Zeus for Windows Editor

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The Zeus for Windows programmers editor has been specifically designed for programmers working in the Windows 3.x, Windows 95 and Windows NT environments. This help file provides a complete description of the many features offered by this software. For more information choose from the list of topics shown below:

Contact Details

You can contact me by mail at the following address.

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Xidicone Pty Ltd

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Lanecove

NSW 2066

Australia

or by E-mail on:

Internet: **jussij@ca.com.au**

CompuServe: **INTERNET:jussij@ca.com.au**

Technical Support, Bugs and General Enquires

If you have any type of problem, suggestions or question regarding this software please contact the author of this software. Please **DO NOT** contact the supplier of the registered software, as they only process software registrations and will not be able to answer your questions. If you do have a bug to report, please supply a short description of the problem. The information supplied should also include the steps needed to duplicate the fault. Information that should be included will include:

1. **Product Version** The version number of your product as displayed in the Help | About dialog.
2. **Error Messages** The exact wording of any error messages that may have been displayed.
3. **Description of Task** A brief but precise description of the exact task you where attempting. This is most helpful if the problem can be reproduced by following the steps outlined in the problem description.

If possible, could you also supply a contact address or E-mail address in case I require additional information about the problem. I am also interested in any suggestions, be it good or bad regarding this product. If you like the product and you like using it, please let me know. If you hate it, also let me know.

Thank you for taking the time to use Zeus for Windows.

Zeus for Windows Order Form

You can print this form by selecting the Print Topic option from the File pull-down menu but, make sure the printer is setup for portrait mode before you start the printout.

Please note that the Zeus Editor is available for a variety of operating systems, so take particular care when ordering the software. The price of Zeus is identical for all operating systems. To ensure you are sent the correct version make when placing your order, specify one of the product names from the list below.

Product: **Zeus for Windows** (for Windows 3.x, WfW)

Product: **Zeus for WIN32** (for Windows 95 or Windows NT)

****

Postage Details

Select the Product: **'Zeus for Windows'** ____ OR **'Zeus for WIN32'** ____

Please supply me the quantity _____ of charged at $US 95.00 each which

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NOTE: All prices quoted are in US dollars only.

Name: _____ Date: _____
Company: _____
Address: _____
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_____
City, State: _____ Zip: _____
Country: _____

Media Size: 5.25" Disk ____ or 3.5" Disk ____ or Either size ____

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Card Type: MasterCard ___ Visa ___ Bankcard ___

Card Number: |__|__|__|__| |__|__|__|__| |__|__|__|__| |__|__|__|__|

Card Valid: ____ / ____ to ____ / ____

Phone Number: (____)_____

Signature: _____

****

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Lanecove NSW 2066
Australia

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Ordering by Internet

You can register Zeus using the online directly from the Zeus home page. To do so, point your Web browser to:

http://ourworld.compuserve.com/homepages/jussi

You can register Zeus using the online registration services provided by Albert's Ambry. To do so, just visit their online shareware super store, by pointing your Web browser to and do a search for the Zeus keyword:

http://www.alberts.com

You can register Zeus using the online registration services provided by RegNet. To do so, just visit their home page, by pointing your Web browser to and do a search for the Zeus keyword:

http://www.xmission.com/~wintrnx/regnet

Alternatively if you have a valid Visa or MasterCard, you can also register this software by filling in the order form and sending it to:

jussij@ca.com.au

For those concerned about security, just send me a note asking for help in using the PGP (Pretty Good Privacy) encryption utility.

Ordering by CompuServe

You can register Zeus via CompuServe by just typing **'GO SWREG'** and following the instructions from there.

The software Registration ID for Zeus for Windows 3.x, WfW is **7380.**

The software Registration ID for Zeus for Windows 95, Windows NT is **8216.**

If you require more help you can send a note to **INTERNET:jussij@ca.com.au**.

Ordering by Phone or Fax (USA)

You can register Zeus by phone, fax or mail using services provided by NorthStar. Please refer to the order form for all the details that you will be required to provide. Please remember that Northstar ***does not provide*** any software support.

If you have a valid Visa or MasterCard, to register this software using NorthStar Solutions, you may contact them using any of the following methods:

Voice: 1-800-699-6395 (10:00 a.m. to 8:00 p.m. EST. Calls from U.S. only)

1-803-699-6395 (10:00 a.m. to 8:00 p.m. EST)

Fax: 1-803-699-5465 (24 hours)

CIS E-mail: 71561.2751

America Online: starmail

Internet E-mail: 71561.2751@compuserve.com

Regardless of how you register, please make sure you have the following information ready:

1) Program and name and version number you are registering see order form for details.
2) Where the software should be mailed.
3) Your Visa/MasterCard number and expiration date (if applicable).
4) Your drive type i.e. 5.25 inch or 3.5 inch.

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Purchase orders (net 30 days) will only be accepted for the purchase of 4 or more copies of Zeus and will only be accepted from government institutions, accredited educational institutions and major corporations. They must be submitted on a purchase order form with a purchase order number and should be sent to Xidicone Pty Ltd.

Due to the extra work involved in processing purchase orders you are encouraged to use a the credit card, CompuServe's or internet online registration services.

If you have any questions send all enquiries to Jussi Jumppanen.

Software Registration is Easy!

The Zeus Editor is available for the Windows 3.x, Windows 95 and Windows NT operating systems so please make sure you specify the product that you require when placing your order. For more details regarding the different products on offer please refer to the order form.

The current price list (including the site licence prices) for the Zeus Editor are shown in the table below.

Number of Copies	Unit Cost ($US)
1-9	$95-00
10-49	$85-00
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Spectrum Analyser for Windows Version 1.0

The Spectrum Analyser for Windows converts your PC into a full functioning real time FFT Spectrum Analyser. It was designed to convert a standard IBM PC into a cheap but effect piece of electronic test equipment, perfect for the spectrum analysis electronic signals.

The unit offers a 2 channel 8 bit resolution FFT Spectrum Analyser with a bandwidth of 20 Hz to 100 Khz with 2 times over sampling. It performs up to an 8192 point FFT calculation, with true linear correlation as well as supporting the calculation of the probability density function. The hardware is controlled by an MDI Windows application that supports real time graphing of all the results.

IMPORTANT: The Spectrum Analyser for Windows is just entering its Beta phase as of the 1/11/1994 and as such will not be complete for a further 4 months.

NOTE: As the Spectrum Analyser for Windows consists of a hardware and software component it is only suitable for people with a good knowledge of electronics.

Digital Logic Analyser for Windows Version 1.2

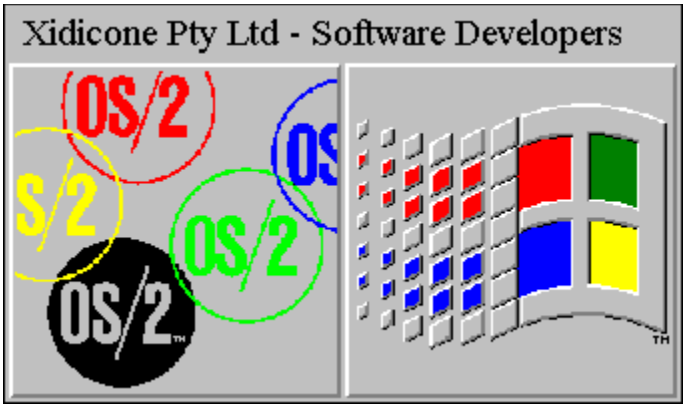
The Digital Logic Analyser for Windows converts your PC into a full functioning, high speed hardware logic analyser. It was designed to convert a standard IBM PC into a cheap but effect piece of electronic test equipment, perfect for analysing and debugging digital electronic circuits.

The system offers a maximum internal sample rate of 6.00 MHz and an external clock sample rate of about 10 MHz. The unit offers 8 digital input channels, a fully programmable trigger on any combination of 4 input channels and over voltage protection on all inputs channels. The over voltage protection makes it suitable for testing higher voltage digital signals including RS232.

The Digital Logic Analyser is specifically designed for anyone that requires a cheap but effect hardware logic analyser. All this functionality is provided in an easy to use Windows software which also offers a sophisticated graphical signal tracing display of the sample data taken.

NOTE: As the Digital Logic Analyser for Windows consists of a hardware and software component it is only suitable for people with a good knowledge of electronics.

About Xidicone Pty Ltd



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OK

Close the dialog box.

Update

Close the dialog box saving any changes made.

Cancel

Close the dialog box.

Help

Provides help on how to use this dialog box.

User Manual

The Zeus for Windows text editor is designed for programmers developing software for the Windows 3.x, Windows 95 and Windows NT operating systems. To get the best out of this software will require taking some time to learn of the many powerful features on offer. To help in this learning process a comprehensive but not always complete online help facility has been provided, so please take the time to study it. One other important point to note is that the Zeus editor assumes the Zeus install directory has been added to the system path. If you have any problems with any of the features of this editor, the first thing you should check is that this is indeed the case.

If after studying the online help you still need some information regarding Zeus then don't hesitate to to ask for help using our technical support facility.

Dialog Boxes

Below is a list of all the options dialog boxes. These allow you to configure different aspects of the behaviour of Zeus.

- Color Options
- Compiler Options
- Edit Options
- Extension Options
- Filter Options
- Font Options
- Keyboard Options
- Macro Options
- Project Options
- Spelling Options
- Template Options
- Tool Options

Below is a list of all the general purpose dialog boxes. These dialogs may be used during a typical edit session with Zeus.

- DOS Command Line
- Edit Extension
- Edit Keymap
- Edit Template
- Execute Macro Script
- Find
- Goto Bookmark
- Goto Line
- Load Macro
- New Extension
- New Keymap
- New Template
- Open File
- Open Project
- Print
- Print Setup
- Program Arguments
- Quick Configuration
- Quick Help
- Quick Search

Repeated Playback

Replace

Save As File

Save Macro

Spelling

Using the Online Help

If you are not familiar with the Windows OnLine help you should first take the time to learn how to use the help system.

To simplify the learning process, Zeus provides full context sensitive help. What this means is that if you ever have any problems the first thing you should do is hit the F1 key. There are three types of context help provide by Zeus. These are help on menu commands, help for dialog box's and help with keyboard bindings. To get help on a particular menu command just highlight the command in question, using the keyboard or mouse and with the menu still highlighted hit the F1 key. The help system will display help text describing the functionality of the menu command in question. To get help on a particular dialog, activate the dialog and hit the help button or the F1 key. The help system will display help text describing how to use the dialog box. Finally, to get help on a keyboard keystroke for one of the predefined keyboard mappings, just select the Help On Keys menu item from the Help menu pull down.

As a final point, when things do not go as expected, Zeus will use the status line or a message box's to try to report meaningful error messages. Take the time to read any messages produced, as it may give some insight into why a particular command failed to operate as expected.

Helpful Hints

Add Zeus to the PATH

Zeus expects the install directory to be in the PATH statement of the autoexec file. Please make sure that this is the case as it may well solve any strange bugs that you may be experiencing.

Improved Keyboard Response

To improve the keyboard responsiveness use the Control Panel Keyboard icon from within the Program Manager to set the repeat rate to the fastest setting possible.

Using the Windows Menu

The Windows operating system provides quick menu activation using the Alt + <menu item hot key> method. For example in notepad to activate the file menu you would type the Alt+F key combination. This is a problem for most editors that remap the keyboard because they would bind Alt+F to some alternative function. To solve this conflict Zeus does not support the standard Windows menu activation method. As an alternative method of menu activation, you should use the Alt key followed by the activation key to achieve the same result. For example in Zeus you can perform Alt+F menu activation by first pressing the Alt key (and releasing it) then pressing the F key. Also remember that Zeus binds keys as a single unit. This means that the Alt + W key binding is not the same as the Alt key followed by the W key.

Using the Strip Utility

Some compilers generate listing outputs with 'imbedded error' listing, while the Zeus error handler prefers a 'error only' listing file only. To overcome this problem you can run STRIP.EXE to clean the listing. Refer to the CC.BAT file located in the installation directory for an example of how to use this utility.

Using File Manager Drag and Drop

Zeus supports full drag and drop support. This means files can be automatically loaded from programs like File Manager by just double clicking on the file in question or selecting the file(s) or dragging and dropping the selected files onto the running Zeus application.

Opening Program Include Files

You can easily open program include files while editing by placing the cursor on the line that contains the include file name and typing Ctrl-E. Zeus will then scan the line for the first valid file name and then attempts to open the file. Zeus will try to locate the file in the current working directory, the directory to which the document belongs and finally it will look for the file by searching the INCLUDE environment variable.

Opening Files from the Output Window

You can easily open any file that is referenced in the standard output of any utility. For example if I was to run the GREP utility from using the Tools Command option, I could open the files found by just selecting the line in the output window with a double click or the enter key. This feature can be used with any tool that allows its standard output to be captured.

Know Bugs and Software Limitations

All effort has been made to provide a product with as few as possible defects. Having said this, there will no doubt be several bugs that have yet been located. Also several know bugs have already been identified with this version of the product and are listed below. In terms of limitations there is no functionality in the release version that is not present in the shareware version. Having said this it is also true that in some cases the functionality present in the shareware version is a limited version of that found in the actual release version of the product.

Install and Long File Names

The Zeus install program is a 16 bit Windows 3.x application (needs to be 16 bit as it must also support the Zeus for Windows 3.x editor) and as such it does not understand the new long file name directory structure found in Windows 95 and Windows NT. For this reason Zeus should not be installed in a directory that uses a long file name. Eventually, once

the 16 bit version of Zeus is no longer supported (ie Windows 3.x is no longer sold or supported by Microsoft) the setup program will be move to the 32 bit platform and this limitation will no longer apply.

Zeus Installed in a Directory with a Space

Even if Zeus is installed in a short name directory and then copied to a long name directory, on the Windows NT platform Zeus will not run from a long name directory that contains a space in the directory name. For example:

c:\My Prgrams\text editors\zeus\

would cause problems when starting Zeus. This appears to be a bug in the Windows NT operating system as there is no problem installing Zeus in the same directory but on a machine running Windows 95.

Long File Names and the Older Style Open Dialog

If you run the 32 bit version of Zeus without using the explorer dialog, then the long file name support is limited. Due to limitations in the Microsoft design of the open dialog the older version does not handle any long file names that contain spaces in the name. For these type of files and directories you will have to use the explorer dialog instead.

Screen Paints with Rubbish

Zeus for Windows use the Windows palette GDI functions to perform the syntax colour highlighting. This can cause problems on video cards and video drivers that do not support these GDI functions (common in the earlier 16 bit SVGA cards). If this problem occurs try using a newer version of the video driver, or try using the generic SVGA driver supplied with Windows. If possible, try using Zeus on a different machine with a different video card to verify that this is indeed the problem.

File Size Limited to 60,000 for Windows 3.x

The Windows 3.x version of Zeus is limited to a file size of 60,000 lines. This problem is related to the current memory manager used and the limitations of the Windows 3.x scroller. Hopefully these limits will be increased in future versions of the software.

Line length is Limited to 1024 Characters

Zeus only supports a maximum line length of 1024 characters. Lines of greater than 1024 characters will be automatically wrapped. Zeus will wrap the line on a word break and will warn you if line wrapping is required.

Clipboard Support

The greatest size piece of text that can be copied into the clipboard is 64 KBytes. This equates to about 1000 lines of text. If you try to copy more than 64 KBytes of text, Zeus will fail the command and report an error.

Compiler Support under OS/2 2.x and OS/2 3.0

The Zeus compiler support is known not to work with the OS/2 2.x WinOS/2 and OS/2 3.0 Warp products. This is because when Zeus calls WinExec() to spawn the compiler, it monitors the program status using the instance handle returned by that call. Under OS/2, Zeus is incorrectly told that the compiler has ended and as such does not report the errors correctly. It is possible for me to put in a quick and dirty fix to this problem, but I will only consider it if there is sufficient demand for such a fix.

Limited Tool, Macro and Template Support

The tool, macro and template functionality is present in the Zeus shareware version but these features have been limited in the number of tools, macros and templates that can be defined. The release version will not have any such limitation.

Text Marking Features

In addition to the standard keyboard column, block and line marking modes, Zeus also offers the following mouse marking modes.

Column Marking Mode

To mark a column text region using the mouse, hold down the left mouse button while moving the mouse cursor.

Line Marking Mode

To mark a line text region using the mouse, hold down the Ctrl key while holding down the left mouse button and moving the mouse cursor.

Block Marking Mode

To mark a block text region using the mouse, hold down the Shift key while holding down the left mouse button and moving the mouse cursor.

Also once a marked area has been selected the region can be shifted left or right using the MarkShiftLeft and MarkShiftRight edit functions or the Tab and TabBack edit functions. To determine which keys these functions are bound refer to the keyboard mapping section for more details. It is also possible to configure the default text marking mode using the Zeus INI file settings.

Power Editing Features

Zeus offers the several edit functions that are designed specifically to help with navigation within the current file and between files. Below is a short list of some of the more useful editing functions designed for this task.

FileOpenInLine

FunctionFindAll

FunctionFindNext

FunctionFindPrevious

To uses these functions they first need to be bound to a keyboard key combination. Consult the keyboard map to see how easy it is to bind these functions or to find if the keys are already bound. Also note that the FunctionFindxxx group of functions by default, search for C / C++ function prototypes. If you are not writing C / C++ code then you will need to add a regular expression string to the **[RegularExpress]** Functions section of the ZEUS.INI file.

These are just a few of the special features offered by Zeus. There are a host of other power editing functions provided. To find out more about the functions on offer it is best that you spend some time studying the function list.

UseExplorer

This allows users of Windows 95 and Windows NT to use the explorer open dialog and not the standard file open dialog.

FileTrim

Zeus adds a single blank line to the end of the file in the form of a carriage return line feed. This option will force Zeus to trim the file of this last blank line.

CheckOnReload

This option is related to the FileReloadCurrent keyboard function (see keyboard mappings) which reloads the current file from disk. This option determines whether a check should be make to see if the current file has changed, before it is reloaded.

Clock24Hour

This option will display a 24 hour clock in the status line.

MakeSound

This option determines if Zeus makes a sound when displaying error and warning messages.

PrintFilter

This option determines if Zeus should filter the output before sending it to the printer. When enbled Zeus only sends printable characters to the printer.

SmallIconCaption

This option will forces Zeus to reduce the size of the caption text when iconized. When enabled this means that when Zeus is iconized only shorten title is displayed.

Mouse Marking

This option controls the default mouse marking modes. Zeus has three mouse marking modes, being mouse marking (with left mouse button down), mouse marking with shift key down and mouse marking with the Ctrl key down. These mouse marking modes can be set to the following values:

1 Mark in linemode

2 Mark in block mode

3 Mark in column mode

Lines

Zeus uses a regular expression to search for the line number in the compiler output file. In the case where Zeus can not detect the line number this option allows you a way to configure Zeus by allowing a way to providing a specialised regular expression.

Errors

Zeus use a regular expressions to search for errors in the compiler output file. In the case where Zeus can not detect the error this option allows you a way to configure Zeus by allowing a way to providing a specialised regular expression.

Functions

Zeus uses a regular expression to search for functions when navigation and listing the functions in a file. This option allows the user to define a regular expression that is to be used when searching for functions. As an example for pascal programmers you could use the following expression.

```
^procedure +[_a-z0-9]+
```

INI File Settings

Most of the items in the Zeus INI file can be configured using the Zeus option menu items, but for some of more advanced features, a user interface has not yet been developed. Below is a list of these more advanced INI file values.

Be careful when editing the ZEUS.INI file as it contains important Zeus configuration information. Also make sure you don't use Zeus to edit the INI file, as your changes will not take effect. This is becuase Zeus will overwrite your changed INI file when you close Zeus.

[Editor Options]

CheckOnReload=0,1

Clock24Hour=0,1

FileTrim=0,1

MakeSound=0,1

PrintFilter=0,1

SmallIconCaption=0,1

UseExplorer=0,1

[RegularExpress]

Lines

Errors

Functions

[Mouse Options]

MouseMark1

MouseMark2

MouseMark3

File Navigation

In addition to the advanced file searching available through the use of the output windows Zeus also offers several enhanced file handling techniques to make opening text file as simple as possible. Zeus offers several enhanced file handling techniques to make opening text file as simple as possible. These features require the use of a third party file server applications. For Windows 3.x and Windows NT users a suitable file server is the File Manager while Windows 95 users could use the Windows Explorer application or any explorer open dialog box.

Zeus for Windows also adds a file association to the windows registration.This allows you to association a file extension to the Zeus application by using the registration database. The Windows 3.x and Windows NT users should use the File Manager File | Associate menu option to add the appropriate file association while Windows 95 users will need to run the REGEDIT system tool (refer to the Windows 95 online help for more details). In both case also make sure that the Zeus executable is located in the system PATH.

Below is a summary of the additional file handling provided by Zeus.

Drag and Drop Support

It is possible to open one or more files by selecting the files from the file server application, dragging them to an running Zeus application window or minimised icon and drop them. This action will open the selected files for editing.

Open Using File Association

Once Zeus for Windows has been association to a file extension you can open a file by just double clicking on the file within the file server application, or by selecting the file and hitting enter key.

Command Line Support

For Windows 95 and Windows NT it is possible to run Zeus from the DOS command line. This means that you can also get Zeus to load files using the command line. For example to load all the 'cpp' files in the current directory you could use the following command from any DOS command line.

```
Zeus *.cpp
```

For Windows 3.x users this is not a valid option but Windows 3.x users can simulate this feature using the File Manager File | Run command line to start Zeus.

DDE Open Command Support

Zeus supports the DDE open command. This command has the following format:

```
"[open("%1")]"
```

where %1 is the full path name of the file to be opened. You can also use the ShellExecute() Windows API to open files using Zeus, provided you first associate the file extensionwith the Zeus application.

Single Instance Of Zeus

The Zeus is designed to only run a single instance of the application almost all the time. This means that if you try to open a second instance of Zeus, the first instance will be activated, display the file that was to be displayed by the second instance and the second instance of Zeus will then terminate.

The one exception to this behaviour is when you specify a wild card as part of the argument list to the second instance. For example if you start the second instance of Zeus using the following command line:

```
Zeus *.c
```

Then the second instance will start independently of the first. In this case you will have two instances of Zeus running.

Possible Problem with GPF's

This design feature does introduce a possible problem. If for some unexpected reason the first instance of Zeus should General Protection Fault (GPF), Zeus will not have done the proper clean up on exit. This means that the next instance of Zeus will still think the first instance is running and so it will also terminate. Under these circumstance start a second version of Zeus with a wild card in the argument list. This will force the second instance of Zeus to start. If you then exit this newly run version of Zeus the system will be returned to its proper state and functionality will have returned to that prior to the GPF.

