we decided to put a time limit into the program, we left the initial pester-screen out. That gives you a *full month* to use our editor without *any* reminders about registering, which is---we feel---the best way to examine a piece of software. The only thing you do not get to see is the spiffy color About box and Easter egg, which is only on registered software.

Gator is not crippled in any way. You can load any size file you have the memory for (unlike some other

editors). You can load as many files, print them, whatever you'd like to do. When we say you get to take Gator for a test drive, we mean a real test drive, no hidden limitations.

After a month, though, it will begin reminding you that you have not paid for it. If you keep using it, Gator will make you wait an additional second *each day* unless you purchase a registration and enter it into the warning that appears. Eventually the wait will be long enough to be intolerable, which is the goal of such a feature.

We wish we didn't have to protect our software that way, but we do.



Important note: in the event that you're an experimental type (I don't like the word *hacker*, really) and want to try to get around this time limit (and I understand that, I really do), I'd like to give you a piece of advice. **Don't** do it by deleting Gator Edit's time stamp data, changing your system date to sometime in the future, running Gator Edit, then re-setting your system date to the "real" figures. That will put Gator Edit into a condition where it won't load at all. Look, the program is very inexpensive, if you consider your time worth anything at all, why not just register it if you like it?

Hey, folks, in the process of learning about computers for the fiction and articles that I write, I've hacked lots of software. Also, the best defense is a good offense, and you should know your enemy. So I know all about the stuff that goes on, and I know that a dedicated hacker will crack *any* protection scheme (ours won't even be that hard, really, I could crack it in an hour or less). That's not the point of this time limit. The point is that people who would "forget" about registering won't forget now.

Hackers? Anybody so bored as to "steal" a \$25 piece of shareware is more *pitiful* than enviable. So if you hack this and "unprotect" it, enjoy the fruits of your labors. You didn't take one penny away from us (you were never going to pay anyway) and you wasted some of *your* time. Of course don't call for support, or make feature requests---and keep in mind that the next release will use a completely different scheme, making you spend *more* time. When I'm working for-hire I get \$75 an hour and up. Hacking bargain-priced shareware isn't worth my time. Does *your* time come that cheaply?

Oh, one last thing. If we find out about a BBS posting a hacked copy, or that you have a hacked copy, we will take legal action. It's a violation of our copyright to use this product after the 30 day evaluation period without registering it. Nothing personal, of course.



Registration information

Want to pay by check?

Send a check or money order for \$25 (U.S. dollars only, please) to:

**Derek Backus
Gator Edit
P.O. Box 1017
Arcadia, CA 91077**

You may register in several other ways, too. Read the rest of this section (and the jump sections) for complete information.

Want to register on CompuServe?

Derek's CIS address is **72233,3255**. You can register Gator Edit on CompuServe by typing **GO SWREG** at the prompt. CompuServe registration is \$30. The registration ID is **2925**. There are no upgrades or sysop deals via CompuServe, sorry. You will receive your registration numbers very quickly if you register via CompuServe, Derek checks for mail there daily and processes registration mail promptly.

Are you a *CMPQwk* user or a BBS sysop?

Click the bone below to see *CMPQwk* user and sysop deal upgrade information. Click "back" on the toolbar once you've read this information to return to this section and print forms or view other registration information. Please note that we don't offer upgrades from other editor products at this writing due to the low initial price we are asking for Gator Edit.



[View upgrade registration information.](#)

Do you want to use your VISA or another credit card?

Click the bone below to see how to register using your VISA, Mastercard, or American Express card on ASACompuHelp BBS in Ohio.



[VISA on ASACompuHelp BBS](#)



Registration Forms

If you want to print registration or upgrade forms, click the appropriate bone below to view a form, then select "Print" from the Windows Help button bar above. Select "Back" from the button bar to return to this section and continue reading the help file once you've printed (or read) the form.



[Click this bone for a **regular** registration form..](#)



[Click this bone for a *CMPQwk* upgrade registration form..](#)



[Click this bone for a **VISA** mail-in form..](#)

Please allow four to six weeks for your order to be processed and your invoice with registration numbers to be shipped. Foreign orders may take longer due to the vagaries of international mail and so on. Your order will **not** include a disk with the program or a manual, just your registration numbers. We believe on-line distribution is the most effective way to circulate our product, and in order to keep our prices low (and our overhead costs low) we don't mail out floppies.



Note: We **do not** issue refunds under **any** circumstances. You have 30 days to evaluate our software, please use that time to make sure you like it. If you register it, the sale should be considered "final." By ordering Gator Edit you acknowledge and accept this limitation on your right to request a refund.

