

TextEditor

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Chapter 1

TextEditor

1.1 TextEditor - AmigaGuide documentation

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Welcome to TextEditor V15.4 AmigaGuide, © 1998 by Allan Odgaard.

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Using ProgramsHere is TextEditor used! **History**Where the class has been! **Credits**Who the author wish to thank!

This guide will not appear correctly if you do not have AmigaGuide_DT V40+

1.2 TextEditor / Introduction

Introduction

Description:

TextEditor.mcc is a fast multiline stringgadget, made as a customclass for **MagicUserInterface**.

Features:

- It can hold quite large texts without noticeable slowdowns.
- The user can mark text with both keyboard and mouse.
- It supports the clipboard.
- It can edit text with different styles, alignments and colors.
- It can hold separators.
- It has floating wordwrap.
- It has multiple undo and redo buffers.
- It is easy to extend a programs ARexx interface, to reach the editor.
- It can easily be configured to use an external spell checker for both type'n'spell and word guessing.
- It can have a bitmap/pattern as background.
- It supports pixel smooth scroll.

Install...

1.3 TextEditor / Disclaimer: Blah, blah, blah...

Disclaimer

There is no warranty for this program to the extent permitted by applicable law. Except where otherwise stated in writing the copyright holder and/or other parties provide the program "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with you. Should the program prove defective, you assume the cost of all necessary service, repair, or correction.

In no event, unless required by applicable law or agreed to in writing, will any copyright holder, or any other party who may redistribute the program as permitted above, be liable to you for damages, including any general, special, incidental or consequential damages arising out of the use or inability to use the program (including but not limited to loss of data or data being rendered inaccurate or losses sustained by you or third parties or a failure of the program to operate with any other programs), even if such holder or other party has been advised of the possibility of such damages.

Contact **Allan Odgaard**, author.

1.4 TextEditor / Licence

Licence

Conditions:

- Freeware authors can use this gadget for free, aslong as it isn't distributed together with a commercial product.
- All others (incl. shareware and commercial) will need to obtain a license from the **author**.

Additional:

If you would like me to mention your program, in context with TextEditor.mcc, then please send **me** the programs name, a few lines of description, name of the author(s), and where your program can be obtained.

1.5 TextEditor / Author

Author

TextEditor is made by:

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1.6 TextEditor / Installation

Installation

TextEditor Requires:

Kickstart V39 (OS 3.x) or above.

68020 or better.

MagicUserInterface V3.6 or above.

TextEditor.mcp requires BetterString.mcc and HotkeyString.mcc (included)

TextEditor-Demo requires Toolbar.mcc and InfoText.mcc by Benny Kjær Nielsen <Floyd@Amiga,DK> (included)

Install TextEditor:

Double-click on the install icon. Follow the prompts.

Manual Installation:

Copy Libs/MUI/TextEditor020.mcc and Libs/MUI/TextEditor020.mcp to your MUI: directory, under the name TextEditor.mcc and TextEditor.mcp.

If you haven't already gotten BetterString.mcc and HotkeyString.mcc, then you will also need to copy in these two classes, in order to make the preference class work.

All other files are optional.

1.7 TextEditor / Usage

Usage

General notes:

You can doubleclick a word to select it, if you hold LMB after a doubleclick, then it will only mark complete words. Tripleclicking has the same effect, but for lines.

You can extend your block by holding down shift while you press LMB, where you want the block to end.

While you drag to scroll, the farther away from the gadget your mouse pointer is, the faster the contents will scroll.

Configuration:

You can configure almost any aspect of the editor, this means the frame, the background, fonts, colors undo level, tab size, key bindings, spell checker and much more.

Simply run MUIPrefs - Either "global" from e.g. Workbench, or "local" from the using application.

In the listview over configuration items, you should see the entry "TextEditor", if not, then something is installed wrong. If you have just installed the customclass, then try to reset and then start MUIPrefs, if it still doesn't appear, then something is wrong with your MUI installation...

When you select the TextEditor entry you will see four pages.

The first page, named "Settings", is where most things are configured. It should be easy to understand, as most of the things are exactly as with other MUI elements.

Second page is called "Key bindings", this is where you setup your keys.

At the top you'll find a cyclegadget labeled "Block qualifier", this gadget tells which qualifier you want to use for marking of text. I.e. if it is shift, then you must hold down shift, while you use the cursor keys to decide the size of your marking.

Below is a listview that shows all current key-bindings.

If you press the "Default keys" button, then all keybindings will reset to defaults.

Third page, named "Spell checker", is where you configure the external spell checker. The page contains a helpful text that will explain how it is done.

Last page, named "Sample", just shows an instance of the TextEditor.mcc. You can test your settings here, remember to press the "Test" gadget to apply the things that you have changed.

The gadget holds a context sensitive menu, from where you can adjust styles, alignment and colors.

When you're done configuring the gadget, then press either "Save" or "Use".

If you have MUI v20+ installed (V3.9 or better), then all config items will hold a context sensitive menu, from where you can restore the original settings, the last saved settings etc. Exactly as with the rest of MUI.