Command Line TAG Values

Zeus offers pre-defined tags that can be used as arguments for any of the tools or directly from the DOS command line dialog box. You can also use the tags to configure the project and compiler command line and they can also be used when writing macro scripts.

The specified tag is expanded to the appropriate value using the details of the currently active session. In most cases the tag information is derived from the currently active document. For the case where the tag does refer to a particular document detail yet the currently active window is not document related, the tag gets interpreted using the following rules.

1) For the case where no window is active the tag will remain unexpanded.

2) For the case where the current window is a compiler/project/output window the tag will try to extract the details required from the currently selected line.

3) Failing this the name of the data file currently being displayed in the compiler/project/output window will be used as the source of the document information.

If you pass in a macro that is not recognised it will be left unexpanded. Also note that in some cases the macro will get expanded to a null string. For example if you used the $FD tag while the active window was a 'untitled.txt' new file then the result would be a null string as the current document does not contain any file directory information in its name.

Below is a list of all the TAGS supported and a description of its purpose.

Long Name	Short Name	Description
$File	$F	File name including extension
$Ext	$E	File extension (includes '.')
$ExtBase	$EB	File extension (excludes '.')
$FileBase	$FB	File base name excluding extension
$FileName	$FN	Fully qualified file name
$FileDir	$FD	File directory (includes '\')
$FileDrive	$FDR	Drive letter (includes '\')
$Line	$L	Current line
$Column	$C	Current column
$Word	$W	Current word
$Dir	$DIR	Current working directory
$ProjectDir	$PD	Project directory (includes '\')
$ProjectFile	$PF	Project file name
$ProjectBase	$PB	Project file base name
$ProjectDrive	$PDR	Project drive (includes '\')
$ZeusDir	$ZD	Zeus binary directory (includes '\')

Understanding Project Support

Zeus by default captures the standard output generated by the project build process. One possible problem is that the builder you are running is in fact writing to standard error, so the first thing to check is try running the build with the Capture standard error option set.

One other important point to note is that the Zeus editor assumes the Zeus install directory has been added to the system path. If you have any problems with any the project support, the first thing you should check is that this is indeed the case. Also make sure the builder EXE file you are trying to use is also included in the system path.

If you are still experience problems making the project, open the Project Options dialog box and select the "Help to debug this session" checkbox. This option will add a pause command to the compiler batch file which gives you a chance to look for possible error messages generated during the compile process. Also make sure the display mode is set to normal or maximised.

If this does not help, next step is to open up DOS command shell (ie select the Tools DOS Shell menu item) and go to the same directory as that of the project file you are trying to build. Here you will find a file called 'ZeusCC.BAT' which is a batch file crated by Zeus and this file is run whenever the project build is required. At the DOS command line, run this batch file by typing in 'ZeusCC.bat' and again check to see if any error messages are reported. To get a feel for what is going on, also take a look at the 'ZeusCC.BAT' batch file using an editor and you may want to take out the file redirection commands contained in the batch file.

If this does not help, try running the Project Options project build command line directly from the DOS command line. If the command you have entered into the Project Options dialog does not run at a DOS prompt, it will definitely not work when run from within the Zeus Editor. Correspondingly, Zeus should have no trouble running any project build command that also runs when using a DOS command line.

For those not interested in using a make utility to build their project it is possible to also use a simple bat file as the project file. Any example of this type of project file is contained in the "zExample\pm.bat" installation directory.

Understanding Compiler Support

Zeus by default captures the standard output generated by the compiler. One possible problem is that the compiler you are running is in fact writing to standard error, so the first thing to check is try running the compiler with the Capture standard error option set.

One other important point to note is that the Zeus editor assumes the Zeus install directory has been added to the system path. If you have any problems with any the compiler support, the first thing you should check is that this is indeed the case. Also make sure the compiler EXE file you are trying to use is also included in the system path.

If you are still experience problems compiling a file, open the Compiler Options dialog box and select the "Help to debug this session" checkbox. This option will add a pause command to the compiler batch file which gives you a chance to look for possible error messages generated during the compile process. Also make sure the display mode is set to normal or maximised.

If this does not help, next step is to open up DOS command shell (ie select the Tools DOS Shell menu item) and go to the same directory as that of the file you are trying to compile. Here you will find a file called 'ZeusCC.BAT' which is a batch file crated by Zeus and this file is run whenever the file is compiled. At the DOS command line, run this batch file by typing in 'ZeusCC.bat' and again check to see if any error messages are reported. To get a feel for what is going on, also take a look at the 'ZeusCC.BAT' batch file using an editor and you may want to take out the file redirection commands contained in the batch file.

If this does not help, try running the Compiler Options compile command line directly from the DOS command line. If the command you have entered into the Compiler Options dialog does not run at a DOS prompt, it will definitely not work when run from within the Zeus Editor. Correspondingly, Zeus should have no trouble running any compilation command that also runs when using a DOS command line.

Compilers With Strange Error Messages

Some compilers produces a very much ***non standard*** types of error message in that they give no indication that the line of output produced is in fact an error or a warning. This is known to be true for the **DJGPP, ADA** and **Java** compilers and there are undoubtedly more. For these compilers cases you will need to add the following line to the Zeus INI file:

```
; Add this for error handling in DJGPP and ADA errors messages
[RegularExpress]
Errors="[^ \t\")(<'`]*[a-zA-Z0-9_]*\\.[a-zA-Z0-9_]*[^ :\t\")(>'`*}]"
```

or this:

```
; Add this if you require support for JAVA errors messages
[RegularExpress]
Errors="[:][0-9]+[:]"
```

These are not ideal solutions as it can generate false error reporting, but until the compilers writers make life a little easier by giving some indication of an error in their output, these are a good work around solution. Make sure you use another editor to edit the Zeus INI file (like **notepad.exe)** and make sure Zeus is not already running when you edit the file.

Compilers that write to Standard Error

Some compilers write their error output to standard error and not standard output. For these compilers make sure that you check the "Capture standard error" option. For this feature to work the Zeus install directory must be in the system **PATH** statement.

The **DJGPP** compiler is one such compiler but with this compiler you can also achieve the same result by adding the following line to the DJGPP environment variables contained in the 'SETDJ387.BAT' file:

```
set GO32=2r1
```

DOS 125 Character Line Limit

One common problem is that the DOS command line is limited to some 125 characters. This limit is quickly reached when running a compile with lots of compile options. To get around this problem use a response or configuration file in the command line and place the compile options inside the response file.

Here is a configuration file example for the Borland C++ compiler:

BC +C:\ZEUS\ZEUS.CFG SAMPLE.CPP

where the contents of ZEUS.CFG response file could be:

/Ic:\bc4\include;c:\bc4\owl\include -c -w;

Here is an response file example for the Microsoft C++ compiler:

CL @C:\ZEUS\ZEUS.CFG SAMPLE.CFG

where the contents of ZEUS.CFG response file could be:

/c /Od /AL /W3

Fully Qualify the Response File

It is always best to fully qualify the response file name. By using a fully qualified path for the configuration and response files (see the examples given above), the compiler will always locate the response file. If you don't fully qualify the name of the response file, the compiler will only look for the file in the current directory. This means that for the compile to work correctly, the response file must be located in the same directory as the text file being compiled.

Don't Forget the Environment Variables

Some command line compilers require the DOS environment variables to be set correctly. For example the Microsoft compile uses the LIB and INCLUDE environment variables. For more information on the typical compiler switch settings, the use of environment variables and the use of command line response files, refer to the documentation supplied with the compiler.

Using the Output Windows

Zeus captures the output of tools, DOS command line, compiler and project make utility in special output windows. In some instances the standard output, compiler output or project output windows may display no output when it is expected that there should be output available. In this case it is possible that the spawning process failed to work correctly. This can be due to the program not being in the path, the program name being spelt incorrectly or the program actually not running correctly. In these cases check that the tool, compiler or project make is setup correctly.For more information on the different types of output windows click on one of the items listed below.

Standard Output

Compiler Output

Project Output

NOTE: If the tool, compiler or project make utility writes its output to standard error or directly to the screen, the program will not work with Zeus because it is impossible to capture the output produced by these types of tools.

Understanding Tool Support

Zeus allows you to use third party tools to further enhance the functionality of Zeus. To get help on setting up these tools refer to the Tool Options dialog. This section describes how the internals of this feature works by providing example code for two tools provided with Zeus. This should enable you to easily write your own tools, or enhance the tools provided, so that they better suit your particular needs. These examples be run from the Tools menu and the source code is located in the zExample sub directory, located in the Zeus install directory. Also remember, when configuring the tool support, you can also include one of the many Zeus TAG macros in the tool's argument entry field.

CTAG.EXE Example

The CTAG.EXE is a quick port of the CTAG.C file that comes with the ELVIS public domain editor (refer to the CTAG.TXT for more information). The CTAG. program is designed to scan a C/C++ file(s) for static definitions, global definitions and function's, writing the results of the scan to standard output.

To see how it all works open any C or C++ file, for example you open the CINC.CPP file located in the Zeus zExample directory. Then with the CINC.CPP as the active document, run the CTAG.EXE by selecting the Tools | C/C++ Tag Information menu option. Alternatively you could run the CTAG.EXE using the command line features provided by Zeus by typing in the following commands.

1) Select the Tools DOS Command Line menu option
2) Enter the following command line and run the command CTAG.EXE *.c

To highlight the power of this tool, one of the lines of output produced by this tool and hit enter or use the double click. If all went well the selected file should now be the active file and it will have been automaticly loaded for editing and the cursor should now be located at the line referenced by the output.

For more help on how to use the CTAG.EXE program enter the following DOS command line:

CTAG.EXE

CINC.EXE Example

The CINC.EXE is a simple tool that scans the file supplied and builds up a include file structure that is written to standard output. This tool was designed for C/C++ files but it could easily be modified to support other types of programming languages.The output produced by CINC can be displayed as a formatted or just in a simple line structure. The tools can also scan system include files if requested to do so. It assumes a system file is included using the #include <> format.

To see how it works open any C or C++ file, for example you could open the zExample\CINC.C file. Then select the Tools | C/C++ Include Details menu option to run the tool.

Alternatively you could run the CINC.EXE using the command line features provided by Zeus. To do so type in the following command:

1) Select the Tools DOS Command Line menu option
2) Enter the following command line and run the command

   CINC.EXE -f -s zExample\CINC.C

To highlight the power of this tool, one of the lines of output produced by this tool and hit enter or use the double click. If all went well the selected file should now be the active file and it will have been automaticly loaded for editing and the cursor should now be located at the line referenced by the output.

For more help on how to use the CINC.EXE program enter the following DOS command line

CINC.EXE

Standard Output

The standard output is used to capture the standard output of any of the tools that are run or capturing the output of any of the DOS command line functions. Note that in these cases Zeus by default will capture the standard output produced. In some cases the output being produced may in fact be going to standard error in which case it will not be captured. To capture the standard error output make sure the Capture standard error option set.

It is possible to quickly load a file from the standard output window by selecting a line from the standard output and hitting the enter key or using the double click command. This feature only works if the line selected contains a valid file name.

DIR Example

To list all the files in the current directory you would do the following.

Tools | DOS Command Line DIR *.*

GREP Example

Assuming you have a GREP to you could GREP the zExample directory for the word BOOL: using the following command.

Tools | DOS Command Line GREP BOOL \zeus\zExample*.cpp

This example also assumes that you have a GREP.EXE in the current PATH statement.

CTAG Example

Open a C file like the zExample\CTAG.CPP and with this as the active document window run the following command from the Tools pull down menu.

TOOL | C Include or Tools | C Tags tools

Project Output

The project output window captures the output of the project build process. It will display the errors and warnings generated by building the currently open project. This window will contain no output if no project is currently loaded. It is possible to quickly load a file from the project output window by selecting a line from the project output and hitting the enter key or using the double click command. This feature only works if the line selected contains a valid file name. If you are having trouble running the project make refer to the section on setting up the project.

Compiler Output

The compiler output window captures the output of the compile process. It will display the errors and warnings generated by compiling the currently active document. Go to the line number of the compile error using the enter key or using the next and previous error commands. If you are having trouble running the compiler refer to the section on setting up the compiler .

Search Path Logic

The Zeus file handling is built around a complex search path algorithm. As already been shown, there are several methods by which the user indirectly initiates a file search and load operation. Depending on the situation a different search is used. For example, when the a search and load is attempted on a file that is somehow related the source of the search (ie an include inside a text file) Zeus first check the directory in which the source file is located. It will then search the file search path and the INCLUDE environment variable, if these have been configured using for use using the Editor Options dialog.

For the case when a search an load is attempted on the the output produced by a tool, the working directory of the tool will be first checked. This directory is also used to build a fully qualified file name if the resulting file found is not a fully qualified file name, but is displayed as a relative file name.

Open File Dialog

The Open File dialog allows you to open an existing document for editing. For more information on each of the different sections of this dialog click on one of the items listed below.

- File Name
- List of File Types
- Directories
- Drives
- OK
- Cancel

Open Project Dialog

The Open Project dialog allows you to select the project to be opened. The project selected becomes the currently active project, making it available for use by the Project menu commands. For more information on each of the different sections of this dialog click on one of the items listed below.

File Name

List of File Types

Directories

Drives

OK

Cancel

Load Macro Dialog

The Load Macro dialog allows you open a macro file. The macro file selected becomes the currently active macro, making it available for use by the Macro menu commands. For more information on each of the different sections of this dialog click on one of the items listed below.

File Name

List of File Types

Directories

Drives

OK

Cancel

User Input Dialog

The User Input dialog allows you to enter macro script specific information. Just fill in the required input values an then hit the OK push button to complete the process. For more information on each of the different sections of this dialog click on one of the items listed below:

OK

Cancel

Run

Use the run button to execute the macro script file entered.

Find

Use the fnd button to help loacte the macro script file to be run.

Script

Use the script entry field to enter the name of the script file to be run.

Execute Macro Script Dialog

The Execute Macro Script dialog allows you to run a Zeus macro script file. For more help on the writing macro scripts refer to the macro script section of the online help. For more information on each of the different sections of this dialog click on one of the items listed below:

Script

Run

Find

Cancel

Remember that the you can also include one or more of the many Zeus TAG macros as command line arguments to the macro script file.

Save As File Dialog

The Save As File dialog allows you to save the currently active file to a file of a different name. If the file name entered represents a file that already exists you will be asked to confirm the fact that the old file will be over written. For more information on each of the different sections of this dialog click on one of the items listed below.

File Name

List of File Types

Directories

Drives

OK

Cancel

Save Macro Dialog

The Save Macro dialog allows you to save the current macro to file. If the name of the macro file entered represents a macro that already exists you will be asked to confirm the fact that the old macro will be over written. Once a macro has been saved it can be loaded at any time in the future using the Load Macro dialog box. For more information on each of the different sections of this dialog click on one of the items listed below.

File Name

List of File Types

Directories

Drives

OK

Cancel

File Name

Type or select the name of the file required. This listbox contains all the files with the extension you select in the List Files Of Type box or the files that match the wildcard expression entered. For example, to see a list of files with a particular extension, just type an asterisk (*), a period, and the three character extension.

List Files Of Type

Select the type of file you want to be displayed in the files listbox.

Drives

Select the drive that is to be examined.

Directories

Select the directory that is to be examined.

Read Only

Opens a document for viewing only. You cannot save changes to a file you open as read only unless you save the document with a different filename.

Print Setup Dialog

The Print Setup dialog is used to select a printer and a printer connection and to configure that printer for use. For more information on each of the different sections of this dialog click on one of the items listed below.

Default Printer

Specific Printer

Orientation

Paper

Options

OK

Cancel

Print Dialog

The Print dialog allows you to print from the currently active document. For more information on each of the different sections of this dialog click on one of the items listed below.

Print Range

Quality

Print to File

Copies

Setup

OK

Cancel

Range

Select the range of the document to be printed. This can be the whole document, the currently marked region or just a selected page range.

Quality

Select the quality of the print out required.

Copies

Select the number of coipies of the print out required.

Print To File

Send the output to a file and not to the printer.

Setup

Setup the current printer prior to printing.

Specific Printer

Select the printer you want to use. Only printers that have been installed will appear in the list.

Default Printer

Use the default prointer for output

Options

Allows you to perform printer specific configuration.

Paper

Select the type of paper being used.

Orientation

Select the required orientation of the print out.

Filter Options Dialog

The Filter Options dialog allows you to define file filter defintions which then get added to the List Files of Type drop down list located in the Open File and Save As File dialog boxes. To define a filter requires you to enter a filter descriptive string into one of the filter edit fields. The data entered ***must be*** in the correct format for the dialogs to operate properly, so please be careful when entering the data. And example of a suitable filter is shown below.

```
Clipper Files (add your text) |*.prg;*.ch;|
```

The filter string is made up of two parts. The first is a descriptive name for the filter and the second is a list of the file extensions associated with the filter. The special character '|' is used to mark the termination point of both parts. To add your own filter use the copy to clipboard feature of the online help to make a copy of the example filter and use it as a template for your own filter. For more information on each of the different sections of this dialog click on one of the items listed below.

File Extension Filters

Use the Default Filters

Example

Update

Cancel

Help

Warning: The file filter data supplied is not validated in any way so please enter it carefully, paying particular attention to the lack of white space in the filter part of the string. If the data is not entered correctly, the program operation can not be predicted, so ensure that the data is entered in a format identical to that shown above!

File Extension Filters

You can enter up to 9 file extension filters by just entering the data into the appropriate edit fields.

Use the Default Filters

If you wish to use the pre-defined default filters just select this option.

Example

The example button will add an example filter to the clipboard. You should use the Ctrl + V command to paste the filter into one of the edit field.

Repeated Playback Dialog

The Repeated Playback dialog allows you to run the macro a repeated number of times. For more information on each of the different sections of this dialog click on one of the items listed below.

Repeat Count
Play
Cancel
Help

Repeat Count

This is the number of time you wish to repeat the macro playback.

Play

This will play back the macro the repeat count specified number of times.

DOS Command Line Dialog

The DOS Command Line dialog allows you to run commands as if you where at a DOS prompt. Any command that you could run at the DOS prompt you can also run from this dialog. For more information on each of the different sections of this dialog click on one of the items listed below.

Directory

Arguments

Run

Cancel

Help

As an example of using the command line enter the following into the arguments section of the dialog and hit the run key.

DIR *.EXE

Remember that the you can also include one of the many Zeus TAG macros in the Arguments entry field.

DOS Directory

This is the directory in which the command is to be run. When left blank the directory defaults to the current directory.

DOS Arguments

These are the arguments to be used. This is efectively the DOS command line.

DOS Run

This button runs the command and captures the output for display. If the result of the command is a blank screen it is possible you entered the command incorrectly or the EXE file does not exist or is not in the search path.

Program Arguments Dialog

The Program Arguments dialog allows you to supply the information to the program that is about to be run. To define a program refer to the Tools Option dialog section. For more information on each of the different sections of this dialog click on one of the items listed below.

Directory

Arguments

Run

Cancel

Help

Remember that the you can also include one of the many Zeus TAG macros in the Arguments entry field.

Document Command (Spelling menu)

The Document command lets you check the currently active document for spelling errors. To use this option make sure that the spelling engine has been correctly configured using the Spelling Options dialog.

Current Word Command (Spelling menu)

The Current Word command lets you check the current word for spelling errors. To use this option make sure that the spelling engine has been correctly configured using the Spelling Options dialog.

Change Word To

This listbox gives you a selection of possible replacement words to choose from.

Change

The change button allows you to change the incorrectly spelt word using the currently selected alternative word or the modified text in the 'Word not found in dictionary' edit field.

Ignore

This button will ignore the spelling of the word. Please not that once the word has been ignored it is assumed to be spelt correctly for the remainder of the document and all subsequent spell checks on the document for the time that the document remains open.

Add

The Add button allows you to add words to a custom dictionary. This dictionary is used for all spell checks so this is a global change.

Options

The Options button allows you to configure the spelling engine.

Spelling Dialog

The Spelling dialog allows you to control the spelling engine. The dialog will offer alternative suggestions to words that are not found in the dictionary and also allows you to change or ignore the word that is suspected to be incorrectly spelt. For more information on configuring the spelling engine refer to the Spelling Options dialog section. For more information on each of the different sections of this dialog click on one of the items listed below.

Change word to

Change

Ignore

Add

Options

Cancel

Help

BackspaceEx

Moves the cursor back one position deleting the previous character and if you reach the start of the current line move the cursor to the end of the previous line

CharSwapNext

Swap the current character with the next character

CharSwapPrevious

Swap the current character with the previous character

ClipboardPasteAndMark

Paste the contents of the clipboard into the current cursor position and mark the text that was just added

EnterLine

Causes a new line to be enter with the cursor moving to the new line but do not do any smart indenting or smart brace processing

FileReadOEMReset

Turns the File Read as OEM option off

FileReadOEMSet

Turns the File Read as OEM option on

FileReadOEMToggle

Toggles the File Read as OEM option on and off

FileTouch

Force's the time stamp of the currently active file to be touched

FileWriteOEMReset

Turns the File Write as OEM option off

FileWriteOEMSet

Turns the File Write as OEM option on

FileWriteOEMToggle

Toggles the File Write as OEM option on and off

InsertSpace

Insert a single space character but retain the cursor position

LineCutEnd

Cut the text from the current cursor to the end of the line to the clipboard

LineCutEndEx

Cut the text from the current cursor to the end of the line to the clipboard or join the line with the line below if the cursor is currently at the end of the line

LineCutStart

Cut the text from the current cursor to the start of the line to the clipboard

LineDeleteEndEx

Clear the text from the current cursor postion to the end of the line or join the line with the line below if the cursor is currently at the end of the line

LineTextReverse

Reverse the order of all the text contained in the current line

LineWrap

Force the current line to be check for possible line wrapping

LineWrapMarkedArea

Force the current marked area to be check for possible line wrapping

MarkBlockSetEx

Turns the block marking mode on but remove any previous mark that may have been active

MarkColumnSetEx

Turns the column marking mode on but remove any previous mark that may have been active

MarkCopyToCursorEx

Copy the marked area to the current cursor location but retain the marked area after the copy is complete

MarkFillWithChar

Not yet implemented

MarkFillWithSpace

Fill the currently marked area with space characters. This function will add characters past the end of line if the line is so marked.

MarkFillWithSpaceEx

Fill the currently marked area with space characters. This function will not add characters past the end of line.