Please make your checks or money orders payable to **Derek Backus**, *not* Gator Edit, or *CMPQwk* Software, or Gator Edit Software, or anything *other than* Derek Backus. Please be sure to sign your check (we get a fair amount of unsigned checks for *CMPQwk*) and you **must** include a registration form with your check so we know what it is you are registering. If you don't send a form, we'll assume you like us so much you want to send us free money! (This is okay, too, we can always use free money.) Please print clearly on your form, okay? Typing it is even better. If we can't read your address, how can we get in touch with you to tell you we can't read your address?

Most of the delays people experience with getting their numbers are caused by:

- 1.) **Unreadable** names, addresses, or E-Mail routing addresses.
- 2.) **Unsigned** checks.
- 3.) **No registration forms** or incorrectly filled-out forms missing vital information.

Bet you thought this was going to say, "*Bark! Bark! Bark,*" eh? Gotcha. Enjoy using Gator Edit, and let us know what you think about it.



CMPQwk user upgrade Registrations

You'll find that Gator Edit has special hooks so it can be used as *CMPQwk's* folder viewer. See the section [Limitations and bonuses](#). If you want to upgrade as a *CMPQwk* user, just fill out this form and mail it in with your check or money order for \$15 plus applicable tax.

Sysop bulk orders:

There is also a sysop order plan. If you order ten or more copies of Gator Edit, they're \$15 each plus the sysop (or the person who organized the order) gets a free copy for their troubles. You must submit payment on *one check* and at *one time* to receive the sysop order discount. See the order forms for a way of printing a sysop extension order form if you need one.

Please don't ask us for a "discount" price for less than ten copies, or because you are poor, or because you are a starving student, or because you're from the planet Krypton and are new in this part of the galaxy, or anything else like that. Gator Edit's price is *already* a discount price, and the fifteen bucks we want when you buy ten copies is practically free compared to our competitors' pricing schemes.

You don't have to be a sysop, but you do have to order ten at once and pay for them all in *one* check and want the registration numbers sent to *one* address. If you can satisfy that (and you must give us *all ten user names* when you make this order) then we'll sell you ten copies at fifteen bucks per copy plus applicable sales tax, no other questions asked.

We'll give you an eleventh copy free for acting as our agent---so to speak---because we think you should get something for rounding up ten folks and writing the check.

Press the "back" button on the toolbar above to return to the main Registration section.



VISA registration on ASACompuHelp

Users wishing to register via credit card can contact ASACompuHelp BBS. This system is located in Ohio, U.S.A.. You may register via VISA by mail, voice, or modem. The procedures, for those of you interested in registering via VISA/MC on *ASACompuHelp* follow:

Mail:

Print the registration forms in this help file (then fill in all the information) and include your VISA/MC card numbers. Mail the completed form to ASACompuHelp BBS at the address below. You will receive a receipt with your registration numbers via mail once it's been processed.

If you want to print a VISA-only registration form, click the button below and then click on the "Print" button on the Windows Help button bar. That'll create a nicely-formatted form that you can fill in and mail. Select "Back" from the button bar to return to this section when you're through.



[Click this bone for a VISA mail-in form.](#)

Print **Gator Edit Registration** in the lower-left corner of the front of the envelope. Mail it to:

ASACompuHelp, Inc.
12 Westerville Square Suite 359
Westerville, OH 43081

Via modem:

call *ASACompuHelp BBS* at **(614) 476-4058**

Log on under your REAL NAME then join conference 10, the Gator Edit Support conference. From there you'll see a menu option for registering Gator Edit. Select that option and follow the prompts. It is similar to any on-line registration service, and will request information such as your name, address, etc. Fill out all the required information until you are back at the main screen.

Due to increased costs, registering via *ASACompuHelp BBS* is slightly more expensive than registering directly with the author. This is *not* because it is a VISA/MC transaction, it is because of costs passed directly back to us by the BBS.

Upgrades are \$19.00. New registrations are \$30. Please note that the charges on your VISA/MC will appear as, "ASACompuHelp, Inc." and *not* Gator Edit.

Prices may change without notice. You'll be informed of the current price at the time you place your order. You will receive your key and registration numbers immediately.

Press the "back" button on the toolbar to return to the prior section.

Gator Edit Registration Form

Don't use this form if you're upgrading. Go back and click the upgrade button! If this is a sysop order, you'll need to print an additional form mentioned at the bottom of this one. Complete all required sections to prevent a delay in processing your order. Allow four to six weeks to receive your numbers. **Please print clearly!**

Name _____

Address 1 _____

Address 2 _____ Country _____

City _____ State _____ ZIP/ Postal _____

Daytime Phone (_____) _____

Qty: _____ Gator Edit Regular \$ 25.00

Qty: _____ Gator Edit Sysop deal 150.00

If a Sysop order of more then 10 copies specify no. at \$25 @ _____

total number _____ subtotal price \$ _____

Sales Tax \$ _____
(California only)

Total Amount Enclosed \$ _____

If you're making a Sysop order, click the word SYSOP to see an extended list you can print with information regarding that type of order. Print that page, fill it out, and attach it to *this* page. If you're ordering more than ten copies, print that page as many times as you need to fill in all of your user names. Click the "Back" button to return to this form, or "Back" again to return to **Registration information**.

