

## Help Topics

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This program is distributed as shareware. You may make copies of it for evaluation and distribution but if you like the program you should register it. The cost is \$15. Registered users will receive a disk containing the latest version of the program or optionally some future version if you already have the latest version. I will also include on the same disk the most recent version of my Windows ascii chart program ACHART and anything else I happen to have complete.

This program may be freely distributed. It may not be sold except by me. A nominal copying charge may be made not to exceed US \$10.

### Registrations outside of the US:

Unfortunately it is virtually impossible within the US to exchange small amounts of foreign currency or to cash checks drawn on foreign banks (the fees exceed the cost of this program). If you can't send US money I will accept CD or cassettes of any music you think will not be generally available in the US. Generally we get the most popular British groups and that's about it. We don't even get much Canadian music. My tastes are eclectic, anything from traditional to modern. How about if one of you Canadians

sends me some "Doug and the Slugs", eh?

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**Open File**

Allows you to select a file to view. The open dialog works pretty much the same as in nearly every other Windows Program.

## Open Clipboard

Allows you to view an item from the **clipboard**. Clipboard items are stored on a variety of **formats**, Gander allows you to view the predefined formats: **BITMAP**, **DIB**, **DIF**, **METAFILEPICT**, **OEMTEXT**, **PALETTE**, **SYLK**, and **TIFF**. Some programs may also use private formats which I don't support. In theory the clipboard can hold several items simultaneously as long as each is in a different format. In practice this is rarely done.

For each of the above formats **except** **METAFILEPICT** and **BITMAP** what I display is simply the contents of the **global memory block** retrieved from the clipboard.

For **METAFILEPICT** I show the **METAFILEPICT** structure followed by the **Metafile** itself (starting at 0x10).

For **BITMAP** I show the **BITMAP** structure followed by the **Bitmap bits** (starting at 0x10).

## Print

Allows you to print all or part of the file. In the dialog box select **All** or **From/To**.

The default for **From/To** is to print what is on the screen but you can set your choice of From and To locations. If you are viewing the file in hex mode, values are byte offsets into the file specified in **hex**. If you are viewing in text mode values are line numbers specified in **decimal**. You don't have to remember that, the dialog box will tell you how to specify the values.

## Info

Show some information about the file being viewed: the file name, the number of bytes, and the number of lines. The number of lines may be unknown until you have actually viewed to the end of the file.

## Marking & Copying to Clipboard

You can mark text using the left button of the mouse. Only whole lines are marked. To mark a large section of text, mark the beginning line and release the button. Go to the last line you want to mark and click on it while holding down the shift key.

Copy the marked text to the clipboard by selecting Copy from the Edit menu.

To remove the highlighting from the screen press the right button of the mouse or press either button in the Line Number or Ruler windows if they are displayed.

This version of Gander can only mark and copy text in text display modedisplay\_mode.

## **Charsets & Fonts**

Gander gives you a choice of three standard Windows fonts, all with a fixed pitch (equal spacing of characters). One of the fonts uses the **IBM PC character set** and the other two use the **Ansi character set**.

To select one, choose the **Display menu** and select from **IBM PC charset**, **Ansi fixed font**, or **System fixed font**.

## Display Modes

Gander displays files in **Text** mode or in **Hex** mode. You can choose the one you prefer by opening the **Display menu** and selecting **Text Display** or **Hex Display**.

If Auto Select is turned on Gander will automatically select what it thinks is the most appropriate mode each time you open a new file. Gander won't force it's will on you however. If you choose, Gander will allow you to view any file in text mode, even object files. Be warned however that things slow down substantially when you try to view files which have 1000+ character lines as text

.

## Auto Select

If **Auto Select** is turned on Gander will automatically select what it thinks is the most appropriate mode each time you open a new file. Auto select works by scanning the first 500 characters of the file. If a 0x00 or 0xff is found Gander assumes that the file is binary. You can override this assumption by specifying the file extension in the AutoSelect Suffixes portion of GANDER.INI, which looks like this:

```
[AutoSelect Suffixes]  
DOC=0  
WRI=0  
TXT=0
```

Specify "0" for text mode and "1" for hex mode.

## Ruler & Line Numbers

The **ruler** and **line numbers** are always turned on in hex mode but are optional in text mode. To toggle them on or off select the appropriate items from the **Display menu**.