MarkMoveToCursorEx

Move the marked area to the current cursor location but retain the marked area after the move is complete

MarkSelectAllEx

Mark the entire contents of the currently active document but turn of the marking once the document text has been selected

MarkTextReverse

Not yet implemented

MoveLineDownAndFirst

Move the cursor down to the next line and position the cursor at the first non-white space character of that line

MoveLineDownAndLast

Move the cursor down to the next line and position the cursor at the first non-white space character of that line

MoveLineLeftEx

Move the cursor one character position to the left but reposition the cursor to the end of the previous line if you reach the start of the current line

MoveLineRightEx

Move the cursor one character position to the right but reposition the cursor to the start of the next line you reach the end of the current line

MoveLineUpAndFirst

Move the cursor up to the previous line and position the cursor at the first non-white space character of that line

MoveLineUpAndLast

Move the cursor up to the previous line and position the cursor at the last non-white space character of that line

MoveWordNextEx

Move to the next word and continue onto the next line if you reach the end of the current line

MoveWordPreviousEx

Move to the previous word and continue onto the previous line if you reach the beginning of the current line

OptionsSpelling

Display the Spelling Options dialog box

ProjectExecute

Not yet implemented

SearchForwardCount

Not yet implemented.

SearchReverseCount

Not yet implemented.

SpellingDocument

Check the currently active document for spelling errors

SpellingWordCurrent

Check the current word for spelling errors

StampDay

Insert the numerical day value into the currently active document

StampMonth

Insert the numerical month value into the currently active document

StampYear

Insert the numerical year value into the currently active document

StampDateTime

Insert the full date/time stamp value into the currently active document

StampTime

Insert the time stamp value into the currently active document

StampFileName

Insert the name of current file into the currently active document

StampFileSize

Insert the size of current file into the currently active document

StampFileDateTime

Insert the date/time stamp when file was last modified into the currently active document

TabHard

Always insert a tab character irrespective of the current tabs as spaces editor option

TabSoft

Always insert a tab character as spaces irrespective of the current tabs as spaces editor option

UndoFlush

Flush the undo buffer for the currently active document

WindowMaximizeAll

Maximize all the currently open windows

WindowMinimizeAll

Minimize all the currently open windows

WindowRestoreAll

Restore the size of all the currently open windows

WordCopy

Copy the current word to clipboard

WordCut

Cut the current word to clipboard

Backspace

Moves the cursor back one position deleting the previous character

BookMarkDrop0

Save the current line number against bookmark number 0

BookMarkDrop1

Save the current line number against bookmark number 1

BookMarkDrop2

Save the current line number against bookmark number 2

BookMarkDrop3

Save the current line number against bookmark number 3

BookMarkDrop4

Save the current line number against bookmark number 4

BookMarkDrop5

Save the current line number against bookmark number 5

BookMarkDrop6

Save the current line number against bookmark number 6

BookMarkDrop7

Save the current line number against bookmark number 7

BookMarkDrop8

Save the current line number against bookmark number 8

BookMarkDrop9

Save the current line number against bookmark number 9

BookMarkGoto

Move the cursor to the line stored against the bookmark selected. A valid bookmark is any number between 0 and 9.

BookMarkGoto0

Move the cursor to the line stored against the bookmark number 0

BookMarkGoto1

Move the cursor to the line stored against the bookmark number 1

BookMarkGoto2

Move the cursor to the line stored against the bookmark number 2

BookMarkGoto3

Move the cursor to the line stored against the bookmark number 3

BookMarkGoto4

Move the cursor to the line stored against the bookmark number 4

BookMarkGoto5

Move the cursor to the line stored against the bookmark number 5

BookMarkGoto6

Move the cursor to the line stored against the bookmark number 6

BookMarkGoto7

Move the cursor to the line stored against the bookmark number 7

BookMarkGoto8

Move the cursor to the line stored against the bookmark number 8

BookMarkGoto9

Move the cursor to the line stored against the bookmark number 9

BraceMatch

Finds the matching brace for the brace character a the current cursor position. A valid brace character is one of the following characters:

"[]{}<>()"

BraceMatchForward

Finds the matching reverse brace for the forward brace character a the current cursor position. A valid forward brace character is one of the following characters:

"[{<("

BraceMatchReverse

Finds the matching forward brace for the revers brace character a the current cursor position. A valid reverse brace character is one of the following characters:

"]}>)"

CharCopyFromLineAbove

Copies a character to the current line based on the corresponding character at the same cursor postion in the line above.

CharCopyFromLineBelow

Copies a character to the current line based on the corresponding character at the same cursor postion in the line below

CharDelete

Deletes the character at the current cursor position

CharQuote

Causes the next character to be enter to be treated literlly even if it is a command keystroke

ClipboardPaste

Paste the contents of the clipboard into the current cursor position

CompilerCompile

Compiles the currently active document

CompilerOutputCopy

Copy the contents of the Compiler Output Window to the clipboard

CompilerOutputNext

Moves the to the next compiler output or warning, be it in the compiled document or in the output window itself

CompilerOutputPrevious

Moves the to the previous compiler output or warning, be it in the compiled document or in the output window itself

CompilerOutputView

Display the Compiler Output Window

CompilerSetup

Display the compiler setup dialog

Enter

Causes a new line to be enter with the cursor moving to the new line

EnterNext

Causes a new line to be enter without splitting the current line, with the cursor moving to the new line

EnterOpen

Causes a the current line to be split but the cursor position is maintained at its current location

FileBackupReset

Turns the automatic file backup option off

FileBackupSet

Turns the automatic file backup option on

FileBackupToggle

Toggles the automatic file backup option on and off

FileBackupWrite

Forces a backup write for the current active document

FileClose

Close the currently active document

FileExit

Close the application, checking that all documents have been saved

FileInsertAtCursor

Insert a file into the current active document at the current line number

FileListDisplay

Display a list of all the currently active document and output windows

FileName

Display the name of the currently active docment

FileNew

Create a new untitled docment, making it the currently active document

FileOpen

Open a file from disk, making it the currently active document

FileOpenInLine

Try to open the file as described by the text of the current line. This can be used to open include files

FilePrint

Print the current active document

FilePrintAll

Print all the currently open documents

FilePrintSetup

Display the Print Setup dialog, thus allowing the printer to be configured

FileReadOnlyModeReset

Reset the file open read only mode. The read only mode determines the mode all subsequent files are opened

FileReadOnlyModeSet

Set the file open read only mode. The read only mode determines the mode all subsequent files are opened

FileReadOnlyModeToggle

Toggles the file open in read only mode. The read only mode determines the mode all subsequent files are opened

FileReadOnlyReset

Reset the read only status of the current file. If the read only mode is set the file cannot be modified

FileReadOnlySet

Set the read only status of the current file. If the read only mode is set the file cannot be modified

FileReadOnlyToggle

Toggles the read only status of the current file. If the read only mode is set the file cannot be modified

FileReload1

Reload the most recently open document number 1

FileReload2

Reload the most recently open document number 2

FileReload3

Reload the most recently open document number 3

FileReload4

Reload the most recently open document number 4

FileReload5

Reload the most recently open document number 5

FileReload6

Reload the most recently open document number 6

FileReload7

Reload the most recently open document number 7

FileReload8

Reload the most recently open document number 8

FileReload9

Reload the most recently open document number 9

FileReloadCurrent

Reload the currently active document from disk

FileSave

Save the currently active document

FileSaveAll

Save all the currently active documents

FileSaveAllNamed

Save all the currently active documents that are named. This means untitled documents will not be saved

FileSaveAs

Save the currently active document under a different name

FunctionFindAll

Find all the function definitions for the currently active document

FunctionFindNext

Find the next function definition for the currently active document

FunctionFindPrevious

Find the previous function definition for the currently active document

HelpAbout

Display the help about dialog box

HelpIndex

Display the online help index information

HelpKeys

Display the online help on keys information

HelpQuickHelp

Perform a quick help search on the current word ot the currently selected text. This will perform a quick help keyword search of the online help files installed

HelpQuickSearch

Display the Quick Search dialog. This will allow you to perform a quick help keyword search of the online help files installed

HelpQuickSetup

Display the Quick Configuration dialog. This will allow you to install online help files that are to be searched by the quick help search engine

HelpRegister

Display the shareware registration information

HelpUsing

Display the help on using the online help facility

InsertModeReset

Turns the character insert mode off

InsertModeSet

Turns the character insert mode on

InsertModeToggle

Toggles the character insert mode on and off

IsEndOfLine

Returns true if the cursor is at the end of the current line

IsOutsideLine

Returns true if the cursor is past the end of the current line

IsStartOfLine

Returns true if the cursor is at the start of the current line

IsWithinLine

Returns true if the cursor is at twithin the current line

LineCaseLower

Convert the current line to lower case

LineCaseTranspose

Convert the current line upper case characters to lower case and vice versa

LineCaseUpper

Convert the current line to upper case

LineCopy

Copy the current line to the clipboard

LineCut

Cut the current line to the clipboard

LineDelete

Delete the current line. The line is not added to the clipboard

LineDeleteEnd

Delete all the characters in the current line starting form the current position up to the end of the line

LineDeleteStart

Delete all the characters in the current line between the current position and the start of the line

LineGoto

Display the line goto dialog box. From here you can enter the line number to which the cursor should be moved

LineWrapReset

Turns the automatic line wrap feature off

LineWrapSet

Turns the automatic line wrap feature on

LineWrapToggle

Toggles the automatic line wrap feature on and off

MacroExecute1

Run the currently install macro number 1. If no macro has been install this command has no effect

MacroExecute2

Run the currently install macro number 2. If no macro has been install this command has no effect

MacroExecute3

Run the currently install macro number 3. If no macro has been install this command has no effect

MacroExecute4

Run the currently install macro number 4. If no macro has been install this command has no effect

MacroExecute5

Run the currently install macro number 5. If no macro has been install this command has no effect

MacroExecute6

Run the currently install macro number 6. If no macro has been install this command has no effect

MacroExecute7

Run the currently install macro number 7. If no macro has been install this command has no effect

MacroExecute8

Run the currently install macro number 8. If no macro has been install this command has no effect

MacroExecute9

Run the currently install macro number 9. If no macro has been install this command has no effect

MacroExecute10

Run the currently install macro number 10. If no macro has been install this command has no effect

MacroExecute11

Run the currently install macro number 11. If no macro has been install this command has no effect

MacroExecute12

Run the currently install macro number 12. If no macro has been install this command has no effect

MacroExecute13

Run the currently install macro number 13. If no macro has been install this command has no effect

MacroExecute14

Run the currently install macro number 14. If no macro has been install this command has no effect

MacroExecute15

Run the currently install macro number 15. If no macro has been install this command has no effect

MacroLoad

Load a macro from file, making it the current macro

MacroPlay

Play the current macro, be it recorded or loaded from disk

MacroRecordReset

Reset the macro recording state. When the macro recording state is set all keyboard keystrokes are recorded against the current macro

MacroRecordSet

Set the macro recording state. When the macro recording state is set all keyboard keystrokes are recorded against the current macro

MacroRecordToggle

Toggles the macro recording state. When the macro recording state is set all keyboard keystrokes are recorded against the current macro

MacroRepeat

Display the macro repeat dialog so that the current macro can be played a repeated number of times

MacroSave

Save the current macro to a macro file

MarkBlockReset

Turns the block marking mode off

MarkBlockSet

Turns the block marking mode on

MarkBlockToggle

Toggles the block marking mode on and off

MarkCaseLower

Convert the marked text to lower case

MarkCaseTranspose

Convert the marked text lower case characters to upper case and vice versa

MarkCaseUpper

Convert the marked text to upper case

MarkColumnReset

Turns the column marking mode off

MarkColumnSet

Turns the column marking mode on

MarkColumnToggle

Toggles the column marking mode on and off

MarkCopy

Copy the marked area to clipboard

MarkCopyEx

Copy the marked area or the current line to clipboard

MarkCopyToCursor

Copy the marked area to the current cursor location

MarkCursorEnd

Move the cursor to the end of the marked area

MarkCursorStart

Move the cursor to the start of the marked area

MarkCursorToggle

Toggles the cursor position between the beginning and end of the currently marked area

MarkCut

Cut the marked area to clipboard

MarkCutEx

Cut the marked area or the current line to clipboard

MarkDelete

Delete the marked area. The text deleted is not added to the clipboard

MarkDeleteEx

Delete the marked area or the current line. The text deleted is not added to the clipboard

MarkHide

Remove the current marked area, leaving the marked text unchanged

MarkLineReset

Turns the line marking mode on

MarkLineSet

Turns the line marking mode off

MarkLineToggle

Toggles the line marking mode on and off

MarkMoveToCursor

Move the marked area to the current cursor location

MarkPaste

Paste the contents of the clipboard, replacing any text that has been marked

MarkPasteEx

Paste the contents of the clipboard, replacing any text that has been marked, or just insert the clipboard data if no area has been marked (Brief like paste operation)

MarkPrint

Print the currently marked area

MarkSelectAll

Mark the entire contents of the currently active document leaving the document in marking mode

MarkShiftLeft

Shift the currently marked area one tab space the left

MarkShiftRight

Shift the currently marked area one tab space the right

MarkWordCurrent

Mark the word under the current cursor location

MarkWordEnd

Mark from the current cursor location to the end of the current word

MarkWordStart

Mark from the start of the current word up to the current cursor location

MarkWriteToFile

Write the currently marked area to file

MoveDocumentCenter

Move the cursor to the center of the currently active document

MoveDocumentEnd

Move the cursor to the end of the currently active document

MoveDocumentEndEx

Move the cursor of the currently active document catering for the special Brief navigation sequence, end of line, end of page and end of document

MoveDocumentStart

Move the cursor to the start of the currently active document

MoveDocumentStartEx

Move the cursor of the currently active document catering for the special Brief navigation sequence, start of line, start of page and start of document

MoveLineCenter

Move the cursor to the center of the current line

MoveLineDown

Move the cursor down one line position

MoveLineEnd

Move the cursor to the end of the line

MoveLineHome

Move the cursor to the start of the line

MoveLineLeft

Move the cursor one character position to the left

MoveLineLeftEdge

Move the cursor to the character at the left edge of the screen

MoveLineRight

Move the cursor one character position to the right

MoveLineRightEdge

Move the cursor to the character at the right edge of the screen

MoveLineUp

Move the cursor up one line position

MovePageCenter

Move the cursor to the center of the current page

MovePageDown

Move the cursor down one page

MovePageEnd

Move the cursor to the end of the current page

MovePageLeft

Move the cursor to the left one page

MovePageRight

Move the cursor to the right one page

MovePageStart

Move the cursor to the start of the current page

MovePageUp

Move the cursor up one page

MoveWordCenter

Move the cursor to the center of the current word

MoveWordEnd

Move the cursor to the end of the current word

MoveWordNext

Move the cursor to the start of the next word

MoveWordPrevious

Move the cursor to the start of the previous word

MoveWordStart

Move the cursor to the start of the current word

NotSupported

Display a message saying 'This keystroke is not supported'

OptionsColors

Display the Color Options dialog

OptionsEditor

Display the Editor Options dialog

OptionsElectric

Display the Templates Options dialog

OptionsExtension

Display the Extensions Options dialog

OptionsFilters

Display the Filter Options dialog

OptionsFont

Display the Font dialog

OptionsKeyboard

Display the Keyboard Options dialog

OptionsMacros

Display the Macro Options dialog

OptionsTools

Display the Tool Options dialog

ProjectClose

Close the currently open project

ProjectCurrent

Display the name of the currently open project

ProjectDisplay

Display the file that make up the currently open project

ProjectMake

Make the currently open project

ProjectMakeAll

Make all the components of the currently open project

ProjectOpen

Open a project file

ProjectOutputCopy

Copy the contents of the Project Output Window to the clipboard

ProjectOutputView

Display the Project Output Window

ProjectSetup

Display the Project Options dialog

Redo

Redo the last undo command

ReplaceDialog

Display the Replace dialog

ReplaceForward

Display the Replace dialog with the search direction set to forward

ReplaceNext

Replace the next instance the search text as defined by the last run replace command

ReplacePrevious

Replace the previous instance the search text as defined by the last run replace command

ReplaceReverse

Display the Replace dialog with the search direction set to reverse

ReplaceWordCurrent

Display the Replace dialog with the search text set to match the current word provide the cursor is over a valid word

ScreenUpdate

Force a screen update in case the screen needs repainting (does not update commenting)

ScrollLineDown

Scroll the currently active document down one line

ScrollLineLeft

Scroll the currently active document left one character position

ScrollLinePageCenter

Scroll the current line to the center of the page

ScrollLinePageEnd

Scroll the current line to the end of the page

ScrollLinePageStart

Scroll the current line to the start of the page

ScrollLineRight

Scroll the currently active document right one character position

ScrollLineUp

Scroll the currently active document up one line

SearchCaseReset

Turns the search case sensitivity off

SearchCaseSet

Turns the search case sensitivity on

SearchCaseToggle

Toggles the search case sensitivity on and off

SearchDialog

Display the search dialog

SearchDirectionReset

Turns the search direction to forward

SearchDirectionSet

Turns the search direction to reverse

SearchDirectionToggle

Toggles the search direction between forward and reverse

SearchForward

Display the search dialog with the search direction set to forward

SearchNext

Repeat the last search in the forward direction

SearchPrevious

Repeat the last search in the reverse direction

SearchRegexpReset

Turns the search with regular expression off

SearchRegexpSet

Turns the search with regular expression on

SearchRegexpToggle

Toggles the search with regular expression on and off

SearchReverse

Display the search dialog with the search direction set to reverse

SearchWordCurrent

Display the Search dialog with the search text set to match the current word provide the cursor is over a valid word

SearchWordReset

Turns the search whole word option on

SearchWordSet

Turns the search whole word option off

SearchWordToggle

Toggles the search whole word option on and off

SoundError

Produce the error sound

SoundNote

Produce the note sound

SoundOk

Produce the OK sound

SoundQuestion

Produce the question sound

SoundWarning

Produce the warning sound

SpaceDelete

Not yet implemented

SpaceDeleteEnd

Not yet implemented

SpaceDeleteStart

Not yet implemented

StandardOutputCopy

Copy the contents of the Standard Output Window to the clipboard

StandardOutputView

Display the Standard Output Window

StatusBarViewReset

Reset the status bar display state. When the display state is set the status bar is visible

StatusBarViewSet

Set the status bar display state. When the display state is set the status bar is visible

StatusBarViewToggle

Toggles the status bar display state. When the display state is set the status bar is visible

Tab

If there is text that has been marked, move the marked text to the right by one tab character, else just insert a tab character

TabBack

If there is text that has been marked, move the marked text to the left by one tab character, else just move the cursor back one tab stop

TabBackChar

Move the cursor back one tab stop

TabChar

Insert a tab character

ToolBarViewReset

Reset the toolbar display state. When the display state is set the tool bar is visible

ToolBarViewSet

Set the toolbar display state. When the display state is set the tool bar is visible

ToolBarViewToggle

Toggles the tool bar bar display state. When the display state is set the tool bar is visible

ToolsCommand

Display the DOS Command Line dialog

ToolsExecute1

Run the currently install tool number 1. If no tool has been install this command has no effect

ToolsExecute2

Run the currently install tool number 2. If no tool has been install this command has no effect

ToolsExecute3

Run the currently install tool number 3. If no tool has been install this command has no effect

ToolsExecute4

Run the currently install tool number 4. If no tool has been install this command has no effect

ToolsExecute5

Run the currently install tool number 5. If no tool has been install this command has no effect

ToolsExecute6

Run the currently install tool number 6. If no tool has been install this command has no effect

ToolsExecute7

Run the currently install tool number 7. If no tool has been install this command has no effect

ToolsExecute8

Run the currently install tool number 8. If no tool has been install this command has no effect

ToolsExecute9

Run the currently install tool number 9. If no tool has been install this command has no effect

ToolsExecute10

Run the currently install tool number 10. If no tool has been install this command has no effect

ToolsExecute11

Run the currently install tool number 11. If no tool has been install this command has no effect

ToolsExecute12

Run the currently install tool number 12. If no tool has been install this command has no effect

ToolsExecute13

Run the currently install tool number 13. If no tool has been install this command has no effect

ToolsExecute14

Run the currently install tool number 14. If no tool has been install this command has no effect

ToolsExecute15

Run the currently install tool number 15. If no tool has been install this command has no effect

ToolsShell

Spawn a DOS command line session

Undo

Undo the last made change

Version

Display the current version of the software

WindowArrange

Arrange the currently active MDI windows

WindowCascade

Cascade the currently active MDI windows

WindowCloseAll

Close all the currently active MDI windows, making sure all changes have been saved

WindowNext

Move to the next active MDI window

WindowPrevious

Move to the previous active MDI window

WindowTile

Tile the currently active MDI windows

WindowTileHorizontal

Tile the currently active MDI windows with a horizontal aspect

WindowTileVertical

Tile the currently active MDI windows with a vertical aspect

WordCaseLower

Convert the current word to lower case

WordCaseTranspose

Convert the current word lower case characters to upper case and vice versa

WordCaseUpper

Convert the current word to upper case

WordDelete

Delete the current word

WordDeleteEnd

Delete from the current position to the end of the current word

WordDeleteNext

Delete the next word

WordDeletePrevious

Delete the previous word

WordDeleteStart

Delete from the start of the word up to the current position

Keyboard Definitions

Zeus offers a highly configurable keyboard handling mechanism based on the concept of a standard 101 keyboard layout and a comprehensive list of text editing functions that can be bound to almost any key combination. Also provided are some pre-defined keyboard mapping. You may choose to uses one of these pre-defined mapping's, modify an existing mapping's or define a new keyboard mapping, which ever suits your requirements.

The following pre-defined keyboard mapping's are provided.

- Brief Version 3.10 Keyboard
- Brief Extended Keyboard
- Epsilon Keyboard
- WordStar Keyboard
- Default Keyboard

To configure the keyboard mapping refer to the Keyboard Options dialog for more details.

Default Keyboard

The default keyboard mapping provides Zeus with just a basic keboard mapping that supports the Windows Common User Access text interface. To find out more information about the keystrokes supported and there functionality refer to the information below.

Keyboard Mapping

Keyboard Function Groups

Default Keyboard Mapping

Below is list of keyboard commands provided by the default keyboard mapping. For a list of the more commonly used keystrokes ordered by group refer to the keyboard function groups section.

