Sourcerer Help Index

Overview

Sourcerer is a tool for Microsoft® Visual C++ 1.0/1.5x developers. To see how it works, just launch Sourcerer and open a source code file from within Visual C++. Then move the mouse pointer into the source window and click the right mouse button. A window, with a list of all functions contained in your sourcecode will instantly pop up. Click on a function name and the source window will be scrolled to the beginning of that function. If the function is preceeded by a comment the window will be scrolled so that the comment is visible too.

To see a list of all files included by your source code file press the CTRL key and click on the window title bar. Select a file name and Visual C++ will open the corresponding file.

These features do not require that your code has been compiled or saved to disk. Changes you make to the file are *instantly* reflected in the function name list and the #include file menu.

Other enhancements to the Visual C++ editing environment are accessible through an additional button, which Sourcerer installs in the title bar of your source windows. Just click on the button and try the various menu options.

Sourcerer features include high-speed parsing of C, C++, Assembler, Pascal and Visual Basic source code files, multiple copy/paste buffers, bookmarks that work as you expect them to work, language sensitive commenting and uncommenting and much more.

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Ordering Information

The price for a single user copy of Sourcerer is $49. Quantity discounts and site licenses are available.
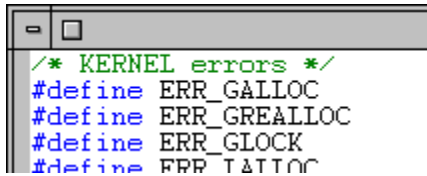Sourcerer is also available for the 32-bit development system Microsoft® Visual C++ 2.x.

To order the latest version of Sourcerer please contact:

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The Sourcerer Menu

Sourcerer installs an additional button in the title bar of Visual C++ source windows:

Click on the button to display the Sourcerer menu:

Source File Parser

When you click with the right mouse button in a C or C++ source window Sourcerer builds a list of function names. You can select an item from the list and the source window will be scrolled to the beginning of that function. The selected function will be highlighted. If a function is preceeded by a comment the window will be scrolled so that the comment is visible too. Optionally Sourcerer displays struct names, macros and class names too.

This feature works similiarly for many other file types:

> For Header files, a list of functions, classes, structs and macros is displayed.

> For Resource files, a list of dialogs, bitmaps, icons, and all other resources is displayed.

> For Assembler files, a list of functions, macros and structs is displayed.

> For .INI files, a list of sections is displayed.

> For Pascal files, a list of functions and procedures is displayed.

> For Visual Basic files, a list of Sub and Function procedures is displayed.

Sourcerer uses the file name extension to determine the correct parser for the file. The file DRWATSON.LOG ist treated specially, a list of all exceptions and faults listed in the file is displayed.

By default, the arrangement of the list reflects the order of the source file. If you press the SHIFT key while clicking the right mouse button the list will be sorted by name. While the list is displayed you can toggle between sorted/unsorted list with the SHIFT key.

In C++ source windows the member function's class name will be displayed if this function is qualified by the scope resolution operator :: and if the option "Show Qualified-Classes for Functions" is enabled in the Sourcerer Options dialog. While the list is displayed you can toggle between show/do not show qualified-classes with the TAB key.

If the option "Show Base-List in Class Declarations" is enabled Sourcerer displays the list of base classes specified in derived class declarations.

▶   The keyboard shortcut for the list of functions is CTRL+G.
    The shortcut for a sorted list is CTRL+SHIFT+G.

Include File Popup

If you press the CTRL key and click in a source window title you will obtain a popup menu of #included files. You can select a file name from the menu and Sourcerer will force Visual C++ to open the corresponding file. The popup menu lists only those files that are directly #included by the current file. This feature works for C/C++ files, H files, ASM/INC files, and RC files.

If a complete path is not provided, Sourcerer searches for the file in the following order:

1.   The directory where your source file is stored on disk.

2.   The project directory.

3.   The path or paths specified with the /I option, if you have set that option in
        the Compiler Options dialog box under Project on the Options menu.