1.8 TextEditor / ARexx

ARexx

If the program, which uses TextEditor.mcc, offers an arexx port, and the editor plays a central part in the application, then it will most likely extend its arexx port, so that you can also control the editor from arexx.

Below is a list of commands, which is currently supported for TextEditor.mcc V15.4.

If the application have several instances of the editor, then it should provide an arexx port for each instance. E.g. YAM.1 and YAM.2 for write window 1 and 2.

Command: Template:

CLEAR

CUT

COPY

PASTE

ERASE

GOTOLINE /N/A

GOTOCOLUMN /N/A

CURSOR Up/S,Down/S,Left/S,Right/S

LINE /N/A

COLUMN /N/A

NEXT Word/S,Sentence/S,Paragraph/S,Page/S

PREVIOUS Word/S,Sentence/S,Paragraph/S,Page/S

POSITION SOF/S,EOF/S,SOL/S,EOL/S,SOW/S,EOW/S,SOV/S,EOV/S

SETBOOKMARK /N/A

GOTOBOOKMARK /N/A

TEXT /F

UNDO

REDO

GETLINE

GETCURSOR Line/S,Column/S

MARK On/S,Off/S

DELETE

BACKSPACE

Please read the Amiga styleguide, for a detailed explanation of the commands.

1.9 TextEditor / Using programs

Using programs

Programs that make use of TextEditor.mcc:

· ATObase by Ole Friis <ole_f@post3.tele.dk>

ATObase is a small MUI application intended for helping maintain the ATO member list, the projects in ATO, and creating various homepages containing stuff from the database (member list homepage and projects page). For use only in ATO, and pretty useless outside.

· Localizer by Massimiliano Origgi <origgi@pointest.com>

The Locale Development Tool.

Available at <http://amigaworld.com/intui/>

· MimeEditor.mcc by Ole Friis <ole_f@post3.tele.dk>

A MUI customclass for writing and editing e-mail messages.

Available at http://home3.inet.tele.dk/ole_f/MimeEditor.html

· YAM by Marcel Beck <mbeck@access.ch>

YAM (abbreviation for 'Yet Another Mailer') is a combined Mailer/POP/SMTP client for the Amiga.

Available at <http://www.yam.ch/>

Write **me**, if you have a program that makes use of my gadget.

1.10 TextEditor / History

History

V15.4 (28-Mar-98)

Thick separators have no filling, and are a bit lower - This looks much better :-)

In some situations there where an inputhandler which didn't got removed.

ReadOnly-mode wouldn't swallow its own keys, fixed!

Fixed activation bug with registerpages by removing workaround for a MUI bug :-(

Added MUIM_Import/MUIM_Export.

Added MUIA_ControlChar.

Possible enforcerhit when sending arexx cursor movement commands.

Marking text thru MUIM_TextEditor_MarkText didn't unmark what was already marked.

Email exporthook no longer puts '#' infront of multicolour quoted text.

When the editor was the default object and ReadOnly-mode then it would swallow to many keys.

Added multilevel colouring for quoted text.

V15.3 (20-Feb-98)

Created MUIM_TextEditor_BlockInfo.

You can now get() MUIA_TextEditor_AreaMarked.

You can delete a complete line, with one key (defaults to ctrl-x)

When the email-hook detects a quoted line, then it will highlight the line, and the rest of the paragraph., which the line is part of.

Added the finnish catalog.

When a highlighted line doesn't contain characters, then it will go back to 'normal' mode.

The lines which would call the CheckWord() (for type'n'spell) was strangely enough commented. I have removed the comments, so type'n'spell should work again ;-)

If the gadget is ReadOnly and the default object, then it should now react on keys.

Pressing return infront of a line, which had styles/colors set for the first letter, would make the new empty line hold those styles or colors...

V15.2 (18-Oct-97)

First public release.

A full history (from the first alpha version) can be found at my homepage. I see no reason to include it here.

1.11 TextEditor / Credits

Credits

Thanks a lot to the following people, for their direct or indirect involvement:

David Rydh, Eberhard Hafermatz, Mads Henriksen, Marcin Orlowski, Ole Friis, Rand Fredricksen and Sune Foldager.

Especially thanks to:

Benny Kjær Nielsen for clarification of the autodoc, and for creating the cool Toolbar.mcc & InfoText.mcc used in TextEditor-Demo.

Gilles Masson for all his help.

Kai Hofmann for MCC-Install.

Magnus Heino, Marcel Beck, Stefan Stuntz & Steffen Gutmann for their detailed bug reports. Without them, the gadget would probably suffer from a lot of enforcer hits, since I don't have an MMU myself.

Roman Patzner for his lovely TextEditor image, used in MUIPrefs. Also thanks for the images used in TextEditor-Demo (which was originally made for YAM 2.0)

Stefan Stuntz for **MagicUserInterface**

Thanks to the ATO members, who have translated it:

Czech: Pavel Bures (pbures@cro.cz)

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And for developer includes, thanks to:

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Modula-2: Sönke Tesch (soenke.tesch@elmshorn.netsurf.de)

1.12 MUI - MagicUserInterface

MUI - MagicUserInterface

© 1993/97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

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