## Find

Allows you to search for a **character string** within the file you are viewing. The string may be specified as **text** characters (a, b, c, etc.) or as **hex** (41, 0a, ff). Enter the string and choose whether it is a **string search** (text) or a **hex search**. If it's a **string search**, choose whether **uppercase** and **lowercase** characters should match, then press **Forward** or **Reverse**.

If there is highlighted text on the screen then **Forward** searches will start immediately following the highlighted text, otherwise the search will start with the first character on the screen, **backwards** searches start before any highlighted text on the screen, or with the character preceding the first one on the screen. The string is **highlighted** on the screen when it is found.

Repeat a search using **Repeat Forward** or **Repeat Back**.

## Jump

This allows you to jump to a particular **character**, **line** or **record** in the file. In text display mode, line and record are essentially the same thing unless you have specified an alternate record marker (see below).

Enter a **number**, select **decimal** or **hex**, select **character**, **line** or **record** and press **OK**.

Characters are found by simply counting from the beginning of the file (starting at **0** of course).

Lines are counted as lines displayed on the screen, starting at **1**.

Records are found by counting **Record Markers**. You can chose the record marker by entering the **hex** value of the character which marks the end of a record. The default is **0xa** (Linefeed). Records are counted starting at **1**.

## Hex/Dec Converter

The Hex/Dec Converter allows you to quickly convert numbers to and from **hex**, **decimal**, and **binary**.

The converter contains three **edit boxes**, one each for hex, decimal, and binary. Simply select the one you want with the mouse, enter a number in the appropriate form, and the number will appear converted to the other forms in the other two boxes. Converting hex numbers to and from **Little Endian** byte ordering is left as an exercise for the user.

The converter is a modeless dialog box so you can leave it on the screen while you use Gander.

The Hex/Dec Converter is available as a stand alone program, look for HEXCNV10.ZIP.

## Filters

Gander supports a variety of filters which control the handling of non-text characters.

**Overstrike filter** causes the program to backspace when it sees a backspace in the file. This is useful for viewing files which use overstrikes for bolding or underlining. Operates in text mode only.

**Control Char filter** causes control chars (0x0 - 0x1f) to display as spaces (or gray boxes in hex mode). This filter combined with the high-char filter make it easier to read the text in files which aren't pure text.

**High-char filter** causes characters above the highest text character to display as spaces (or gray boxes in hex mode). For the benefit of users in other countries the highest text character can be set by the user.

**High-bit filter** masks out the high order bit in each character. This is for use when viewing Wordstar files and really shouldn't be used for anything else.

## **Tabs**

You can set expansion of tabs on or off and set the tab width up to nine characters. If you have tab expansion off then tabs are displayed as a single space when the Control char filter is on or as some funny shape when the Control char filter is off. Tab expansion only operates in text mode.

## Keys

<down arrow>	Down one line.
<up arrow>	Up one line.
<left arrow>	Left a page.
<right arrow>	Right a page.
<page up>	Page up.
<page down>	Page down.
<home>	Beginning of file.
<end>	End of file.
Shift + F3	Search.
F3	Repeat forward.
F4	Repeat backward.
Ctrl + F3	Jump
Shift + F5	Hex / Dec Converter

## 'vi' User's Keystrokes

In Windows 3.0 the standard is to use control - alt - shift - function key combinations as shortcut keys. I can only assume that Microsoft was trying to emulate the one feature of WordPerfect that everyone really hates. Anyway, I provided those, but I also provided shortcut keys based on the one true keyboard interface: **vi**.

<b>j</b>	Down one line.
<b>k</b>	Up one line.
<b>h</b>	Left. OK I cheated, it's Left a whole page.
<b>l</b>	Right a page.
<b>^F</b>	Down a page.
<b>^B</b>	Up a page.
<b>^U</b>	Up half a page.
<b>^D</b>	Down half a page.
<b>/</b>	Search.
<b>n</b>	Repeat search Forward.
<b>N</b>	Repeat search Backward.
<b>G</b>	Go to End.
<b>:</b>	Jump. OK in vi ':' does lot's of other things too, here it just jumps.

## **Saving Preferences**

This program saves a number of options in GANDER.INI. GANDER.INI should be in the same directory as GANDER.EXE. If GANDER.INI is missing the program will not recreate it, if you want it back you should create it as an empty file using an editor, and the next time you run GANDER.EXE it will get updated.