4.   The paths specified in the Include Files path in the Directories dialog box.

▶ There is another easy way to switch between source files: if your active source window is **foo.c**, **foo.cpp** or **foo.cxx** you can open **foo.h** by pressing CTRL+ALT+left or right mouse button in the title bar of the source window - and vice versa. This works also for **foo.asm** and **foo.inc.**

▶ The keyboard <u>shortcut</u> for the include file popup is ALT+I.

Bookmarks

This feature allows you to place and jump to up to ten bookmarks. Choose "Set Bookmark" from the Sourcerer menu to set a mark at the current cursor position. The file name and the line number are displayed in the bookmark submenus. You can use "Go to Bookmark" from the Sourcerer menu to have the corresponding source window activated and scrolled to the bookmark line. If there is no source window for the requested file a new one will be opened.

Bookmarks are stored in the initialization file SORCERER.INI, so a bookmark, once set, is permanently available across different launches of Sourcerer or Visual C++. This allows you to use bookmarks as a fast and convenient way to open frequently used files, for example WINDOWS.H.

If you press the SHIFT key and click in a source window title bar you get a bookmark popup.
To remove all bookmarks, select "Clear All" from the "Set Bookmark" submenu.

▶ The keyboard shortcut for "Go to Bookmark" is ALT+J.

Comment/Uncomment

This feature allows you to comment or uncomment blocks of text with a mouse click. The "Comment" and "Uncomment" commands are available from the Sourcerer menu. Both commands work on the current selection. If you want to uncomment a selection with comments within comments just the outer one is removed each time you select the command.

By default, C++ style comments (//...) are used in C/C++ source windows. If you prefer C style comments (/*...*/) you can select this in the Sorcerer Options dialog. The comment/uncomment feature is language sensitive. It works similiarly for *.RC, *.DEF, *.ASM, *.INC, and many other source types.

Note: if there is not enough space in the Visual C++ undo buffer Sourcerer will reject "Comment" and "Uncomment" commands.

The keyboard shortcut for "Comment" is CTRL+/

The shortcut for "Uncomment" is CTRL+.

On a non-US keyboard you can press the keys CTRL+/ and CTRL+. of the numeric keypad.

Copy/Paste Buffers

This feature gives you ten additional copy/paste buffers. The first line of each buffer with nonspace characters will be displayed in the "Copy" and "Paste" submenus. Newlines and spaces at the beginning are replaced by dots.

The buffers are independent of the Windows clipboard, but they work exactly the same way. To delete the copy/paste buffers select "Clear All" from the "Copy" submenu.

Note: if there is not enough space in the Visual C++ undo buffer Sourcerer will reject "Copy" and "Paste" commands.

File Info

The File Info menu option displays a dialog box with some information about the current source file, such as the files size, the number of lines in the file, and the full path to the file.

Note: the dialog box displays the size of the file in memory. If you selected <Insert Spaces> as the Tab Setting, the size of the source file in an unchanged Visual C++ editor buffer may differ from the size of the file on disk.

Options

You can access the Sourcerer Options dialog box through the "Options"-button in the Sourcerer main window. The following settings can be changed:

Hide Sourcerer Icon	If you check this option the Sourcerer icon will not be visible on the desktop or in the task manages's list.
Install CTL3D	If you check this option Sourcerer installs CTL3DV2.DLL so that all standard controls in Visual C++ will have the "3-D look".
Items in Function List	Sets the maximum number of items displayed in the function list. When more items are found the list is displayed with a vertical scroll bar. The default value is n=24.
Install Instant Scrolling	If you check this option Sourcerer will repaint Visual C++ edit windows continuously, while you drag the horizontal or vertical scrollbar thumb, so you can follow where you are in the file.
Install Left Margin	Visual C++ leaves no space between a source window left border and the beginning of a text line. As a result it can be quite difficult to select lines or to set the insertion point to the beginning of a line with the mouse. If you check this option Sourcerer will install a left margin of specified width.
C/C++ Style Comments	Indicates the type of comment used by the "Comment" command for C/C++ source files.
Button Color	Sourcerer installs an additional button in the title bar of source windows. Click on the sample button displayed in the dialog to select a different color for that button.
Parser Preferences	Use the checkboxes to select which infomation should be displayed when you use the source file parser .