Mail the completed form(s) to:

Derek Backus
CMPQwk Reader
P.O. Box 1017
Arcadia, CA 91077

Gator Edit *CMPQwk* Upgrade Only Form

Don't use this form if you're registering from scratch! Go back and click the regular order form button! Allow four to six weeks to receive your numbers. Complete all required sections to prevent a delay in processing your order. **Please print clearly!**

Name _____

Address 1 _____

Address 2 _____ Country _____

City _____ State _____ ZIP/ Postal _____

Daytime Phone (____) _____

CMPQwk registration numbers Reg: _____ (from About box)

Qty: _____ Gator Edit upgrade \$ 15.00

subtotal price \$ _____

Sales Tax _____
(California only)

Total Billing Amount \$ _____

Mail the completed form(s) to:

Derek Backus
CMPQwk Reader
P.O. Box 1017
Arcadia, CA 91077

Visa/MC Registration form for ASACompuHelp BBS

This form is **only** for mailing a VISA registration to ASACompuHelp BBS. **Do not** mail this form to Derek Backus. You can make *any* type of VISA/MC order with this form.

Note that for every upgrade you order, you **must** fill in a name and product serial number of a competing product from which you want to upgrade. If you don't have sufficient space in which to do this below, attach another piece of paper. Prices may change without notice! If this help file is more than six months old we suggest you call *AsaCompuHelp* by voice for current pricing and information! **Please print clearly!**

Name _____

Address 1 _____

Address 2 _____ Country _____

City _____ State _____ ZIP/ Postal _____

Daytime Phone (____) _____

Qty: _____ Gator Edit Regular \$ 30.00

Qty: _____ Gator Edit CMPQwk Upgrade 19.00

Qty: _____ Gator Edit Sysop order (minimum) 190.00

If this is a sysop order of *more than ten* copies specify no. at \$19 @

sysop total number _____ subtotal price \$ _____

Sales Tax _____
(Ohio only)

(Circle card type below)

Total Billing Amount \$ _____

VISA-M/C-AMEX Number _____ EXP ____ / ____

Signature _____

CMPQwk registration numbers Reg: _____ (from About box)

VISA/MC credit card numbers should **only** be sent to the mailing address for ASACompuHelp BBS.
DO NOT SEND VISA NUMBERS TO Derek Backus! Mail the completed form(s) to:

ASACompuHelp BBS, Inc.
12 Westerville Square Suite 359
Westerville, OH 43081

If you're making a sysop order, click the word SYSOP to see an extended list you should print so you can provide the information we need for that type of order. Complete that page and attach it to *this* page. Print as many copies of that page as you require. Click the "Back" button to return to this form, or "Back" again to return to the prior section.

Sysop Order Form Extension

Print this form to give us the extended information we need for this type of order. You **do not** need to print this unless you are ordering a single-check sysop-level order! **Please print clearly!**

Give us the name of the user who gets the "free" registration below.

Sysop order freebie: _____

Enter your ten user names below. Print additional sheets if you need more space or have ordered more than ten copies.

Name 1 _____

Name 2 _____

Name 3 _____

Name 4 _____

Name 5 _____

Name 6 _____

Name 7 _____

Name 8 _____


Name 9 _____

Name 10 _____

Gator Edit

was programmed by
Derek Backus
this help file prepared by
Todd Henschell

TIP

 You can use this navigator to control the main window's contents. Pick the item you'd like to view in the main window from this list.

 **Basic information**



 **What is Gator Edit?**

 **How to install the program**

 **How to operate Gator Edit**

The user interface





 **Keyboard shortcuts**

 **The file menu**


 **The edit menu**


 **The text menu**

 **The view menu**

 **The search menu**

 **The window menu**

 **The help menu**

 **Program configuration**



 **The options menu**

 **Editor options**

 **File options**

 **Font options**

 **Bark options**

 **Sound options**

 **Gator Edit's tools**



 **The toolbar dialogue**

 **The status line**

 **Right mouse button**

 **Support information**



 **Limitations & bonuses**

 **Got a problem?**

 **Support sites**

 **Technical information**



 **Advanced information**


 **System requirements**

 **Multiple configurations**

 **Network usage**


 **Temporary files**

 **Editing GATOR.INI**


 **Legal information**



 **Copyright information & disclaimers**

 **Thank you, thank you**

 **The credits**

 **Registration information**



 **Why should you register?**

 **Registration information**

Welcome to Gator Edit 1.0

Programmed by

Derek Backus

Docs & Interface Graphics by

Todd Henschell