Alt+C	MarkColumnToggle
Alt+D	FileListDisplay
Alt+L	MarkLineToggle
Alt+M	MarkBlockToggle
Alt+Q	HelpQuickHelp
Alt+Z	ToolsShell
Alt+B	WordDeleteNext
Ctrl+A	MarkSelectAll
Ctrl+C	MarkCopyEx
Ctrl+F	SearchWordCurrent
Ctrl+G	LineGoto
Ctrl+H	ReplaceWordCurrent
Ctrl+N	FileNew
Ctrl+O	FileOpen
Ctrl+P	FilePrint
Ctrl+R	MacroRepeat
Ctrl+S	FileSave
Ctrl+V	MarkPasteEx
Ctrl+X	MarkCutEx
Ctrl+Y	Redo
Ctrl+Z	Undo
Ctrl+Backspace	WordDeletePrevious
Ctrl+Delete	MarkDeleteEx
Ctrl+End	MoveLineEnd
Ctrl+F1	HelpQuickHelp
Ctrl+Home	MovePageStart
Ctrl+Insert	MarkCopyEx
Ctrl+Left	MoveWordPrevious
Ctrl+PageDown	MoveDocumentEnd
Ctrl+PageUp	MoveDocumentStart
Ctrl+Return	EnterNext
Ctrl+Right	MoveWordNext
Ctrl+Shift+Left	MoveWordPrevious
Ctrl+Shift+Right	MoveWordNext
Shift+Alt+F1	MacroExecute1
Shift+Alt+F1	MacroExecute1
Shift+Alt+F11	MacroExecute11
Shift+Alt+F12	MacroExecute12
Shift+Alt+F13	MacroExecute13
Shift+Alt+F14	MacroExecute14
Shift+Alt+F15	MacroExecute15
Shift+Alt+F2	MacroExecute2
Shift+Alt+F3	MacroExecute3
Shift+Alt+F4	MacroExecute4
Shift+Alt+F5	MacroExecute5
Shift+Alt+F6	MacroExecute6
Shift+Alt+F7	MacroExecute7
Shift+Alt+F8	MacroExecute8
Shift+Alt+F9	MacroExecute9

Shift+Ctrl+F1	ToolsExecute1
Shift+Ctrl+F10	ToolsExecute10
Shift+Ctrl+F11	ToolsExecute11
Shift+Ctrl+F12	ToolsExecute12
Shift+Ctrl+F13	ToolsExecute13
Shift+Ctrl+F14	ToolsExecute14
Shift+Ctrl+F15	ToolsExecute15
Shift+Ctrl+F2	ToolsExecute2
Shift+Ctrl+F3	ToolsExecute3
Shift+Ctrl+F4	ToolsExecute4
Shift+Ctrl+F5	ToolsExecute5
Shift+Ctrl+F6	ToolsExecute6
Shift+Ctrl+F7	ToolsExecute7
Shift+Ctrl+F8	ToolsExecute8
Shift+Ctrl+F9	ToolsExecute9
Shift+Delete	MarkCutEx
Shift+End	MoveLineEnd
Shift+F3	SearchPrevious
Shift+F6	WindowPrevious
Shift+Home	MoveLineHome
Shift+Insert	MarkPasteEx
Shift+Left	MoveLineLeft
Shift+LineDown	MoveLineDown
Shift+LineUp	MoveLineUp
Shift+PageDown	MovePageDown
Shift+PageUp	MovePageUp
Shift+Return	EnterOpen
Shift+Right	MoveLineRight
Shift+Tab	TabBack
Backspace	Backspace
Clear	MovePageCenter
Delete	MarkDeleteEx
End	MoveLineEnd
Escape	MarkHide
F1	HelpIndex
F3	SearchNext
F6	WindowNext
F7	MacroRecordToggle
F8	MacroPlay
Home	MoveLineHome
Insert	InsertModeToggle
Left	MoveLineLeft
LineDown	MoveLineDown
LineUp	MoveLineUp
PageDown	MovePageDown
PageUp	MovePageUp
Return	Enter
Right	MoveLineRight
Tab	Tab

Default Keyboard Functions

Below is a list of some of the more common default keyboard commands, group by functionality. For a complete list of the default keyboard commands ordered alphabetically refer to the keyboard mapping section.

File Functions

Alt+D	FileListDisplay
Ctrl+N	FileNew
Ctrl+O	FileOpen
Ctrl+P	FilePrint
Ctrl+S	FileSave

Navigation Functions

Shift+End	MoveLineEnd
Shift+Home	MoveLineHome
Shift+Left	MoveLineLeft
Shift+LineDown	MoveLineDown
Shift+LineUp	MoveLineUp
Shift+PageDown	MovePageDown
Shift+PageUp	MovePageUp
Clear	MovePageCenter
Home	MoveLineHome
Left	MoveLineLeft
LineDown	MoveLineDown
LineUp	MoveLineUp
PageDown	MovePageDown
PageUp	MovePageUp
Shift+Right	MoveLineRight
End	MoveLineEnd
Right	MoveLineRight
Ctrl+End	MoveLineEnd
Ctrl+Home	MovePageStart
Ctrl+Left	MoveWordPrevious
Ctrl+PageDown	MoveDocumentEnd
Ctrl+PageUp	MoveDocumentStart
Ctrl+Right	MoveWordNext
Ctrl+Shift+Left	MoveWordPrevious
Ctrl+Shift+Right	MoveWordNext
F6	WindowNext
Shift+F6	WindowPrevious
Ctrl+G	LineGoto

Undo Functions

Ctrl+Y	Redo
Ctrl+Z	Undo

Mark Functions

Alt+C	MarkColumnToggle
Alt+L	MarkLineToggle
Alt+M	MarkBlockToggle
Ctrl+A	MarkSelectAll
Ctrl+C	MarkCopyEx
Ctrl+V	MarkPasteEx

Ctrl+X	MarkCutEx
Ctrl+Delete	MarkDeleteEx
Ctrl+Insert	MarkCopyEx
Shift+Insert	MarkPasteEx
Shift+Delete	MarkCutEx
Delete	MarkDeleteEx
Escape	MarkHide

Line Functions

Backspace	Backspace
Insert	InsertModeToggle
Return	Enter
Ctrl+Return	EnterNext
Shift+Return	EnterOpen
Tab	Tab
Shift+Tab	TabBack
Alt+Backspace	WordDeleteNext
Ctrl+Backspace	WordDeletePrevious

Search Functions

Ctrl+F	SearchWordCurrent
Ctrl+H	ReplaceWordCurrent
F3	SearchNext
Shift+F3	SearchPrevious

Tool Functions

Alt+Z	ToolsShell
Shift+Ctrl+F1	ToolsExecute1
Shift+Ctrl+F1	ToolsExecute1
Shift+Ctrl+F11	ToolsExecute11
Shift+Ctrl+F12	ToolsExecute12
Shift+Ctrl+F13	ToolsExecute13
Shift+Ctrl+F14	ToolsExecute14
Shift+Ctrl+F15	ToolsExecute15
Shift+Ctrl+F2	ToolsExecute2
Shift+Ctrl+F3	ToolsExecute3
Shift+Ctrl+F4	ToolsExecute4
Shift+Ctrl+F5	ToolsExecute5
Shift+Ctrl+F6	ToolsExecute6
Shift+Ctrl+F7	ToolsExecute7
Shift+Ctrl+F8	ToolsExecute8
Shift+Ctrl+F9	ToolsExecute9

Macro Functions

F7	MacroRecordToggle
F8	MacroPlay
Ctrl+R	MacroRepeat
Shift+Alt+F1	MacroExecute1
Shift+Alt+F1	MacroExecute10
Shift+Alt+F11	MacroExecute11
Shift+Alt+F12	MacroExecute12
Shift+Alt+F13	MacroExecute13
Shift+Alt+F14	MacroExecute14

Shift+Alt+F15	MacroExecute15
Shift+Alt+F2	MacroExecute2
Shift+Alt+F3	MacroExecute3
Shift+Alt+F4	MacroExecute4
Shift+Alt+F5	MacroExecute5
Shift+Alt+F6	MacroExecute6
Shift+Alt+F7	MacroExecute7
Shift+Alt+F8	MacroExecute8
Shift+Alt+F9	MacroExecute9

Help Functions

F1	HelpIndex
Alt+Q	HelpQuickHelp
Alt+F1	HelpQuickSearch
Ctrl+F1	HelpQuickHelp

Brief Version 3.10 Keyboard

The Brief Version 3.10 keyboard mapping provides Zeus with a Brief keyboard look and feel. To find out more information about the keystrokes supported and there functionality refer to the information below.

Keyboard Mapping

Keyboard Function Groups

Brief Version 3.10 Keyboard Mapping

Below is list of keyboard commands provided by the Brief 3.10 keyboard mapping. Note that some Brief commands that are not supported, may be supported in future versions, while others commands are just not applicable, as they have little or no meaning in a Windows MDI environment. For a list of the more commonly used keystrokes ordered by group, refer to the keyboard function groups section.

Alt+-	WindowPrevious
Alt+0	BookMarkDrop0
rAlt+1	BookMarkDrop1
Alt+2	BookMarkDrop2
Alt+3	BookMarkDrop3
Alt+4	BookMarkDrop4
Alt+5	BookMarkDrop5
Alt+6	BookMarkDrop6
Alt+7	BookMarkDrop7
Alt+8	BookMarkDrop8
Alt+9	BookMarkDrop9
Alt+A	MarkColumnToggle
Alt+B	FileListDisplay
Alt+Backspace	WordDeleteNext
Alt+C	MarkColumnToggle
Alt+D	LineDelete
Alt+E	FileOpen
Alt+End	MoveLineRightEdge
Alt+F	FileName
Alt+F1	HelpQuickSearch
Alt+F10	CompilerCompile
Alt+F5	SearchReverse
Alt+F6	ReplaceReverse
Alt+F7	MacroLoad
Alt+F8	MacroSave
Alt+G	LineGoto
Alt+H	MarkWordCurrent
Alt+Home	MoveLineLeftEdge
Alt+I	InsertModeToggle
Alt+J	BookMarkGoto
Alt+K	LineDeleteEnd
Alt+L	MarkLineToggle
Alt+Left	MoveWordStart
Alt+M	MarkBlockToggle
Alt+Minus	WindowPrevious
Alt+N	WindowNext
Alt+O	FileSaveAs
Alt+P	FilePrint
Alt+Q	HelpQuickHelp
Alt+R	FileInsertAtCursor
Alt+Right	MoveWordEnd
Alt+S	SearchWordCurrent
Alt+T	ReplaceWordCurrent
Alt+U	Undo
Alt+V	Version
Alt+W	FileSave
Alt+X	FileExit
Alt+Z	ToolsShell

Backspace	Backspace
Clear	MovePageCenter
Ctrl+,	FunctionFindPrevious
Ctrl+-	FileClose
Ctrl+.	FunctionFindNext
Ctrl+[	BraceMatch
Ctrl+]	BraceMatch
Ctrl+B	ScrollLinePageEnd
Ctrl+Backspace	WordDeletePrevious
Ctrl+C	MarkCopyEx
Ctrl+Clear	MoveWordCenter
Ctrl+D	ScrollLineDown
Ctrl+Delete	MarkDeleteEx
Ctrl+E	FileOpenInLine
Ctrl+End	MoveLineEnd
Ctrl+F	SearchDialog
Ctrl+F1	HelpQuickHelp
Ctrl+F5	SearchCaseToggle
Ctrl+F6	SearchRegexpToggle
Ctrl+G	FunctionFindAll
Ctrl+Home	MoveLineHome
Ctrl+I	MarkCopyEx
Ctrl+Insert	MarkCopyEx
Ctrl+K	LineDeleteStart
Ctrl+L	CompilerOutputPrevious
Ctrl+Left	MoveWordPrevious
Ctrl+LineDown	FunctionFindNext
Ctrl+LineUp	FunctionFindPrevious
Ctrl+M	EnterOpen
Ctrl+Minus	FileClose
Ctrl+N	CompilerOutputNext
Ctrl+O	StandardOutputView
Ctrl+P	CompilerOutputView
Ctrl+PageDown	MoveDocumentEnd
Ctrl+PageUp	MoveDocumentStart
Ctrl+R	MacroRepeat
Ctrl+Return	EnterNext
Ctrl+Right	MoveWordNext
Ctrl+S	ScrollLineUp
Ctrl+T	ScrollLinePageStart
Ctrl+U	Redo
Ctrl+W	FileBackupToggle
Ctrl+X	Redo
Ctrl+Z	Undo
Delete	MarkDeleteEx
End	MoveDocumentEndEx
Escape	MarkHide
F10	ToolsCommand
F5	SearchForward
F6	ReplaceForward
F7	MacroRecordToggle
F8	MacroPlay
F9	MacroLoad
Home	MoveDocumentStartEx
Insert	MarkPasteEx

Left	MoveLineLeft
LineDown	MoveLineDown
LineUp	MoveLineUp
Minus	MarkCutEx
Multiply	Undo
PageDown	MovePageDown
PageUp	MovePageUp
Plus	MarkCopyEx
Return	Enter
Right	MoveLineRight
Shift+Alt+F1	MacroExecute1
Shift+Alt+F10	MacroExecute10
Shift+Alt+F11	MacroExecute11
Shift+Alt+F12	MacroExecute12
Shift+Alt+F2	MacroExecute2
Shift+Alt+F3	MacroExecute3
Shift+Alt+F4	MacroExecute4
Shift+Alt+F5	MacroExecute5
Shift+Alt+F6	MacroExecute6
Shift+Alt+F7	MacroExecute7
Shift+Alt+F8	MacroExecute8
Shift+Alt+F9	MacroExecute9
Shift+Alt+Left	MoveWordStart
Shift+Alt+Right	MoveWordEnd
Shift+Alt+S	SearchDialog
Shift+Clear	MovePageCenter
Shift+Ctrl+Clear	MoveWordCenter
Shift+Ctrl+F1	ToolsExecute1
Shift+Ctrl+F10	ToolsExecute10
Shift+Ctrl+F11	ToolsExecute11
Shift+Ctrl+F12	ToolsExecute12
Shift+Ctrl+F2	ToolsExecute2
Shift+Ctrl+F3	ToolsExecute3
Shift+Ctrl+F4	ToolsExecute4
Shift+Ctrl+F5	ToolsExecute5
Shift+Ctrl+F6	ToolsExecute6
Shift+Ctrl+F7	ToolsExecute7
Shift+Ctrl+F8	ToolsExecute8
Shift+Ctrl+F9	ToolsExecute9
Shift+Ctrl+Left	MoveWordPrevious
Shift+Ctrl+LineDown	FunctionFindNext
Shift+Ctrl+LineUp	FunctionFindPrevious
Shift+Ctrl+Right	MoveWordNext
Shift+Delete	MarkCutEx
Shift+End	MoveLineEnd
Shift+F5	SearchNext
Shift+F6	ReplaceNext
Shift+Home	MoveLineHome
Shift+Insert	MarkPasteEx
Shift+Left	MoveLineLeft
Shift+LineDown	MoveLineDown
Shift+LineUp	MoveLineUp
Shift+PageDown	MovePageDown
Shift+PageUp	MovePageUp
Shift+Return	EnterOpen

Shift+Right	MoveLineRight
Shift+Tab	TabBack
Tab	Tab

Brief Version 3.10 Keyboard Function Groups

Below is a list of some of the more common Brief commands, group by functionality. For a complete list of the Brief keyboard commands listed alphabetically refer to the keyboard mapping section.

General Functions

Alt+F	FileName
Alt+I	InsertModeToggle
Alt+V	Version
Alt+X	FileExit

File Functions

Alt+B	FileListDisplay
Alt+E	FileOpen
Alt+O	FileSaveAs
Alt+P	FilePrint
Alt+R	FileInsertAtCursor
Alt+W	FileSave
Ctrl+-	FileClose
Ctrl+E	FileOpenInLine
Ctrl+Minus	FileClose
Ctrl+W	FileBackupToggle

Navigation Functions

Alt+-	WindowPrevious
Alt+0	BookMarkDrop0
Alt+1	BookMarkDrop1
Alt+2	BookMarkDrop2
Alt+3	BookMarkDrop3
Alt+4	BookMarkDrop4
Alt+5	BookMarkDrop5
Alt+6	BookMarkDrop6
Alt+7	BookMarkDrop7
Alt+8	BookMarkDrop8
Alt+9	BookMarkDrop9
Alt+End	MoveLineRightEdge
Alt+G	LineGoto
Alt+Home	MoveLineLeftEdge
Alt+J	BookMarkGoto
Alt+Left	MoveWordStart
Alt+Minus	WindowPrevious
Alt+N	WindowNext
Alt+Right	MoveWordEnd
Clear	MovePageCenter
Ctrl+Clear	MoveWordCenter
Ctrl+End	MoveLineEnd
Ctrl+Home	MoveLineHome
Ctrl+Left	MoveWordPrevious
Ctrl+PageDown	MoveDocumentEnd
Ctrl+PageUp	MoveDocumentStart
Ctrl+Right	MoveWordNext
End	MoveDocumentEndEx
Home	MoveDocumentStartEx
Left	MoveLineLeft
LineDown	MoveLineDown
LineUp	MoveLineUp

PageDown	MovePageDown
PageUp	MovePageUp
Right	MoveLineRight
Shift+Alt+Left	MoveWordStart
Shift+Alt+Right	MoveWordEnd
Shift+Clear	MovePageCenter
Shift+Ctrl+Clear	MoveWordCenter
Shift+Ctrl+Left	MoveWordPrevious
Shift+Ctrl+Right	MoveWordNext
Shift+End	MoveLineEnd
Shift+Home	MoveLineHome
Shift+Left	MoveLineLeft
Shift+LineDown	MoveLineDown
Shift+LineUp	MoveLineUp
Shift+PageDown	MovePageDown
Shift+PageUp	MovePageUp
Shift+Right	MoveLineRight

Undo Functions

Alt+U	Undo
Ctrl+U	Redo
Ctrl+X	Redo
Ctrl+Z	Undo
Multiply	Undo

Mark Functions

Alt+A	MarkColumnToggle
Alt+C	MarkColumnToggle
Alt+H	MarkWordCurrent
Alt+L	MarkLineToggle
Alt+M	MarkBlockToggle
Ctrl+C	MarkCopyEx
Ctrl+Delete	MarkDeleteEx
Ctrl+I	MarkCopyEx
Ctrl+Insert	MarkCopyEx
Delete	MarkDeleteEx
Escape	MarkHide
Insert	MarkPasteEx
Minus	MarkCutEx
Plus	MarkCopyEx
Shift+Delete	MarkCutEx
Shift+Insert	MarkPasteEx

Line Functions

Alt+Backspace	WordDeleteNext
Alt+D	LineDelete
Alt+K	LineDeleteEnd
Backspace	Backspace
Ctrl+Backspace	WordDeletePrevious
Ctrl+K	LineDeleteStart
Ctrl+M	EnterOpen
Ctrl+Return	EnterNext
Return	Enter
Shift+Return	EnterOpen
Shift+Tab	TabBack
Tab	Tab

Search Functions

Alt+F5	SearchReverse
Alt+F6	ReplaceReverse
Alt+S	SearchWordCurrent
Alt+T	ReplaceWordCurrent
Ctrl+F	SearchDialog
Ctrl+F5	SearchCaseToggle
Ctrl+F6	SearchRegexpToggle
F5	SearchForward
F6	ReplaceForward
Shift+Alt+S	SearchDialog
Shift+F5	SearchNext
Shift+F6	ReplaceNext

Scroll Functions

Ctrl+B	ScrollLinePageEnd
Ctrl+D	ScrollLineDown
Ctrl+S	ScrollLineUp
Ctrl+T	ScrollLinePageStart

Build Functions

Alt+F10	CompilerCompile
Ctrl+L	CompilerOutputPrevious
Ctrl+N	CompilerOutputNext
Ctrl+P	CompilerOutputView

Tool Functions

Alt+Z	ToolsShell
Ctrl+O	StandardOutputView
F10	ToolsCommand
Shift+Ctrl+F1	ToolsExecute1
Shift+Ctrl+F10	ToolsExecute10
Shift+Ctrl+F11	ToolsExecute11
Shift+Ctrl+F12	ToolsExecute12
Shift+Ctrl+F2	ToolsExecute2
Shift+Ctrl+F3	ToolsExecute3
Shift+Ctrl+F4	ToolsExecute4
Shift+Ctrl+F5	ToolsExecute5
Shift+Ctrl+F6	ToolsExecute6
Shift+Ctrl+F7	ToolsExecute7
Shift+Ctrl+F8	ToolsExecute8
Shift+Ctrl+F9	ToolsExecute9

MacroFunctions

Alt+F7	MacroLoad
Alt+F8	MacroSave
Ctrl+R	MacroRepeat
F7	MacroRecordToggle
F8	MacroPlay
F9	MacroLoad
Shift+Alt+F1	MacroExecute1
Shift+Alt+F10	MacroExecute10
Shift+Alt+F11	MacroExecute11
Shift+Alt+F12	MacroExecute12
Shift+Alt+F2	MacroExecute2
Shift+Alt+F3	MacroExecute3
Shift+Alt+F4	MacroExecute4

Shift+Alt+F5	MacroExecute5
Shift+Alt+F6	MacroExecute6
Shift+Alt+F7	MacroExecute7
Shift+Alt+F8	MacroExecute8
Shift+Alt+F9	MacroExecute9

Special Functions

Ctrl+,	FunctionFindPrevious
Ctrl+.	FunctionFindNext
Ctrl+G	FunctionFindAll
Ctrl+LineDown	FunctionFindNext
Ctrl+LineUp	FunctionFindPrevious
Ctrl+[	BraceMatch
Ctrl+]	BraceMatch
Shift+Ctrl+LineDown	FunctionFindNext
Shift+Ctrl+LineUp	FunctionFindPrevious

Help Functions

Alt+F1	HelpQuickSearch	
Alt+Q	HelpQuickHelp	
Ctrl+F1	HelpQuickHelpF1	HelpIndex

Brief Extended Keyboard

The Brief Extended keyboard mapping provides Zeus with a Brief keyboard look and feel, with the addition of some extended features designed to make it more suitable to the Windows GUI environment. To find out more information about the keystrokes supported and there functionality refer to the information below.

Keyboard Mapping

Keyboard Function Groups

Brief Extended Keyboard Mapping

Below is list of keyboard commands provided by the Brief Extended keyboard mapping. Note that some Brief commands that are not supported, may be supported in future versions, while others commands are just not applicable, as they have little or no meaning in a Windows MDI environment. For a list of the more commonly used keystrokes ordered by group refer to the keyboard function groups section.