Some more options can be changed in the initalization file SORCERER.INI

Colors

To change the function list colors for specific types of source files:

1. Select a source file type from the File Types list box.

2. Select an item from the Items list box or click on an item displayed in the Sample box.

3. Select a color from the Color List.

4. Choose OK. You can change several items in the list before choosing OK.

Choose the Restore button to reset the colors for the current file type to those colors selected before entering this dialog.
Choose the Restore to Default button to reset the colors for the current file type to the default colors.
Choose the Menu Colors button to select menu colors for the current file type.

SORCERER.INI

Sourcerer maintains an initialization file called SORCERER.INI in your Windows directory. Some Sourcerer settings can be changed in this file:

[MenuOptions]
CopyPaste=1,1,1,0
Comment=1,0,2,0
Bookmarks=1,1,3,0
Includes=1,1,4,0
Functions=1,0,5,0
FileInfo=1,0,7,0

To alter the appearence of the Sourcerer menu, change the settings in the [MenuOptions] section. An entry in this section is of the form **MenuItem=a,b,c,d** where **a** specifies whether the item is displayed (1 = yes, 0 = no), **b** specifies whether there is a separator line before the menu item (1 = yes, 0 = no), and **c** specifies the item position in the menu. The fourth parameter **d** must be set to zero. If, for example, you decide that you never need the copy/paste buffers you might want to change the corresponding line to **CopyPaste=0,1,1,0**, so that the menu item is no longer displayed.

[Extensions]
Extension=Type

The [Extensions] section allows you to add new file extensions to be recognized by Sourcerer. Type must be one of the following: C, H, DEF, RC, ASM, INI, HPJ, PAS, VB. For example, the entry LST=ASM means that files with the extension .LST should be treated like .ASM files.

The following table gives an overview which function name/include file-parser is used for specific types of source files:

Filetype	Extensions	Parser	Includes	Comment style
C	C, INL, CPP, CXX	C/C++	C/C++	C/C++
H	H, HXX, HPP	H	C/C++	C/C++
DEF	DEF			ASM
RC	RC, RC2, RCV,DLG	RC	C/C++	C/C++
ASM	ASM, INC	ASM	ASM	ASM
INI	INI, INF,CLW	INI		ASM
HPJ	HPJ	INI	C	ASM
PAS	PAS	PAS		PAS
VB	BAS, FRM	VB		VB

The file DRWATSON.LOG ist treated specially, a list of all exceptions and faults listed in the file is displayed.

Shortcuts

The following shortcuts are available:

Right mouse button in a source window	Displays a list of functions/classes/structs/... for the window.
SHIFT+right mouse button in a source window	Displays a list of functions/classes/structs/... for the window, the resulting list is sorted alphabetically.
CTRL+left or right mouse button in the title bar of a source window	Displays a popup menu of #included files, see <u>Include File Popup</u>.
SHIFT+left or right mouse button in the title bar of a source window	Displays a popup menu of <u>Bookmarks</u> .
CTRL+ALT+left or right mouse button in the title bar of a source window	For **foo.c/foo.cpp/foo.cxx** activate or open **foo.h**, for **foo.asm** activate or open **foo.inc** and vice versa.
ALT+I	Displays a popup menu of #include files for the active window.
ALT+J	Displays a popup menu of bookmarks.
ALT+S	Displays the Sourcerer menu.
CTRL+G	Displays a list of functions/classes/structs/... for the active window.
CTRL+SHIFT+G	Displays a list of functions/classes/structs/... for the active window, the resulting list is sorted alphabetically.
CTRL+/	Comment the current selection of the active window.
CTRL+.	Uncomment the current selection of the active window.