Alt+-	WindowPrevious
Alt+0	BookMarkDrop0
Alt+1	BookMarkDrop1
Alt+2	BookMarkDrop2
Alt+3	BookMarkDrop3
Alt+4	BookMarkDrop4
Alt+5	BookMarkDrop5
Alt+6	BookMarkDrop6
Alt+7	BookMarkDrop7
Alt+8	BookMarkDrop8
Alt+9	BookMarkDrop9
Alt+A	MarkColumnToggle
Alt+B	FileListDisplay
Alt+Backspace	WordDeleteNext
Alt+C	MarkColumnToggle
Alt+D	LineDelete
Alt+E	FileOpen
Alt+End	MoveLineRightEdge
Alt+F	FileName
Alt+F1	HelpQuickSearch
Alt+F10	CompilerCompile
Alt+F5	SearchReverse
Alt+F6	ReplaceReverse
Alt+F7	MacroLoad
Alt+F8	MacroSave
Alt+G	LineGoto
Alt+H	MarkWordCurrent
Alt+Home	MoveLineLeftEdge
Alt+I	InsertModeToggle
Alt+J	BookMarkGoto
Alt+K	LineDeleteEnd
Alt+L	MarkLineToggle
Alt+Left	MoveWordStart
Alt+M	MarkBlockToggle
Alt+Minus	WindowPrevious
Alt+N	WindowNext
Alt+O	FileSaveAs
Alt+P	FilePrint
Alt+Q	HelpQuickHelp
Alt+R	FileInsertAtCursor
Alt+Right	MoveWordEnd
Alt+S	SearchWordCurrent
Alt+T	ReplaceWordCurrent
Alt+U	Undo
Alt+V	Version
Alt+W	FileSave
Alt+X	FileExit

Alt+Z	ToolsShell
Backspace	Backspace
Clear	MovePageCenter
Ctrl+,	FunctionFindPrevious
Ctrl+-	FileClose
Ctrl+.	FunctionFindNext
Ctrl+[	BraceMatch
Ctrl+]	BraceMatch
Ctrl+B	ScrollLinePageEnd
Ctrl+Backspace	WordDeletePrevious
Ctrl+C	MarkCopyEx
Ctrl+Clear	MoveWordCenter
Ctrl+D	ScrollLineDown
Ctrl+Delete	MarkDeleteEx
Ctrl+E	FileOpenInLine
Ctrl+End	MoveLineEnd
Ctrl+F	SearchDialog
Ctrl+F1	HelpQuickHelp
Ctrl+F5	SearchCaseToggle
Ctrl+F6	SearchRegexpToggle
Ctrl+G	FunctionFindAll
Ctrl+Home	MoveLineHome
Ctrl+I	MarkCopyEx
Ctrl+Insert	MarkCopyEx
Ctrl+K	LineDeleteStart
Ctrl+L	CompilerOutputPrevious
Ctrl+Left	MoveWordPrevious
Ctrl+LineDown	FunctionFindNext
Ctrl+LineUp	FunctionFindPrevious
Ctrl+M	EnterOpen
Ctrl+Minus	FileClose
Ctrl+N	CompilerOutputNext
Ctrl+O	StandardOutputView
Ctrl+P	CompilerOutputView
Ctrl+PageDown	MoveDocumentEnd
Ctrl+PageUp	MoveDocumentStart
Ctrl+R	MacroRepeat
Ctrl+Return	EnterNext
Ctrl+Right	MoveWordNext
Ctrl+S	ScrollLineUp
Ctrl+T	ScrollLinePageStart
Ctrl+U	Redo
Ctrl+W	FileBackupToggle
Ctrl+X	Redo
Ctrl+Z	Undo
Delete	MarkDeleteEx
End	MoveDocumentEndEx
Escape	MarkHide
F1	HelpIndex
F10	ToolsCommand
F5	SearchForward
F6	ReplaceForward
F7	MacroRecordToggle
F8	MacroPlay
F9	MacroLoad

Home	MoveDocumentStartEx
Insert	MarkPasteEx
Left	MoveLineLeft
LineDown	MoveLineDown
LineUp	MoveLineUp
Minus	MarkCutEx
Multiply	Undo
PageDown	MovePageDown
PageUp	MovePageUp
Plus	MarkCopyEx
Return	Enter
Right	MoveLineRight
Shift+Alt+F1	MacroExecute1
Shift+Alt+F10	MacroExecute10
Shift+Alt+F11	MacroExecute11
Shift+Alt+F12	MacroExecute12
Shift+Alt+F2	MacroExecute2
Shift+Alt+F3	MacroExecute3
Shift+Alt+F4	MacroExecute4
Shift+Alt+F5	MacroExecute5
Shift+Alt+F6	MacroExecute6
Shift+Alt+F7	MacroExecute7
Shift+Alt+F8	MacroExecute8
Shift+Alt+F9	MacroExecute9
Shift+Alt+Left	MoveWordStart
Shift+Alt+Right	MoveWordEnd
Shift+Alt+S	SearchDialog
Shift+Clear	MovePageCenter
Shift+Ctrl+Clear	MoveWordCenter
Shift+Ctrl+F1	ToolsExecute1
Shift+Ctrl+F10	ToolsExecute10
Shift+Ctrl+F11	ToolsExecute11
Shift+Ctrl+F12	ToolsExecute12
Shift+Ctrl+F2	ToolsExecute2
Shift+Ctrl+F3	ToolsExecute3
Shift+Ctrl+F4	ToolsExecute4
Shift+Ctrl+F5	ToolsExecute5
Shift+Ctrl+F6	ToolsExecute6
Shift+Ctrl+F7	ToolsExecute7
Shift+Ctrl+F8	ToolsExecute8
Shift+Ctrl+F9	ToolsExecute9
Shift+Ctrl+Left	MoveWordPrevious
Shift+Ctrl+LineDown	FunctionFindNext
Shift+Ctrl+LineUp	FunctionFindPrevious
Shift+Ctrl+Right	MoveWordNext
Shift+Delete	MarkCutEx
Shift+End	MoveLineEnd
Shift+F5	SearchNext
Shift+F6	ReplaceNext
Shift+Home	MoveLineHome
Shift+Insert	MarkPasteEx
Shift+Left	MoveLineLeft
Shift+LineDown	MoveLineDown
Shift+LineUp	MoveLineUp
Shift+PageDown	MovePageDown

Shift+PageUp	MovePageUp
Shift+Return	EnterOpen
Shift+Right	MoveLineRight
Shift+Tab	TabBack
Tab	Tab

Brief Extended Keyboard Function Groups

Below is a list of some of the more common Brief commands, group by functionality. For a complete list of the Brief keyboard commands ordered alphabetically refer to the keyboard mapping section.

General Functions

Alt+F	FileName
Alt+I	InsertModeToggle
Alt+V	Version
Alt+X	FileExit

File Functions

Alt+B	FileListDisplay
Alt+E	FileOpen
Alt+O	FileSaveAs
Alt+P	FilePrint
Alt+R	FileInsertAtCursor
Alt+W	FileSave
Ctrl+-	FileClose
Ctrl+E	FileOpenInLine
Ctrl+Minus	FileClose
Ctrl+W	FileBackupToggle

Navigation Functions

Alt+-	WindowPrevious
Alt+0	BookMarkDrop0
Alt+1	BookMarkDrop1
Alt+2	BookMarkDrop2
Alt+3	BookMarkDrop3
Alt+4	BookMarkDrop4
Alt+5	BookMarkDrop5
Alt+6	BookMarkDrop6
Alt+7	BookMarkDrop7
Alt+8	BookMarkDrop8
Alt+9	BookMarkDrop9
Alt+End	MoveLineRightEdge
Alt+G	LineGoto
Alt+Home	MoveLineLeftEdge
Alt+J	BookMarkGoto
Alt+Left	MoveWordStart
Alt+Minus	WindowPrevious
Alt+N	WindowNext
Alt+Right	MoveWordEnd
Clear	MovePageCenter
Ctrl+Clear	MoveWordCenter
Ctrl+End	MoveLineEnd
Ctrl+Home	MoveLineHome
Ctrl+Left	MoveWordPrevious
Ctrl+PageDown	MoveDocumentEnd
Ctrl+PageUp	MoveDocumentStart
Ctrl+Right	MoveWordNext
End	MoveDocumentEndEx
Home	MoveDocumentStartEx
Left	MoveLineLeft
LineDown	MoveLineDown
LineUp	MoveLineUp

PageDown	MovePageDown
PageUp	MovePageUp
Right	MoveLineRight
Shift+Alt+Left	MoveWordStart
Shift+Alt+Right	MoveWordEnd
Shift+Clear	MovePageCenter
Shift+Ctrl+Clear	MoveWordCenter
Shift+Ctrl+Left	MoveWordPrevious
Shift+Ctrl+Right	MoveWordNext
Shift+End	MoveLineEnd
Shift+Home	MoveLineHome
Shift+Left	MoveLineLeft
Shift+LineDown	MoveLineDown
Shift+LineUp	MoveLineUp
Shift+PageDown	MovePageDown
Shift+PageUp	MovePageUp
Shift+Right	MoveLineRight

Undo Functions

Alt+U	Undo
Ctrl+U	Redo
Ctrl+X	Redo
Ctrl+Z	Undo
Multiply	Undo

Mark Functions

Alt+A	MarkColumnToggle
Alt+C	MarkColumnToggle
Alt+H	MarkWordCurrent
Alt+L	MarkLineToggle
Alt+M	MarkBlockToggle
Ctrl+C	MarkCopyEx
Ctrl+Delete	MarkDeleteEx
Ctrl+I	MarkCopyEx
Ctrl+Insert	MarkCopyEx
Delete	MarkDeleteEx
Escape	MarkHide
Insert	MarkPasteEx
Minus	MarkCutEx
Plus	MarkCopyEx
Shift+Delete	MarkCutEx
Shift+Insert	MarkPasteEx

Line Functions

Alt+Backspace	WordDeleteNext
Alt+D	LineDelete
Alt+K	LineDeleteEnd
Backspace	Backspace
Ctrl+Backspace	WordDeletePrevious
Ctrl+K	LineDeleteStart
Ctrl+M	EnterOpen
Ctrl+Return	EnterNext
Return	Enter
Shift+Return	EnterOpen
Shift+Tab	TabBack
Tab	Tab

Search Functions

Alt+F5	SearchReverse
Alt+F6	ReplaceReverse
Alt+S	SearchWordCurrent
Alt+T	ReplaceWordCurrent
Ctrl+F	SearchDialog
Ctrl+F5	SearchCaseToggle
Ctrl+F6	SearchRegexpToggle
F5	SearchForward
F6	ReplaceForward
Shift+Alt+S	SearchDialog
Shift+F5	SearchNext
Shift+F6	ReplaceNext

Scroll Functions

Ctrl+B	ScrollLinePageEnd
Ctrl+D	ScrollLineDown
Ctrl+S	ScrollLineUp
Ctrl+T	ScrollLinePageStart

Build Functions

Alt+F10	CompilerCompile
Ctrl+L	CompilerOutputPrevious
Ctrl+N	CompilerOutputNext
Ctrl+P	CompilerOutputView

Tool Functions

Alt+Z	ToolsShell
Ctrl+O	StandardOutputView
F10	ToolsCommand
Shift+Ctrl+F1	ToolsExecute1
Shift+Ctrl+F10	ToolsExecute10
Shift+Ctrl+F11	ToolsExecute11
Shift+Ctrl+F12	ToolsExecute12
Shift+Ctrl+F2	ToolsExecute2
Shift+Ctrl+F3	ToolsExecute3
Shift+Ctrl+F4	ToolsExecute4
Shift+Ctrl+F5	ToolsExecute5
Shift+Ctrl+F6	ToolsExecute6
Shift+Ctrl+F7	ToolsExecute7
Shift+Ctrl+F8	ToolsExecute8
Shift+Ctrl+F9	ToolsExecute9

Macro Functions

Alt+F7	MacroLoad
Alt+F8	MacroSave
Ctrl+R	MacroRepeat
F7	MacroRecordToggle
F8	MacroPlay
F9	MacroLoad
Shift+Alt+F1	MacroExecute1
Shift+Alt+F10	MacroExecute10
Shift+Alt+F11	MacroExecute11
Shift+Alt+F12	MacroExecute12
Shift+Alt+F2	MacroExecute2
Shift+Alt+F3	MacroExecute3
Shift+Alt+F4	MacroExecute4

Shift+Alt+F5	MacroExecute5
Shift+Alt+F6	MacroExecute6
Shift+Alt+F7	MacroExecute7
Shift+Alt+F8	MacroExecute8
Shift+Alt+F9	MacroExecute9

Special Functions

Ctrl+,	FunctionFindPrevious
Ctrl+.	FunctionFindNext
Ctrl+G	FunctionFindAll
Ctrl+LineDown	FunctionFindNext
Ctrl+LineUp	FunctionFindPrevious
Ctrl+[	BraceMatch
Ctrl+]	BraceMatch
Shift+Ctrl+LineDown	FunctionFindNext
Shift+Ctrl+LineUp	FunctionFindPrevious

Help Functions

Alt+F1	HelpQuickSearch
Alt+Q	HelpQuickHelp
Ctrl+F1	HelpQuickHelp
F1	HelpIndex

Epsilon Keyboard

The Epsilon keyboard mapping provides Zeus with a Epsilon keyboard look and feel. To find out more information about the keystrokes supported and there functionality refer to the information below.

Keyboard Mapping

Keyboard Function Groups

Epsilon Keyboard Mapping

Below is list of keyboard commands provided by the Epsilon keyboard mapping. Note that some Epsilon commands that are not supported, may be supported in future versions, while others commands are just not applicable, as they have little or no meaning in a Windows MDI environment. For a list of the more commonly used keystrokes ordered by group refer to the keyboard function groups section.

Alt+/	HelpIndex
Alt+[	MoveLineRight
Alt+]	MoveLineLeft
Alt+0	BraceMatch
Alt+B	MoveWordPrevious
Alt+Backspace	WordDeletePrevious
Alt+Ctrl+S	SearchNext
Alt+E	FileOpen
Alt+End	WindowNext
Alt+F	MoveWordNext
Alt+F1	HelpQuickSearch
Alt+Home	WindowPrevious
Alt+Left	MoveLineHome
Alt+M	MarkBlockToggle
Alt+N	WindowNext
Alt+O	FileSaveAs
Alt+P	WindowPrevious
Alt+Q	HelpQuickHelp
Alt+Right	MoveLineEnd
Alt+S	MovePageCenter
Alt+T	ReplaceWordCurrent
Alt+V	MovePageUp
Alt+Z	MoveLineDown
Backspace	Backspace
Clear	MovePageCenter
Ctrl+A	MoveLineHome
Ctrl+B	MoveLineLeft
Ctrl+Backspace	WordDeletePrevious
Ctrl+C	MarkCopyEx
Ctrl+D	CharDelete
Ctrl+Delete	MarkDeleteEx
Ctrl+E	MoveLineEnd
Ctrl+End	MoveDocumentEnd
Ctrl+F	MoveLineRight
Ctrl+F1	HelpQuickHelp
Ctrl+F10	Redo
Ctrl+F4	MacroPlay
Ctrl+F7	FileSaveAs
Ctrl+F9	Undo
Ctrl+H	Backspace
Ctrl+Home	MoveDocumentStart
Ctrl+Insert	MarkCopyEx
Ctrl+K	LineDelete
Ctrl+L	MovePageCenter
Ctrl+Left	MoveWordPrevious
Ctrl+M	Enter
Ctrl+N	MoveLineDown

Ctrl+O	EnterOpen
Ctrl+P	MoveLineUp
Ctrl+PageDown	MoveDocumentEnd
Ctrl+PageUp	MoveDocumentStart
Ctrl+Return	EnterNext
Ctrl+Right	MoveWordNext
Ctrl+S	SearchNext
Ctrl+U	Redo
Ctrl+V	MovePageDown
Ctrl+W	MarkDelete
Ctrl+X	Redo
Ctrl+X+B	FileListDisplay
Ctrl+X+Ctrl+C	FileExit
Ctrl+X+Ctrl+F	FileOpen
Ctrl+X+Ctrl+I	Tab
Ctrl+X+Ctrl+R	Redo
Ctrl+X+Ctrl+Tab	Tab
Ctrl+X+Ctrl+U	Undo
Ctrl+X+Ctrl+W	FileSave
Ctrl+X+E	MacroPlay
Ctrl+X+G	LineGoto
Ctrl+X+K	FileClose
Ctrl+X+M	CompilerCompile
Ctrl+X+N	WindowNext
Ctrl+X+P	WindowPrevious
Ctrl+X+R	Redo
Ctrl+X+S	FileSaveAll
Ctrl+X+Tab	Tab
Ctrl+X+U	Undo
Ctrl+Z	MoveLineDown
Delete	MarkDeleteEx
Escape	MarkHide
F1	HelpIndex
F10	Redo
F9	Undo
Insert	InsertModeToggle
Left	MoveLineLeft
LineDown	MoveLineDown
LineUp	MoveLineUp
PageDown	MovePageDown
PageUp	MovePageUp
Return	Enter
Right	MoveLineRight
Shift+Ctrl+-	HelpIndex
Shift+Ctrl+Left	MoveWordPrevious
Shift+Ctrl+Right	MoveWordNext
Shift+Delete	MarkCutEx
Shift+End	MoveLineEnd
Shift+F1	ToolsExecute1
Shift+F10	ToolsExecute9
Shift+F11	ToolsExecute10
Shift+F12	ToolsExecute11
Shift+F13	ToolsExecute12
Shift+F14	ToolsExecute13
Shift+F15	ToolsExecute14

Shift+F16	ToolsExecute15
Shift+F2	ToolsExecute3
Shift+F3	ToolsExecute4
Shift+F4	ToolsExecute6
Shift+F5	SearchNext
Shift+F8	ToolsExecute7
Shift+F9	ToolsExecute8
Shift+Home	MoveLineHome
Shift+Insert	MarkPasteEx
Shift+Left	MoveLineLeft
Shift+LineDown	MoveLineDown
Shift+LineUp	MoveLineUp
Shift+PageDown	MovePageDown
Shift+PageUp	MovePageUp
Shift+Return	EnterOpen
Shift+Right	MoveLineRight
Shift+Tab	TabBack
Tab	Tab

Epsilon Keyboard Function Groups

Below is a list of some of the more common Epsilon commands, group by functionality. For a complete list of the Epsilon keyboard commands ordered alphabetically refer to the keyboard mapping section.

General Functions

Ctrl+X+Ctrl+C	FileExit
Insert	InsertModeToggle

File Functions

Alt+E	FileOpen
Alt+O	FileSaveAs
Ctrl+F7	FileSaveAs
Ctrl+X+B	FileListDisplay
Ctrl+X+Ctrl+F	FileOpen
Ctrl+X+Ctrl+W	FileSave
Ctrl+X+K	FileClose
Ctrl+X+S	FileSaveAll

Navigation Functions

Alt+B	MoveWordPrevious
Alt+End	WindowNext
Alt+F	MoveWordNext
Alt+Home	WindowPrevious
Alt+Left	MoveLineHome
Alt+N	WindowNext
Alt+P	WindowPrevious
Alt+Right	MoveLineEnd
Alt+S	MovePageCenter
Alt+V	MovePageUp
Alt+Z	MoveLineDown
Alt+[	MoveLineRight
Alt+]	MoveLineLeft
Clear	MovePageCenter
Ctrl+A	MoveLineHome
Ctrl+B	MoveLineLeft
Ctrl+E	MoveLineEnd
Ctrl+End	MoveDocumentEnd
Ctrl+F	MoveLineRight
Ctrl+Home	MoveDocumentStart
Ctrl+L	MovePageCenter
Ctrl+Left	MoveWordPrevious
Ctrl+N	MoveLineDown
Ctrl+P	MoveLineUp
Ctrl+PageDown	MoveDocumentEnd
Ctrl+PageUp	MoveDocumentStart
Ctrl+Right	MoveWordNext
Ctrl+V	MovePageDown
Ctrl+X+G	LineGoto
Ctrl+X+N	WindowNext
Ctrl+X+P	WindowPrevious
Ctrl+Z	MoveLineDown
Left	MoveLineLeft
LineDown	MoveLineDown
LineUp	MoveLineUp

PageDown	MovePageDown
PageUp	MovePageUp
Right	MoveLineRight
Shift+Ctrl+Left	MoveWordPrevious
Shift+Ctrl+Right	MoveWordNext
Shift+End	MoveLineEnd
Shift+Home	MoveLineHome
Shift+Left	MoveLineLeft
Shift+LineDown	MoveLineDown
Shift+LineUp	MoveLineUp
Shift+PageDown	MovePageDown
Shift+PageUp	MovePageUp
Shift+Right	MoveLineRight

Undo/Redo Functions

Ctrl+F10	Redo
Ctrl+F9	Undo
Ctrl+U	Redo
Ctrl+X	Redo
Ctrl+X+Ctrl+R	Redo
Ctrl+X+Ctrl+U	Undo
Ctrl+X+R	Redo
Ctrl+X+U	Undo
F10	Redo
F9	Undo

Mark Functions

Alt+M	MarkBlockToggle
Ctrl+C	MarkCopyEx
Ctrl+Delete	MarkDeleteEx
Ctrl+Insert	MarkCopyEx
Ctrl+W	MarkDelete
Delete	MarkDeleteEx
Escape	MarkHide
Shift+Delete	MarkCutEx
Shift+Insert	MarkPasteEx

Line Functions

Alt+Backspace	WordDeletePrevious
Backspace	Backspace
Ctrl+Backspace	WordDeletePrevious
Ctrl+D	CharDelete
Ctrl+H	Backspace
Ctrl+K	LineDelete
Ctrl+M	Enter
Ctrl+O	EnterOpen
Ctrl+Return	EnterNext
Ctrl+X+Ctrl+I	Tab
Ctrl+X+Ctrl+Tab	Tab
Ctrl+X+Tab	Tab
Return	Enter
Shift+Return	EnterOpen
Shift+Tab	TabBack
Tab	Tab

Search Functions

Alt+Ctrl+S	SearchNext

Alt+T	ReplaceWordCurrent
Ctrl+S	SearchNext
Shift+F5	SearchNext

Build Functions

Ctrl+X+M	CompilerCompile

Tool Functions

Shift+F1	ToolsExecute1
Shift+F10	ToolsExecute9
Shift+F11	ToolsExecute10
Shift+F12	ToolsExecute11
Shift+F13	ToolsExecute12
Shift+F14	ToolsExecute13
Shift+F15	ToolsExecute14
Shift+F16	ToolsExecute15
Shift+F2	ToolsExecute3
Shift+F3	ToolsExecute4
Shift+F4	ToolsExecute6
Shift+F8	ToolsExecute7
Shift+F9	ToolsExecute8

Macro Functions

Ctrl+F4	MacroPlay
Ctrl+X+E	MacroPlay

SpecialFunctions

Alt+0	BraceMatch

Help Functions

Alt+/	HelpIndex
Alt+F1	HelpQuickSearch
Alt+Q	HelpQuickHelp
Ctrl+F1	HelpQuickHelp
F1	HelpIndex
Shift+Ctrl+-	HelpIndex

WordStar Keyboard

The WordStar keyboard mapping provides Zeus with a WordStar keyboard look and feel. To find out more information about the keystrokes supported and there functionality refer to the information below.

Keyboard Mapping

Keyboard Function Groups

WordStar Keyboard Mapping

Below is list of keyboard commands provided by the WordStar keyboard mapping. Note that some WordStar commands that are not supported, may be supported in future versions, while others commands are just not applicable, as they have little or no meaning in a Windows MDI environment. For a list of the more commonly used keystrokes ordered by group refer to the keyboard function groups section.

Alt+Backspace	Undo
Alt+F3	FileClose
Alt+F9	CompilerCompile
Alt+Q	HelpQuickHelp
Backspace	Backspace
Clear	MovePageCenter
Ctrl+A	MoveWordPrevious
Ctrl+Backspace	WordDeletePrevious
Ctrl+C	MovePageDown
Ctrl+Delete	MarkDeleteEx
Ctrl+E	MoveLineUp
Ctrl+End	MoveLineEnd
Ctrl+F	MoveWordNext
Ctrl+F1	HelpQuickHelp
Ctrl+F1	HelpQuickSearch
Ctrl+G	CharDelete
Ctrl+H	Backspace
Ctrl+I	Tab
Ctrl+Insert	MarkCopyEx
Ctrl+K+0	BookMarkDrop0
Ctrl+K+1	BookMarkDrop1
Ctrl+K+2	BookMarkDrop2
Ctrl+K+3	BookMarkDrop3
Ctrl+K+4	BookMarkDrop4
Ctrl+K+5	BookMarkDrop5
Ctrl+K+6	BookMarkDrop6
Ctrl+K+7	BookMarkDrop7
Ctrl+K+8	BookMarkDrop8
Ctrl+K+9	BookMarkDrop9
Ctrl+K+Ctrl+0	BookMarkDrop0
Ctrl+K+Ctrl+1	BookMarkDrop1
Ctrl+K+Ctrl+C	MarkCopy
Ctrl+K+Ctrl+H	MarkHide
Ctrl+K+Ctrl+I	Tab
Ctrl+K+Ctrl+L	MarkLineToggle
Ctrl+K+Ctrl+S	FileSave
Ctrl+K+Ctrl+T	MarkWordCurrent
Ctrl+K+Ctrl+U	TabBack
Ctrl+K+Ctrl+Y	MarkDelete
Ctrl+K+Shift+0	BookMarkDrop0
Ctrl+K+Shift+2	BookMarkDrop2
Ctrl+K+Shift+3	BookMarkDrop3
Ctrl+K+Shift+4	BookMarkDrop4
Ctrl+K+Shift+5	BookMarkDrop5
Ctrl+K+Shift+6	BookMarkDrop6
Ctrl+K+Shift+7	BookMarkDrop7
Ctrl+K+Shift+8	BookMarkDrop8

Ctrl+K+Shift+9	BookMarkDrop9
Ctrl+L	SearchNext
Ctrl+Left	MoveWordPrevious
Ctrl+N	EnterOpen
Ctrl+O+Ctrl+A	ReplaceWordCurrent
Ctrl+O+Ctrl+C	MarkColumnToggle
Ctrl+O+Ctrl+F	SearchWordCurrent
Ctrl+O+Ctrl+G	LineGoto
Ctrl+O+Ctrl+I	MarkBlockToggle
Ctrl+O+Ctrl+L	MarkLineToggle
Ctrl+PageDown	MoveDocumentEnd
Ctrl+PageUp	MoveDocumentStart
Ctrl+Q+0	BookMarkGoto0
Ctrl+Q+1	BookMarkGoto1
Ctrl+Q+2	BookMarkGoto2
Ctrl+Q+3	BookMarkGoto3
Ctrl+Q+4	BookMarkGoto4
Ctrl+Q+5	BookMarkGoto5
Ctrl+Q+6	BookMarkGoto6
Ctrl+Q+7	BookMarkGoto7
Ctrl+Q+8	BookMarkGoto8
Ctrl+Q+9	BookMarkGoto9
Ctrl+Q+Ctrl+0	BookMarkGoto0
Ctrl+Q+Ctrl+1	BookMarkGoto1
Ctrl+Q+Ctrl+2	BookMarkGoto2
Ctrl+Q+Ctrl+3	BookMarkGoto3
Ctrl+Q+Ctrl+4	BookMarkGoto4
Ctrl+Q+Ctrl+5	BookMarkGoto5
Ctrl+Q+Ctrl+6	BookMarkGoto6
Ctrl+Q+Ctrl+7	BookMarkGoto7
Ctrl+Q+Ctrl+8	BookMarkGoto8
Ctrl+Q+Ctrl+9	BookMarkGoto9
Ctrl+Q+Ctrl+A	ReplaceWordCurrent
Ctrl+Q+Ctrl+C	MoveDocumentEnd
Ctrl+Q+Ctrl+D	MoveLineEnd
Ctrl+Q+Ctrl+F	SearchWordCurrent
Ctrl+Q+Ctrl+R	MoveDocumentStart
Ctrl+Q+Ctrl+S	MoveLineHome
Ctrl+Q+Ctrl+T	ScrollLinePageStart
Ctrl+Q+Ctrl+U	ScrollLinePageEnd
Ctrl+Q+Ctrl+Y	LineDeleteEnd
Ctrl+R	MovePageUp
Ctrl+Right	MoveWordNext
Ctrl+V	InsertModeToggle
Ctrl+W	MoveLineUp
Ctrl+X	MoveLineDown
Ctrl+Y	LineDelete
Ctrl+Z	MoveLineDown
Delete	CharDelete
End	MoveLineEnd
Escape	MarkHide
F1	HelpIndex
F2	FileSave
F3	FileOpen
F6	WindowNext

Home	MoveLineHome
Left	MoveLineLeft
LineDown	MoveLineDown
LineUp	MoveLineUp
PageDown	MovePageDown
PageUp	MovePageUp
Right	MoveLineRight
Shift+Alt+Backspace	Redo
Shift+Backspace	Backspace
Shift+Ctrl+A	MoveWordPrevious
Shift+Ctrl+F	MoveWordNext
Shift+Ctrl+Left	MoveWordPrevious
Shift+Ctrl+P	MacroPlay
Shift+Ctrl+Right	MoveWordNext
Shift+Delete	MarkCutEx
Shift+End	MoveLineEnd
Shift+Home	MoveLineHome
Shift+Insert	MarkPasteEx
Shift+Left	MoveLineLeft
Shift+LineDown	MoveLineDown
Shift+LineUp	MoveLineUp
Shift+PageDown	MovePageDown
Shift+PageUp	MovePageUp
Shift+Right	MoveLineRight
Shift+Tab	TabBack
Tab	Tab

WordStar Keyboard Function Groups

Below is a list of some of the more common WordStar commands, group by functionality. For a complete list of the WordStar keyboard commands ordered alphabetically refer to the keyboard mapping section.

General Functions

Ctrl+V	InsertModeToggle

File Functions

Alt+F3	FileClose
Ctrl+K+Ctrl+S	FileSave
F2	FileSave
F3	FileOpen

Naviagtion Functions

Clear	MovePageCenter
Ctrl+A	MoveWordPrevious
Ctrl+C	MovePageDown
Ctrl+E	MoveLineUp
Ctrl+End	MoveLineEnd
Ctrl+F	MoveWordNext
Ctrl+K+0	BookMarkDrop0
Ctrl+K+1	BookMarkDrop1
Ctrl+K+2	BookMarkDrop2
Ctrl+K+3	BookMarkDrop3
Ctrl+K+4	BookMarkDrop4
Ctrl+K+5	BookMarkDrop5
Ctrl+K+6	BookMarkDrop6
Ctrl+K+7	BookMarkDrop7
Ctrl+K+8	BookMarkDrop8
Ctrl+K+9	BookMarkDrop9
Ctrl+K+Ctrl+0	BookMarkDrop0
Ctrl+K+Ctrl+1	BookMarkDrop1
Ctrl+K+Shift+0	BookMarkDrop0
Ctrl+K+Shift+2	BookMarkDrop2
Ctrl+K+Shift+3	BookMarkDrop3
Ctrl+K+Shift+4	BookMarkDrop4
Ctrl+K+Shift+5	BookMarkDrop5
Ctrl+K+Shift+6	BookMarkDrop6
Ctrl+K+Shift+7	BookMarkDrop7
Ctrl+K+Shift+8	BookMarkDrop8
Ctrl+K+Shift+9	BookMarkDrop9
Ctrl+Left	MoveWordPrevious
Ctrl+O+Ctrl+G	LineGoto
Ctrl+PageDown	MoveDocumentEnd
Ctrl+PageUp	MoveDocumentStart
Ctrl+Q+0	BookMarkGoto0
Ctrl+Q+1	BookMarkGoto1
Ctrl+Q+2	BookMarkGoto2
Ctrl+Q+3	BookMarkGoto3
Ctrl+Q+4	BookMarkGoto4
Ctrl+Q+5	BookMarkGoto5
Ctrl+Q+6	BookMarkGoto6
Ctrl+Q+7	BookMarkGoto7
Ctrl+Q+8	BookMarkGoto8

Ctrl+Q+9	BookMarkGoto9
Ctrl+Q+Ctrl+0	BookMarkGoto0
Ctrl+Q+Ctrl+1	BookMarkGoto1
Ctrl+Q+Ctrl+2	BookMarkGoto2
Ctrl+Q+Ctrl+3	BookMarkGoto3
Ctrl+Q+Ctrl+4	BookMarkGoto4
Ctrl+Q+Ctrl+5	BookMarkGoto5
Ctrl+Q+Ctrl+6	BookMarkGoto6
Ctrl+Q+Ctrl+7	BookMarkGoto7
Ctrl+Q+Ctrl+8	BookMarkGoto8
Ctrl+Q+Ctrl+9	BookMarkGoto9
Ctrl+Q+Ctrl+C	MoveDocumentEnd
Ctrl+Q+Ctrl+D	MoveLineEnd
Ctrl+Q+Ctrl+R	MoveDocumentStart
Ctrl+Q+Ctrl+S	MoveLineHome
Ctrl+R	MovePageUp
Ctrl+Right	MoveWordNext
Ctrl+W	MoveLineUp
Ctrl+X	MoveLineDown
Ctrl+Z	MoveLineDown
End	MoveLineEnd
F6	WindowNext
Home	MoveLineHome
Left	MoveLineLeft
LineDown	MoveLineDown
LineUp	MoveLineUp
PageDown	MovePageDown
PageUp	MovePageUp
Right	MoveLineRight
Shift+Ctrl+A	MoveWordPrevious
Shift+Ctrl+F	MoveWordNext
Shift+Ctrl+Left	MoveWordPrevious
Shift+Ctrl+Right	MoveWordNext
Shift+End	MoveLineEnd
Shift+Home	MoveLineHome
Shift+Left	MoveLineLeft
Shift+LineDown	MoveLineDown
Shift+LineUp	MoveLineUp
Shift+PageDown	MovePageDown
Shift+PageUp	MovePageUp
Shift+Right	MoveLineRight

Undo Functions

Alt+Backspace	Undo
Shift+Alt+Backspace	Redo

Mark Functions

Ctrl+Delete	MarkDeleteEx
Ctrl+Insert	MarkCopyEx
Ctrl+K+Ctrl+C	MarkCopy
Ctrl+K+Ctrl+H	MarkHide
Ctrl+K+Ctrl+L	MarkLineToggle
Ctrl+K+Ctrl+T	MarkWordCurrent
Ctrl+K+Ctrl+Y	MarkDelete
Ctrl+O+Ctrl+C	MarkColumnToggle
Ctrl+O+Ctrl+I	MarkBlockToggle

Ctrl+O+Ctrl+L	MarkLineToggle
Escape	MarkHide
Shift+Delete	MarkCutEx
Shift+Insert	MarkPasteEx

Line Functions

Backspace	Backspace
Ctrl+Backspace	WordDeletePrevious
Ctrl+G	CharDelete
Ctrl+H	Backspace
Ctrl+I	Tab
Ctrl+K+Ctrl+I	Tab
Ctrl+K+Ctrl+U	TabBack
Ctrl+N	EnterOpen
Ctrl+Q+Ctrl+Y	LineDeleteEnd
Ctrl+Y	LineDelete
Delete	CharDelete
Shift+Backspace	Backspace
Shift+Tab	TabBack
Tab	Tab

Search Functions

Ctrl+L	SearchNext
Ctrl+O+Ctrl+A	ReplaceWordCurrent
Ctrl+O+Ctrl+F	SearchWordCurrent
Ctrl+Q+Ctrl+A	ReplaceWordCurrent
Ctrl+Q+Ctrl+F	SearchWordCurrent
Ctrl+Q+Ctrl+T	ScrollLinePageStart
Ctrl+Q+Ctrl+U	ScrollLinePageEnd

Build Functions

Alt+F9	CompilerCompile

Macro Functions

Shift+Ctrl+P	MacroPlay

Help Functions

Alt+Q	HelpQuickHelp
Ctrl+F1	HelpQuickHelp
Ctrl+F1	HelpQuickSearch
F1	HelpIndex

Keyboard Options Dialog

This dialog is used configure the way Zeus handles the user keyboard input. To use this dialog either, create a new keyboard map or edit one of the existing keyboard maps. Alternatively you can apply one of the pre-defined keyboard definitions as the currently active keyboard map. For more information on each of the different sections of this dialog click on one of the items listed below:

- New
- Edit
- Delete
- Import
- Export
- Apply
- Cancel
- Help

Also refer to the New Keyboard Dialog and Edit Keyboard Dialog sections.

New

Create a new keyboard map with the name as specified in the new keymap edit field.

Edit

Edit the keyboard map that is currently selected in the Defined Keymaps list.

Delete

Delete the keyboard map that is currently selected in the Defined Keymaps list.

Import

Import a keyboard map form a keyboard definition file. This feature is offered as a method of restoring a keyboard definition that has been backed up.

Export

Export the keyboard map that is currently selected in the Defined Keymaps list to keyboard definition file. This feature is offered as a method of backing up the keyboard definitions, as the file produced guaranteed to be portable.

Apply

Make the keyboard map that is currently selected in the Defined Keymaps list the currently active keyboard mapping.

Functions Available

This list all the functions that are available for binding to the specific key.

New Keymap Dialog

This dialog is used create a new keyboard mapping. To create the keyboard map set the focus to the Prefix Key edit field using the mouse or by tabbing to the entry field and type in the key combination required. The dialog will indicate if the key is already bound or is not bound by showing a highlighted function in the list of functions available. At this point you may the either add, remove or modify the binding for the key specified by. To change the key binding just select a function from the list of functions available . Note that the TAB and Shift-TAB keys are reserved for use by Windows so to bind these keys you will need to manually select the VK_TAB from the keycode list. Also remember that Zeus binds keys as a single unit. This means that the Alt + W key binding is not the same as the Alt key followed by the W key.

For more information on each of the different sections of this dialog click on one of the items listed below:

Allow CUA Marking

Prefix Key

Key Code

Extended Code

Functions Available

Update

Remove

Cancel

Help

Edit Keymap Dialog

This dialog is used edit an existing keyboard mapping. To edit the keyboard map set the focus to the Prefix Key edit field using the mouse or by tabbing to the entry field and type in the key combination required. The dialog will indicate if the key is already bound or is not bound by showing a highlighted function in the list of functions available. At this point you may the either add, remove or modify the binding for the key specified by. To change the key binding just select a function from the list of functions available . Note that the TAB and Shift-TAB keys are reserved for use by Windows so to bind these keys you will need to manually select the VK_TAB from the keycode list. Also remember that Zeus binds keys as a single unit. This means that the Alt + W key binding is not the same as the Alt key followed by the W key.

For more information on each of the different sections of this dialog click on one of the items listed below:

Allow CUA Marking

Prefix Key

Key Code

Extended Code

Functions Available

Update

Remove

Cancel

Help

Allow CUA Marking

Enable the CUA marking for this keyboard mapping. This only enables or disables the CUA marking. Extra CUA work will need to be taken when defining the actual keystrokes, by ensuring that the Shift key is specified, for all keystrokes that move the cursor and are required as part of the CUA marking process.

Prefix Key

Set the prefix key to be used. This allows prefix key combinations to be defined. For example to define a binding for Ctrl-X Ctrl-A, first define the prefix to be Ctrl-X and then binding a function to the Ctrl-A keystroke.

Key Code

This is the virtual keycode of the key pressed.

Extended Code

This is the extended key information of the key pressed. This information define if the Alt, Shift or Ctrl keys are required to fully define the required keystroke. Note that in the case of CUA keys, the Shift key should always be defined, else the CUA marking will not update the screen. Also remember that Zeus binds keys as a single unit. This means that the Alt + W key binding is not the same as the Alt key followed by the W key.

Update

Update the changes made to the keyboard mapping.

Remove

Remove the binding for the function selected in the Functions Available list.

Standard 101 Keyboard

Zeus performs the all its keyboard handling by processing the scan codes generated by a keyboard. Windows helps in this regard as most of the keys on a standard 101 keyboard are mapped to virtual windows key codes that are common across all language versions of Windows. The exception to this rule is a hand full of special keys that are language specific. These keys change meaning depending on the particular country code page currently loaded (configured by the control panel international settings). As such, these keys cannot be easily identified using an ASCII character pneumonic. Zeus identifies these characters using their scan codes, an as such identifies these keys independently of country code. To solve this problem Zeus adds to the Windows list of virtual keys by defining additional virtual key code. The list of keys that Zeus identifies in such a way is listed below.

Pneumonic	Scan Code	ASCII	HEX CODE
VK_0xC0	0x0C0	'~'	C0
VK_0xBD	0x0BD	'-'	BD
VK_0xBB	0x0BB	'='	BB
VK_0xDC	0x0DC	'\'	DC
VK_0xDB	0x0DB	'['	DB
VK_0xDD	0x0DD	']'	DD
VK_0xBA	0x0BA	';'	BA
VK_0xDE	0x0DE	'''	DE
VK_0xBC	0x0BC	','	BC
VK_0xBE	0x0BE	'.'	BE
VK_0xBF	0x0BF	'/'	BF

The ASCII values and hex codes listed represent the key to which these scan codes are attached when using a machine that has a US keyboard driver installed. For machines with other keyboards (and country codes) these ASCII values may or may not be the same. What this all means is that because Zeus binds keys based on key location (scan code) not ASCII key values, in some case you may have to remap the keyboard to suit the country configuration of your machine. For example the VK_0xBD is mapped to the FileClose (in the brief keymap) and represents the ASCII Ctrl + '-' keystroke. On non US machines this may in fact be the ASCII Ctrl + '$' keystroke so some remapping will be required to return the key to the required Ctrl + '-' keystroke. This may also cause some problems for QWERTY keyboards as found on portable machines.

Printable Function List

Backspace

Moves the cursor back one position deleting the previous character

BackspaceEx

Moves the cursor back one position deleting the previous character and if you reach the start of the current line move the cursor to the end of the previous line

BookMarkDrop0

Save the current line number against bookmark number 0

BookMarkDrop1

Save the current line number against bookmark number 1

BookMarkDrop2

Save the current line number against bookmark number 2

BookMarkDrop3

Save the current line number against bookmark number 3

BookMarkDrop4

Save the current line number against bookmark number 4

BookMarkDrop5

Save the current line number against bookmark number 5

BookMarkDrop6

Save the current line number against bookmark number 6

BookMarkDrop7

Save the current line number against bookmark number 7

BookMarkDrop8

Save the current line number against bookmark number 8

BookMarkDrop9

Save the current line number against bookmark number 9

BookMarkGoto

Move the cursor to the line stored against the bookmark selected. A valid bookmark is any number between 0 and 9.

BookMarkGoto0

Move the cursor to the line stored against the bookmark number 0

BookMarkGoto1

Move the cursor to the line stored against the bookmark number 1

BookMarkGoto2

Move the cursor to the line stored against the bookmark number 2

BookMarkGoto3

Move the cursor to the line stored against the bookmark number 3

BookMarkGoto4

Move the cursor to the line stored against the bookmark number 4

BookMarkGoto5

Move the cursor to the line stored against the bookmark number 5

BookMarkGoto6

Move the cursor to the line stored against the bookmark number 6

BookMarkGoto7

Move the cursor to the line stored against the bookmark number 7

BookMarkGoto8

Move the cursor to the line stored against the bookmark number 8

BookMarkGoto9

Move the cursor to the line stored against the bookmark number 9

BraceMatch

Finds the matching brace for the brace character a the current cursor position. A valid brace character is one of the following characters:

"[]{}<>()"

BraceMatchForward

Finds the matching reverse brace for the forward brace character a the current cursor position. A valid forward brace character is one of the following characters:

"[{<("

BraceMatchReverse

Finds the matching forward brace for the reverse brace character a the current cursor position. A valid reverse brace character is one of the following characters:

"]}>)"

CharCopyFromLineAbove

Copies a character to the current line based on the corresponding character at the same cursor position in the line above.

CharCopyFromLineBelow

Copies a character to the current line based on the corresponding character at the same cursor position in the line below

CharDelete

Deletes the character at the current cursor position

CharQuote

Causes the next character to be enter to be treated literally even if it is a command keystroke

CharSwapNext

Swap the current character with the next character

CharSwapPrevious

Swap the current character with the previous character

ClipboardPaste

Paste the contents of the clipboard into the current cursor position

ClipboardPasteAndMark

Paste the contents of the clipboard into the current cursor position and mark the text that was just added

CompilerCompile

Compiles the currently active document

CompilerOutputCopy

Copy the contents of the Compiler Output Window to the clipboard

CompilerOutputNext

Moves the to the next compiler output or warning, be it in the compiled document or in the output window itself

CompilerOutputPrevious

Moves the to the previous compiler output or warning, be it in the compiled document or in the output window itself

CompilerOutputView

Display the Compiler Output Window

CompilerSetup

Display the compiler setup dialog

Enter

Causes a new line to be enter with the cursor moving to the new line

EnterLine

Causes a new line to be enter with the cursor moving to the new line but do not do any smart indenting or smart brace processing

EnterNext

Causes a new line to be enter without splitting the current line, with the cursor moving to the new line

EnterOpen

Causes a the current line to be split but the cursor position is maintained at its current location

FileBackupReset

Turns the automatic file backup option off

FileBackupSet

Turns the automatic file backup option on

FileBackupToggle

Toggles the automatic file backup option on and off

FileBackupWrite

Forces a backup write for the current active document

FileClose

Close the currently active document

FileExit

Close the application, checking that all documents have been saved

FileInsertAtCursor

Insert a file into the current active document at the current line number

FileListDisplay

Display a list of all the currently active document and output windows

FileName

Display the name of the currently active document

FileNew

Create a new untitled document, making it the currently active document

FileOpen

Open a file from disk, making it the currently active document

FileOpenInLine

Try to open the file as described by the text of the current line. This can be used to open include files

FilePrint

Print the current active document

FilePrintAll

Print all the currently open documents

FilePrintSetup

Display the Print Setup dialog, thus allowing the printer to be configured

FileReadOEMReset

Turns the File Read as OEM option off

FileReadOEMSet

Turns the File Read as OEM option on

FileReadOEMToggle

Toggles the File Read as OEM option on and off

FileReadOnlyModeReset

Reset the file open read only mode. The read only mode determines the mode all subsequent files are opened

FileReadOnlyModeSet

Set the file open read only mode. The read only mode determines the mode all subsequent files are opened

FileReadOnlyModeToggle

Toggles the file open in read only mode. The read only mode determines the mode all subsequent files are opened

FileReadOnlyReset

Reset the read only status of the current file. If the read only mode is set the file cannot be modified

FileReadOnlySet

Set the read only status of the current file. If the read only mode is set the file cannot be modified

FileReadOnlyToggle

Toggles the read only status of the current file. If the read only mode is set the file cannot be modified

FileReload1

Reload the most recently open document number 1

FileReload2

Reload the most recently open document number 2

FileReload3

Reload the most recently open document number 3

FileReload4

Reload the most recently open document number 4

FileReload5

Reload the most recently open document number 5

FileReload6

Reload the most recently open document number 6

FileReload7

Reload the most recently open document number 7

FileReload8

Reload the most recently open document number 8

FileReload9

Reload the most recently open document number 9

FileReloadCurrent

Reload the currently active document from disk

FileSave

Save the currently active document

FileSaveAll

Save all the currently active documents

FileSaveAllNamed

Save all the currently active documents that are named. This means untitled documents will not be saved

FileSaveAs

Save the currently active document under a different name

FileTouch

Force's the time stamp of the currently active file to be touched

FileWriteOEMReset

Turns the File Write as OEM option off

FileWriteOEMSet

Turns the File Write as OEM option on

FileWriteOEMToggle

Toggles the File Write as OEM option on and off

FunctionFindAll

Find all the function definitions for the currently active document

FunctionFindNext

Find the next function definition for the currently active document

FunctionFindPrevious

Find the previous function definition for the currently active document

HelpAbout

Display the help about dialog box

HelpIndex

Display the online help index information

HelpKeys

Display the online help on keys information

HelpQuickHelp

Perform a quick help search on the current word the currently selected text. This will perform a quick help keyword search of the online help files installed

HelpQuickSearch

Display the Quick Search dialog. This will allow you to perform a quick help keyword search of the online help files installed

HelpQuickSetup

Display the Quick Configuration dialog. This will allow you to install online help files that are to be searched by the quick help search engine

HelpRegister

Display the shareware registration information

HelpUsing

Display the help on using the online help facility

InsertModeReset

Turns the character insert mode off

InsertModeSet

Turns the character insert mode on

InsertModeToggle

Toggles the character insert mode on and off

InsertSpace

Insert a single space character but retain the cursor position

IsEndOfLine

Returns true if the cursor is at the end of the current line

IsOutsideLine

Returns true if the cursor is past the end of the current line

IsStartOfLine

Returns true if the cursor is at the start of the current line

IsWithinLine

Returns true if the cursor is within the current line

LineCaseLower

Convert the current line to lower case

LineCaseTranspose

Convert the current line upper case characters to lower case and vice versa

LineCaseUpper

Convert the current line to upper case

LineCopy

Copy the current line to the clipboard

LineCut

Cut the current line to the clipboard

LineCutEnd

Cut the text from the current cursor to the end of the line to the clipboard

LineCutEndEx

Cut the text from the current cursor to the end of the line to the clipboard or join the line with the line below if the cursor is currently at the end of the line

LineCutStart

Cut the text from the current cursor to the start of the line to the clipboard

LineDelete

Delete the current line. The line is not added to the clipboard

LineDeleteEnd

Delete all the characters in the current line starting form the current position up to the end of the line

LineDeleteEndEx

Clear the text from the current cursor position to the end of the line or join the line with the line below if the cursor is currently at the end of the line

LineDeleteStart

Delete all the characters in the current line between the current position and the start of the line

LineGoto

Display the line goto dialog box. From here you can enter the line number to which the cursor should be moved

LineTextReverse

Reverse the order of all the text contained in the current line

LineWrap

Force the current line to be check for possible line wrapping

LineWrapMarkedArea

Force the current marked area to be check for possible line wrapping

LineWrapReset

Turns the automatic line wrap feature off

LineWrapSet

Turns the automatic line wrap feature on

LineWrapToggle

Toggles the automatic line wrap feature on and off

MacroExecute1

Run the currently install macro number 1. If no macro has been install this command has no effect

MacroExecute2

Run the currently install macro number 2. If no macro has been install this command has no effect

MacroExecute3

Run the currently install macro number 3. If no macro has been install this command has no effect

MacroExecute4

Run the currently install macro number 4. If no macro has been install this command has no effect

MacroExecute5

Run the currently install macro number 5. If no macro has been install this command has no effect

MacroExecute6

Run the currently install macro number 6. If no macro has been install this command has no effect

MacroExecute7

Run the currently install macro number 7. If no macro has been install this command has no effect

MacroExecute8

Run the currently install macro number 8. If no macro has been install this command has no effect

MacroExecute9

Run the currently install macro number 9. If no macro has been install this command has no effect

MacroExecute10

Run the currently install macro number 10. If no macro has been install this command has no effect

MacroExecute11

Run the currently install macro number 11. If no macro has been install this command has no effect

MacroExecute12

Run the currently install macro number 12. If no macro has been install this command has no effect

MacroExecute13

Run the currently install macro number 13. If no macro has been install this command has no effect

MacroExecute14

Run the currently install macro number 14. If no macro has been install this command has no effect

MacroExecute15

Run the currently install macro number 15. If no macro has been install this command has no effect

MacroLoad

Load a macro from file, making it the current macro

MacroPlay

Play the current macro, be it recorded or loaded from disk

MacroRecordReset

Reset the macro recording state. When the macro recording state is set all keyboard keystrokes are recorded against the current macro

MacroRecordSet

Set the macro recording state. When the macro recording state is set all keyboard keystrokes are recorded against the current macro

MacroRecordToggle

Toggles the macro recording state. When the macro recording state is set all keyboard keystrokes are recorded against the current macro

MacroRepeat

Display the macro repeat dialog so that the current macro can be played a repeated number of times

MacroSave

Save the current macro to a macro file

MarkBlockReset

Turns the block marking mode off

MarkBlockSet

Turns the block marking mode on

MarkBlockSetEx

Turns the block marking mode on but remove any previous mark that may have been active

MarkBlockToggle

Toggles the block marking mode on and off

MarkCaseLower

Convert the marked text to lower case

MarkCaseTranspose

Convert the marked text lower case characters to upper case and vice versa

MarkCaseUpper

Convert the marked text to upper case

MarkColumnReset

Turns the column marking mode off

MarkColumnSet

Turns the column marking mode on

MarkColumnSetEx

Turns the column marking mode on but remove any previous mark that may have been active

MarkColumnToggle

Toggles the column marking mode on and off

MarkCopy

Copy the marked area to clipboard

MarkCopyEx

Copy the marked area or the current line to clipboard

MarkCopyToCursor

Copy the marked area to the current cursor location

MarkCopyToCursorEx

Copy the marked area to the current cursor location but retain the marked area after the copy is complete

MarkCursorEnd

Move the cursor to the end of the marked area

MarkCursorStart

Move the cursor to the start of the marked area

MarkCursorToggle

Toggles the cursor position between the beginning and end of the currently marked area

MarkCut

Cut the marked area to clipboard

MarkCutEx

Cut the marked area or the current line to clipboard

MarkDelete

Delete the marked area. The text deleted is not added to the clipboard

MarkDeleteEx

Delete the marked area or the current line. The text deleted is not added to the clipboard

MarkFillWithChar

Not yet implemented

MarkFillWithSpace

Fill the currently marked area with space characters. This function will add characters past the end of line if the line is so marked.

MarkFillWithSpaceEx

Fill the currently marked area with space characters. This function will not add characters past the end of line.

MarkHide

Remove the current marked area, leaving the marked text unchanged

MarkLineReset

Turns the line marking mode on

MarkLineSet

Turns the line marking mode off

MarkLineToggle

Toggles the line marking mode on and off

MarkMoveToCursor

Move the marked area to the current cursor location

MarkMoveToCursorEx

Move the marked area to the current cursor location but retain the marked area after the move is complete

MarkPaste

Paste the contents of the clipboard, replacing any text that has been marked

MarkPasteEx

Paste the contents of the clipboard, replacing any text that has been marked, or just insert the clipboard data if no area has been marked (Brief like paste operation)

MarkPrint

Print the currently marked area

MarkSelectAll

Mark the entire contents of the currently active document leaving the document in marking mode

MarkSelectAllEx

Mark the entire contents of the currently active document but turn of the marking once the document text has been selected

MarkShiftLeft

Shift the currently marked area one tab space the left

MarkShiftRight

Shift the currently marked area one tab space the right

MarkTextReverse

Not yet implemented

MarkWordCurrent

Mark the word under the current cursor location

MarkWordEnd

Mark from the current cursor location to the end of the current word

MarkWordStart

Mark from the start of the current word up to the current cursor location

MarkWriteToFile

Write the currently marked area to file

MoveDocumentCenter

Move the cursor to the center of the currently active document

MoveDocumentEnd

Move the cursor to the end of the currently active document

MoveDocumentEndEx

Move the cursor of the currently active document catering for the special Brief navigation sequence, end of line, end of page and end of document

MoveDocumentStart

Move the cursor to the start of the currently active document

MoveDocumentStartEx

Move the cursor of the currently active document catering for the special Brief navigation sequence, start of line, start of page and start of document

MoveLineCenter

Move the cursor to the center of the current line

MoveLineDown

Move the cursor down one line position

MoveLineDownAndFirst

Move the cursor down to the next line and position the cursor at the first non-white space character of that line

MoveLineDownAndLast

Move the cursor down to the next line and position the cursor at the first non-white space character of that line

MoveLineEnd

Move the cursor to the end of the line

MoveLineHome

Move the cursor to the start of the line

MoveLineLeft

Move the cursor one character position to the left

MoveLineLeftEx

Move the cursor one character position to the left but reposition the cursor to the end of the pervious line if you reach the start of the current line

MoveLineLeftEdge

Move the cursor to the character at the left edge of the screen

MoveLineRight

Move the cursor one character position to the right

MoveLineRightEx

Move the cursor one character position to the right but reposition the cursor to the start of the next line you reach the end of the current line

MoveLineRightEdge

Move the cursor to the character at the right edge of the screen

MoveLineUp

Move the cursor up one line position

MoveLineUpAndFirst

Move the cursor up to the previous line and position the cursor at the first non-white space

character of that line

MoveLineUpAndLast

Move the cursor up to the previous line and position the cursor at the last non-white space character of that line

MovePageCenter

Move the cursor to the Center of the current page

MovePageDown

Move the cursor down one page

MovePageEnd

Move the cursor to the end of the current page

MovePageLeft

Move the cursor to the left one page

MovePageRight

Move the cursor to the right one page

MovePageStart

Move the cursor to the start of the current page

MovePageUp

Move the cursor up one page

MoveWordCenter

Move the cursor to the center of the current word

MoveWordEnd

Move the cursor to the end of the current word

MoveWordNext

Move the cursor to the start of the next word

MoveWordNextEx

Move to the next word and continue onto the next line if you reach the end of the current line

MoveWordPrevious

Move the cursor to the start of the previous word

MoveWordPreviousEx

Move to the previous word and continue onto the previous line if you reach the beginning of the current line

MoveWordStart

Move the cursor to the start of the current word

NotSupported

Display a message saying 'This keystroke is not supported'

OptionsColors

Display the Color Options dialog

OptionsEditor

Display the Editor Options dialog

OptionsElectric

Display the Templates Options dialog

OptionsExtension

Display the Extensions Options dialog

OptionsFilters

Display the Filter Options dialog

OptionsFont

Display the Font dialog

OptionsKeyboard

Display the Keyboard Options dialog

OptionsMacros

Display the Macro Options dialog

OptionsSpelling

Display the Spelling Options dialog box

OptionsTools

Display the Tool Options dialog

ProjectClose

Close the currently open project

ProjectCurrent

Display the name of the currently open project

ProjectDisplay

Display the file that make up the currently open project

ProjectExecute

Not yet implemented

ProjectMake

Make the currently open project

ProjectMakeAll

Make all the components of the currently open project

ProjectOpen

Open a project file

ProjectOutputCopy

Copy the contents of the Project Output Window to the clipboard

ProjectOutputView

Display the Project Output Window

ProjectSetup

Display the Project Options dialog

Redo

Redo the last undo command

ReplaceDialog

Display the Replace dialog

ReplaceForward

Display the Replace dialog with the search direction set to forward

ReplaceNext

Replace the next instance the search text as defined by the last run replace command

ReplacePrevious

Replace the previous instance the search text as defined by the last run replace command

ReplaceReverse

Display the Replace dialog with the search direction set to reverse

ReplaceWordCurrent

Display the Replace dialog with the search text set to match the current word provide the cursor is over a valid word

ScreenUpdate

Force a screen update in case the screen needs repainting (does not update commenting)

ScrollLineDown

Scroll the currently active document down one line

ScrollLineLeft

Scroll the currently active document left one character position

ScrollLinePageCenter

Scroll the current line to the center of the page

ScrollLinePageEnd

Scroll the current line to the end of the page

ScrollLinePageStart

Scroll the current line to the start of the page

ScrollLineRight

Scroll the currently active document right one character position

ScrollLineUp

Scroll the currently active document up one line

SearchCaseReset

Turns the search case sensitivity off

SearchCaseSet

Turns the search case sensitivity on

SearchCaseToggle

Toggles the search case sensitivity on and off

SearchDialog

Display the search dialog

SearchDirectionReset

Turns the search direction to forward

SearchDirectionSet

Turns the search direction to reverse

SearchDirectionToggle

Toggles the search direction between forward and reverse

SearchForward

Display the search dialog with the search direction set to forward

SearchForwardCount

Not yet implemented.

SearchNext

Repeat the last search in the forward direction

SearchPrevious

Repeat the last search in the reverse direction

SearchRegexpReset

Turns the search with regular expression off

SearchRegexpSet

Turns the search with regular expression on

SearchRegexpToggle

Toggles the search with regular expression on and off

SearchReverse

Display the search dialog with the search direction set to reverse

SearchReverseCount

Not yet implemented.

SearchWordCurrent

Display the Search dialog with the search text set to match the current word provide the cursor is over a valid word

SearchWordReset

Turns the search whole word option on

SearchWordSet

Turns the search whole word option off

SearchWordToggle

Toggles the search whole word option on and off

SoundError

Produce the error sound

SoundNote

Produce the note sound

SoundOk

Produce the OK sound

SoundQuestion

Produce the question sound

SoundWarning

Produce the warning sound

SpaceDelete

Not yet implemented

SpaceDeleteEnd

Not yet implemented

SpaceDeleteStart

Not yet implemented

SpellingDocument

Check the currently active document for spelling errors

SpellingWordCurrent

Check the current word for spelling errors

StampDay

Insert the numerical day value into the currently active document

StampMonth

Insert the numerical month value into the currently active document

StampYear

Insert the numerical year value into the currently active document

StampDateTime

Insert the full date/time stamp value into the currently active document

StampTime

Insert the time stamp value into the currently active document

StampFileName

Insert the name of current file into the currently active document

StampFileSize

Insert the size of current file into the currently active document

StampFileDateTime

Insert the date/time stamp when file was last modified into the currently active document

StandardOutputCopy

Copy the contents of the Standard Output Window to the clipboard

StandardOutputView

Display the Standard Output Window

StatusBarViewReset

Reset the status bar display state. When the display state is set the status bar is visible

StatusBarViewSet

Set the status bar display state. When the display state is set the status bar is visible

StatusBarViewToggle

Toggles the status bar display state. When the display state is set the status bar is visible

Tab

If there is text that has been marked, move the marked text to the right by one tab character, else just insert a tab character

TabBack

If there is text that has been marked, move the marked text to the left by one tab character, else just move the cursor back one tab stop

TabBackChar

Move the cursor back one tab stop

TabChar

Insert a tab character

TabHard

Always insert a tab character irrespective of the current tabs as spaces editor option

TabSoft

Always insert a tab character as spaces irrespective of the current tabs as spaces editor option

ToolBarViewReset

Reset the tool bar display state. When the display state is set the tool bar is visible

ToolBarViewSet

Set the tool bar display state. When the display state is set the tool bar is visible

ToolBarViewToggle

Toggles the tool bar display state. When the display state is set the tool bar is visible

ToolsCommand

Display the DOS Command Line dialog

ToolsExecute1

Run the currently install tool number 1. If no tool has been install this command has no effect

ToolsExecute2

Run the currently install tool number 2. If no tool has been install this command has no effect

ToolsExecute3

Run the currently install tool number 3. If no tool has been install this command has no effect

ToolsExecute4

Run the currently install tool number 4. If no tool has been install this command has no effect

ToolsExecute5

Run the currently install tool number 5. If no tool has been install this command has no effect

ToolsExecute6

Run the currently install tool number 6. If no tool has been install this command has no effect

ToolsExecute7

Run the currently install tool number 7. If no tool has been install this command has no effect

ToolsExecute8

Run the currently install tool number 8. If no tool has been install this command has no effect

ToolsExecute9

Run the currently install tool number 9. If no tool has been install this command has no effect

ToolsExecute10

Run the currently install tool number 10. If no tool has been install this command has no effect

ToolsExecute11

Run the currently install tool number 11. If no tool has been install this command has no effect

ToolsExecute12

Run the currently install tool number 12. If no tool has been install this command has no effect

ToolsExecute13

Run the currently install tool number 13. If no tool has been install this command has no effect

ToolsExecute14

Run the currently install tool number 14. If no tool has been install this command has no effect

ToolsExecute15

Run the currently install tool number 15. If no tool has been install this command has no effect

ToolsShell

Spawn a DOS command line session

Undo

Undo the last made change

UndoFlush

Flush the undo buffer for the currently active document

Version

Display the current version of the software

WindowArrange

Arrange the currently active MDI windows

WindowCascade

Cascade the currently active MDI windows

WindowCloseAll

Close all the currently active MDI windows, making sure all changes have been saved

WindowMaximizeAll

Maximize all the currently open windows

WindowMinimizeAll

Minimize all the currently open windows

WindowNext

Move to the next active MDI window

WindowPrevious

Move to the previous active MDI window

WindowRestoreAll

Restore the size of all the currently open windows

WindowTile

Tile the currently active MDI windows

WindowTileHorizontal

Tile the currently active MDI windows with a horizontal aspect

WindowTileVertical

Tile the currently active MDI windows with a vertical aspect

WordCaseLower

Convert the current word to lower case

WordCaseTranspose

Convert the current word lower case characters to upper case and vice versa

WordCaseUpper

Convert the current word to upper case

WordCopy

Copy the current word to clipboard

WordCut

Cut the current word to clipboard

WordDelete

Delete the current word

WordDeleteEnd

Delete from the current position to the end of the current word

WordDeleteNext

Delete the next word

WordDeletePrevious

Delete the previous word

WordDeleteStart

Delete from the start of the word up to the current position

Functions Not Yet Done

Some of the Zeus functions can be bound but their functionality is not yet supplied. The list of the functions that have not yet been defined are shown below.

FilePrintAll
LineTextReverse
MarkMoveToCursor
MarkCopyToCursor
MarkTextReverse
ProjectExecute
ProjectMakeAll
ProjectDisplay
SearchForwardCount
SearchReverseCount
SpaceDelete
SpaceDeleteEnd
SpaceDeleteStart

Function List

Below is a list of the editing functions provided by Zeus and a description of what each function does. For a version of this list that can be sent to the printer see the printable function list provided. Please note that a very small number of these functions have been added for planned future enhancements, but as yet their functionality has not been implemented. To find out more about a particular function just click in the function name.

FileBackupWrite
FileClose
FileExit
FileInsertAtCursor
FileListDisplay
FileName
FileNew
FileOpen
FileOpenInLine
FilePrint
FilePrintAll
FilePrintSetup
FileReadOEMReset
FileReadOEMSet
FileReadOEMToggle
FileReadOnlyModeReset
FileReadOnlyModeSet
FileReadOnlyModeToggle
FileReadOnlyReset
FileReadOnlySet
FileReadOnlyToggle
FileReload1
FileReload2
FileReload3
FileReload4
FileReload5
FileReload6
FileReload7
FileReload8
FileReload9
FileReloadCurrent
FileSave
FileSaveAll
FileSaveAllNamed
FileSaveAs
FileTouch
FileWriteOEMReset
FileWriteOEMSet
FileWriteOEMToggle
FunctionFindAll
FunctionFindNext
FunctionFindPrevious
HelpAbout
HelpIndex
HelpKeys
HelpQuickHelp
HelpQuickSearch
HelpQuickSetup
HelpRegister
HelpUsing
InsertModeReset
InsertModeSet
InsertModeToggle
InsertSpace
IsEndOfLine

IsOutsideLine
IsStartOfLine
IsWithinLine
LineCaseLower
LineCaseTranspose
LineCaseUpper
LineCopy
LineCut
LineCutEnd
LineCutEndEx
LineCutStart
LineDelete
LineDeleteEndEx
LineDeleteEnd
LineDeleteStart
LineGoto
LineTextReverse
LineWrap
LineWrapMarkedArea
LineWrapReset
LineWrapSet
LineWrapToggle
MacroExecute1
MacroExecute2
MacroExecute3
MacroExecute4
MacroExecute5
MacroExecute6
MacroExecute7
MacroExecute8
MacroExecute9
MacroExecute10
MacroExecute11
MacroExecute12
MacroExecute13
MacroExecute14
MacroExecute15
MacroLoad
MacroPlay
MacroRecordReset
MacroRecordSet
MacroRecordToggle
MacroRepeat
MacroSave
MarkBlockReset
MarkBlockSet
MarkBlockSetEx
MarkBlockToggle
MarkCaseLower
MarkCaseTranspose
MarkCaseUpper
MarkColumnReset
MarkColumnSet
MarkColumnSetEx
MarkColumnToggle

MarkCopy
MarkCopyEx
MarkCopyToCursor
MarkCopyToCursorEx
MarkCursorEnd
MarkCursorStart
MarkCursorToggle
MarkCut
MarkCutEx
MarkDelete
MarkDeleteEx
MarkFillWithChar
MarkFillWithSpaceEx
MarkHide
MarkLineReset
MarkLineSet
MarkLineToggle
MarkMoveToCursor
MarkMoveToCursorEx
MarkPaste
MarkPasteEx
MarkPrint
MarkSelectAll
MarkSelectAllEx
MarkShiftLeft
MarkShiftRight
MarkTextReverse
MarkWordCurrent
MarkWordEnd
MarkWordStart
MarkWriteToFile
MoveDocumentCenter
MoveDocumentEnd
MoveDocumentEndEx
MoveDocumentStart
MoveDocumentStartEx
MoveLineCenter
MoveLineDown
MoveLineDownAndFirst
MoveLineDownAndLast
MoveLineEnd
MoveLineHome
MoveLineLeft
MoveLineLeftEx
MoveLineLeftEdge
MoveLineRight
MoveLineRightEx
MoveLineRightEdge
MoveLineUp
MoveLineUpAndFirst
MoveLineUpAndLast
MovePageCenter
MovePageDown
MovePageEnd
MovePageLeft

MovePageRight
MovePageStart
MovePageUp
MoveWordCenter
MoveWordEnd
MoveWordNext
MoveWordNextEx
MoveWordPrevious
MoveWordPreviousEx
MoveWordStart
NotSupported
OptionsColors
OptionsEditor
OptionsElectric
OptionsExtension
OptionsFilters
OptionsFont
OptionsKeyboard
OptionsMacros
OptionsSpelling
OptionsTools
ProjectClose
ProjectCurrent
ProjectDisplay
ProjectExecute
ProjectMake
ProjectMakeAll
ProjectOpen
ProjectOutputCopy
ProjectOutputView
ProjectSetup
Redo
ReplaceDialog
ReplaceForward
ReplaceNext
ReplacePrevious
ReplaceReverse
ReplaceWordCurrent
ScreenUpdate
ScrollLineDown
ScrollLineLeft
ScrollLinePageCenter
ScrollLinePageEnd
ScrollLinePageStart
ScrollLineRight
ScrollLineUp
SearchCaseReset
SearchCaseSet
SearchCaseToggle
SearchDialog
SearchDirectionReset
SearchDirectionSet
SearchDirectionToggle
SearchForward
SearchForwardCount

SearchNext
SearchPrevious
SearchRegexpReset
SearchRegexpSet
SearchRegexpToggle
SearchReverse
SearchReverseCount
SearchWordCurrent
SearchWordReset
SearchWordSet
SearchWordToggle
SoundError
SoundNote
SoundOk
SoundQuestion
SoundWarning
SpaceDelete
SpaceDeleteEnd
SpaceDeleteStart
SpellingDocument
SpellingWordCurrent
StampDateTime
StampDay
StampFileName
StampFileSize
StampFileDateTime
StampMonth
StampTime
StampYear
StandardOutputCopy
StandardOutputView
StatusBarViewReset
StatusBarViewSet
StatusBarViewToggle
Tab
TabBack
TabBackChar
TabChar
TabHard
TabSoft
ToolBarViewReset
ToolBarViewSet
ToolBarViewToggle
ToolsCommand
ToolsExecute1
ToolsExecute2
ToolsExecute3
ToolsExecute4
ToolsExecute5
ToolsExecute6
ToolsExecute7
ToolsExecute8
ToolsExecute9
ToolsExecute10
ToolsExecute11

ToolsExecute12
ToolsExecute13
ToolsExecute14
ToolsExecute15
ToolsShell
Undo
UndoFlush
Version
WindowArrange
WindowCascade
WindowCloseAll
WindowMaximizeAll
WindowMinimizeAll
WindowNext
WindowPrevious
WindowRestoreAll
WindowTile
WindowTileHorizontal
WindowTileVertical
WordCaseLower
WordCaseTranspose
WordCaseUpper
WordCopy
WordCut
WordDelete
WordDeleteEnd
WordDeleteNext
WordDeletePrevious
WordDeleteStart

Menu Commands

In addition to providing a comprehensive keyboard interface, Zeus also provides a menu interface which mirrors some of the more common keyboard functions, so you as the user can choose to use the menu or the keyboard interface. Below is a list of the groups of menu functionality provided by Zeus.

File Menu

The File menu provides commands for creating new files, managing existing files, printing files, and exiting the application. It also provides a mechanism for loading files by selecting them from the list of most recently used files via the file history list. Below is a list of the items that make up the File Menu.

Edit Menu

The Edit menu provides commands that help to modify, search, navigate and manipulate the text in the currently active document. Below is a list of the items that make up the File Menu.

View Menu

The View menu provides commands to change the visible state of the status bar and tool bar, to display the Project, Standard and Compiler output windows and to navigate the error message list. Below is a list of the items that make up the Options Menu.

Options Menu

The Option menu provides commands that allow you to configure every aspect of the Zeus editor. Using these commands it is possible to configure aspects including the visual aspects of the editor, special editor settings, compiler and project support, productivity aids, through to tool an macro configuration. Below is a list of the items that make up the Options Menu.

Macros Menu

The Macro menu provides commands for creating, playing, loading and saving of keyboard macro's. You can also add macros to this menu using the Macro Options dialog. Below is a list of the items that make up the Macros Menu.

ExecuteMacroScript

Load Command

Save Command

Record Command

Playback Command

Repeated Playback Command

Run Macro Command

Tools Menu

The Tool menu provides commands for running DOS commands, exiting out to a DOS shell or running previously configured third party tools, after first adding them to the menu using the Tool Options dialog. Below is a list of the items that make up the Tools Menu.

DOS Command Line Command

DOS Shell Command

Run Tool Command

Project Menu

The Project menu provides commands for selecting, building and managing the process of building a project, provided the system has been correctly configured using the Project Options dialog. Below is a list of the items that make up the Project Menu.

Open Command

Close Command

Make Command

Compiler Menu

The Compiler menu provides commands for compiling the currently active document, provided the system has been correctly configured using the Compiler Options dialog. Below is a list of the items that make up the Compiler Menu.

Compile Command

Spelling Menu

The Spelling menu provides commands for controlling the built-in spelling engine, provided the system has been correctly configured using the Spelling Options dialog. Below is a list of the items that make up the Spelling Menu.

Document Command

Current Word Command

Window Menu

The Window menu contains commands for displaying, managing and navigating through the list of currently active MDI windows. Below is a list of the items that make up the Window Menu.

- Cascade Command
- Tile Command
- Tile Vertical Command
- Tile Horizontal Command
- Arrange Icons Command
- Close All Command
- Next Window Command
- Previous Window Command

Help Menu

The Help menu provides access to online help via the Windows Help System. The help provided covers information on virtually all aspects of the application and its functionality. Also provided is a help search system that allows the user to quickly and easily access the information contained in any other third party Windows 3.x help file. Below is a list of the items that make up the Help Menu.

Popup Menu

The Popup menu provides quick access to a few of the common edit functions and is activated using the right mouse button. Below is a list of the items that make up the Popup Menu.

Upper Case Command

Lower Case Command

Toggle Case Command

Open Include Command

Upper Case Command (Popup menu)

The Upper Case command will convert the marked text to upper case. This command is only accessible if some text is marked.

Lower Case Command (Popup menu)

The Lower Case command will convert the marked text to lower case. This command is only accessible if some text is marked.

Toggle Case Command (Popup menu)

The Transpose Case convert the marked text lower case characters to upper case and vice versa. This command is only accessible if some text is marked.

Open Include Command (Popup menu)

The Open Include command will parse the current line for a valid file name. If a file name is found and attempt will be made to locate the file and load it for editing. This command is useful for opening compiler include files.

New Command (File menu)

The New command creates MDI document window with the name of 'untitled.txt' and make it the currently active document.

Open Command (File menu)

The Open command displays the Open File dialog box from which a document (or multiple documents) can be selected for editing. To select more than one document use the standard Windows CUA multi-select commands. If you configure the open dialog to be the Windows 95 Explorer type then the document multi-select feature is not available.

Close Command (File menu)

The Close command will close the currently active document or view. In the case of documents, if the document being closed has been modified but not saved a message box will be displayed, asking if the changes should be saved, ignored or if the closed should be cancelled.

Save Command (File menu)

The Save command will save the currently active document to disk. If the document is 'untitled.txt' the Save As dialog will be displayed, allowing the user to provide the document with a name before the save process is continued. If you want to save all modified files, not just the file in the active document, choose File | Save All command.

Save As Command (File menu)

The Save As command will display the Save File As dialog box, which allows you to save the currently active document to a document of a different name, in a different directory, or to a different drive. To do so just supply the new document name, after selecting the required drive and directory. If you enter the name of an existing document, you will be asked if you want to overwrite the existing file.

Save All Command (File menu)

The Save All command will save the contents of all the currently loaded documents. In this sense it works just like the Save command except that it saves the contents of all documents, not just the currently active document.

Print Command (File menu)

The Print command will display the Print dialog box. This dialog allows you to select an appropriate printer to which the currently active document will be printed.

Print Setup Command (File menu)

The Printer Setup command will display the Print Setup dialog box. This dialog allows you to select the appropriate printer or configure the currently selected printer, prior to actually printing the currently active document.

Reload Document Command (File menu)

The reload document command is used a reload a previously loaded file, held in the history list of the most recently opened documents. Any document that is opened and then closed will automatically be added to the file history list. The list is displayed at the bottom of the File menu. To quickly re-open any of the most recently used documents just select the required item form the history list.

The one exception to this rule is that files closed using the Windows | Close All and the MDI double click close are not saved to the history list. This behaviour is by design as it provides the user with a method of controlling what files get added to the history list.

Exit Command (File menu)

The Exit command will close the application, making sure that all the currently loaded documents have been saved. If there are documents that have been modified but not saved you will be asked if the changes should be saved, ignored or if the request to exit should be cancelled.

Undo Command (Edit menu)

The Undo command lets you reverse the actions of the most recent edit commands. This means that and edit change you make can be reversed, with the document returning to a state prior to the last edit command. The levels of undo are only limited by the amount of memory held in the system and is for all intensive purposes unlimited. The undo buffer is flushed once a document is saved. This means that once you save the document, you will not be able to undo the changes made prior to the save.

Line Wrap (Edit menu)

The Line Wrap command allows you to toggle the current line wrap option on and off. The current state of the line wrapping is also indicated in the status bar.

Redo Command (Edit menu)

The Redo command lets you reverse the actions of the most recent Undo command. The levels of undo and redo are only limited by the amount of memory held in the system and is for all intensive purposes unlimited. The redo buffer is flushed once a document is saved. This means that once you save the document, you will not be able to redo the undo changes made prior to the save.

Cut Command (Edit menu)

The Cut command removes the marked text from the currently active document and places the text in the Clipboard. You can then choose Edit Paste to paste the text back into the document, into any other document, or into another application that supports the use of the clipboard. The text remains in the Clipboard so you can paste it as many times as you want.

Copy Command (Edit menu)

The Copy command copies the marked text from the currently active document and places the text in the Clipboard. You can then choose Edit Paste to paste the text back into the document, into any other document, or into another application that supports the use of clipboard. The text remains in the Clipboard so you can paste it as many times as you want.

In the case of the standard output, compiler output and project output windows, there is no need to mark any text as the copy command automatically copies the entire contents of these windows into the clipboard.

Paste Command (Edit menu)

The Paste command inserts any text currently held in the clipboard into the currently active document. The text is add to the document at the current cursor position and will insert or overwrite the existing text based on the current text insert mode. You can add data to the clipboard using the Edit Copy or Edit Cut commands, or alternatively, you can use any another application that supports the use of the clipboard.

Clear Command (Edit menu)

The Clear command deletes the marked text from the currently active document, but the data is not added to the clipboard.

Select All Command (Edit menu)

The Select All command marks the entire contents of the currently active document.

Find Command (Edit menu)

The Find command will display the Find dialog box. This dialog allows you to search for a particular piece of text in the currently active document.

Replace Command (Edit menu)

The Replace command will display the Replace dialog box. This dialog allows you to search for and then replace a particular piece of text in the currently active document.

Find Next Command (Edit menu)

The Find Next command repeats the last Find command, searching the current document in an forward direction.

Find Pervious Command (Edit menu)

The Find Previous command repeats the last Find command, searching the current document in an reverse direction.

Find Matching Brace (Edit menu)

The Find Matching Brace command will locate the matching brace for the character located at the current cursor position. If the matching brace is found the cursor will be moved to the corresponding matching brace, otherwise an error will be displayed in the status line. To return to the original cursor location just repeat the search for the matching brace a second time. The following sets of matching braces are the supported:

"()" "[]" "{}", "[]", "<>"

Goto Line Command (Edit menu)

The Goto Line command will display the Goto Line dialog box. This dialog provides you with an easy way to navigate within the document.

Goto Bookmark Command (Edit menu)

The Goto Bookmark command will display the Goto Bookmark dialog box. This dialog provides you with an easy way to navigate within the document using pre-defined bookmarks.

Bookmark Number

Enter the bookmark you wish to move to. The bookmark entered must be a number between 0 and 9 and the bookmark must already exist in the current document. Note that bookmarks are only local to the current document meaning you cannot jump to a bookmark in another none active document. Each document can have up to 10 bookmarks

Line Number

Enter the line number you wish to move to. If you specify a line greater than the last line of the document, Goto will take you to the last line of the file.

Goto Line Dialog

The Goto Line dialog lets you move the cursor to any particular line in the currently active document. For more information on each of the different sections of this dialog click on one of the items listed below.

Line Number

OK

Cancel

Help

Goto Bookmark Dialog

The Goto Bookmark dialog lets you move the cursor to a previously defined bookmark in the currently active document. The action of dropping the bookmark depends on the current active keyboard mapping so refer to the keyboard definition for more details.

Bookmark Number

OK

Cancel

Help

Function List Command (View menu)

The Function List command will display a list of all the function definitions in the currently active document. By selecting a function from the list, Zeus will automatically position the cursor at the location of the selected function definition. The function searching algorithm used by Zeus can be configured using the advanced INI file settings.

Next Function Command (View menu)

The Next Function command moves the cursor of the currently active document, to the location of the next function definition.

Previous Function Command (View menu)

The Previous Function command moves the cursor of the currently active document, to the location of the previous function definition.

Document List Command (View menu)

The Document List command displays a list of the currently loaded documents. You can select a document from the list and Zeus will make the selected document the currently active document.

Toolbar Command (View menu)

The Toolbar command can be used to show or hide the Toolbar control.

Status Bar Command (View menu)

The Status Bar command can be used to show or hide the Status Bar control.

Project Output Command (View menu)

The Project Output command will activate the project output MDI window. This window is used to display the error and warning messages generated by the project make process. This command is only available if a project is currently open.

Standard Output Command (View menu)

The Standard Output command will activate the standard output MDI window. This window is used to display the output generated by any of the DOS Commands or the output of most tools, provided it has been configured for captured output.

Compiler Output Command (View menu)

The Compiler Output command will activate the compiler output MDI window. This window is used to display the error and warning messages generated by the compilation of the currently active document.

Next Error Command (View menu)

The Next Error command moves the cursor of the currently active document, to the location of the next error or warning message. This command is only available if there are error or warning messages in the compiler output window.

Previous Error Command (View menu)

The Previous Error command moves the cursor of the currently active document, to he location of the previous error or warning message. This command is available if there are error or warning messages in the compiler output window.

Load Command (Macros menu)

The Load command will display the Load Macro dialog to allow the user to select a macro to be loaded. Once loaded, the macro becomes the currently loaded macro and can be run using the macro Playback command.

Save Command (Macros menu)

The Save command will display the Save Macro dialog to allow the user to save the currently loaded macro. If you enter the name of an existing macro, you will be asked to confirm that you wish to overwrite the existing macro.

Macro Execute Script Command (Macros menu)

The Macro Execute Script command will display the Macro Execute Script dialog box. For more help on writing the scripts refer to the writing of macro scripts section of this help file.

Record Start/Stop Command (Macros menu)

The Record Start/Stop command starts or stops the macro recording process. The current record state of the macro is indicated on the status line. The record process will replace the current macro with the newly recorded macro. Once the macro has been recorded, it can be run using the macro Playback command.

Playback Command (Macros menu)

The Playback command will playback the current recorded macro. This command will only work if a macro has been recorded or if an existing macro has been loaded from file.

Repeated Playback Command (Macros menu)

The Repeated Playback command allows the playback the current recorded macro a multiple number of times, by first displaying the Repeated Playback dialog box. This dialog allows the user to specify the number of time the macro should be run. This command will only work if a macro has been recorded or if an existing macro has been loaded from file.

Run Macro Command (Macros menu)

The Run Macro command allows you to run pre-defined macro files using a menu or keyboard interface. The macro files must have been previously created using the macro Save command and must have been configured to appear in the Macro menu list using the Macro Options dialog box.

Macro Options Dialog

The Macro Options dialog allows you to manage the macro that get appended to the Macro Menu list. You can easily add, edit or remove macro items for the menu list. To use this dialog just supply the required information into the appropriate fields of the dialog box. For more information on each of the different sections of this dialog click on one of the items listed below.

Find

Add

Update

Delete

Name

Menu Text

Cancel

Help

Find

Displays the find macro dialog box.

Add

Adds the macro to the list of installed macro, provided the macro details have been supplied.

Update

Updates the selected macro with the modified tool details.

Delete

Delete the selected macro from the list of tools.

Name

The name of the macro. Use the Find function to help locate the macro if necessary.

Menu Text

The text that is to be displayed in the macro menu.

DOS Command Line Command (Tools menu)

The DOS Command Line command presents the user with the DOS Command Line dialog box. This allows the user to run DOS commands like DIR, GREP or any other valid DOS command.

DOS Shell Command (Tools menu)

The DOS Shell command will present the user with a DOS command line session. To return to Zeus, either switch back to the Zeus application from the task list or exit the shell session by typing exit in the command line prompt.

Run Tool Command (Tools menu)

The Run Tool command allows you to run pre-defined tool using a menu or keyboard interface. The tools must have been must have been configured to appear in the Tools menu list using the Tools Options dialog box.

Open Command (Project menu)

The Open command displays the Project Open dialog to allow the user to select a project to be opened. The selected project then becomes the currently active project.

Close Command (Project menu)

The Close command allows the user to close the currently active project.

Make Command (Project menu)

The Make command will build the currently open project. This command is only available if a project is currently open. The information on how to build the project should have been previously configured using the Project Options dialog.

Compile Command (Compiler menu)

The Compile command will compile the currently active document. The information on how to compile a document should have been previously configured using the Compile Options dialog .

Tool Options Dialog

The Tool Options dialog allows you to manage the tools that get appended to the Tools Menu list. You can easily add, edit or remove tool items for the menu list. To use this dialog just supply the required information into the appropriate fields of the dialog box. For more information on each of the different sections of this dialog click on one of the items listed below.

- Find
- Add
- Update
- Delete
- Program Name
- Menu Text
- DOS Type
- Windows Type
- Command Line Type
- Working Directory
- Run Normal
- Run Hidden
- Run Minimized
- Run Maximized
- Arguments
- Ask for arguments
- Capture Standard Output
- Capture Standard Error
- Save document before running
- Cancel
- Help

If you have any problems getting the project to build correctly refer to the Understanding the Tool Support section for more details. Also remember that the you can also include one of the many Zeus TAG macros in the Arguments entry field.

IMPORTANT NOTE: If you want to add an MS-DOS batch file to the tools menu and you want to capture the standard output produced by batch file, you will need to also check the 'capture standard error' option. This will bypass the MS-DOS COMMAND.COM and will using the ZSTDERR.EXE instead and as such should fix the MS-DOS limitation of not being able to capture the standard output generated by a batch file. For this option to work the Zeus install directory ***must be*** in the system path.

Find Tool

Displays the find tool dialog box.

Add

Adds the tool to the list of installed tools, provided the tool details have been supplied.

Update

Updates the selected tool with the modified tool details.

Delete

Delete the selected tool from the list of tools.

DOS Type

The tool listed is a DOS program.

Windows Type

The tool listed is a Windows program.

Command Line Type

The tool is run using the DOS COMMAND.COM program.

Program Name

The name of the tool. Use the Find function to help locate the tool if necessary.

Menu Text

The text that is to be displayed in the tools menu.

Arguments

The arguments to be used by the tool. This just represents the command line arguments.

Work Directory

The directory in which the tool is to be run.

Run Normal

Run the tool in a normal or restored window.

Run Hidden

Run the tool in a hidden. If this option is used, make sure the tool does not require any user input.

Run Minimized

Run the tool as a minimized icon on the desktop.

Run Maximized

Run the tool as a maximized window.

Capture Standard Output

Capture the standard output produced by the tool and display the results in the standard output window.

IMPORTANT NOTE: If you want to capture the standard output produced by an MS-DOS batch file you will need to also check the 'capture standard error' option. This will bypass the MS-DOS COMMAND.COM and will using the ZSTDERR.EXE instead and as such should fix the MS-DOS limitation of not being able to capture the standard output generated by a batch file. For this option to work the Zeus install directory ***must be*** in the system path.

Ask for arguments

Before running the tool ask the user to supply the tool with additional command line arguments.

Save document before running

This option will force the currently active document to be save before the tool is actually run.

Cascade Command (Window menu)

The Cascade command stacks all the currently open documents. This option arranges the document windows so that each is the same size as all others and the title of each document window is clearly visible.

Tile Command (Window menu)

The Tile command tiles all the currently open documents. This option arranges the document windows in such a way that none are overlapped by any of the another document windows.

Tile Vertical Command (Window menu)

The Tile Vertical command tiles all the currently open documents with a vertical aspect. This option arranges the document windows in such a way that none are overlapped by any of the another document windows.

Tile Horizontal Command (Window menu)

The Tile Horizontal command tiles all the currently open documents with a horizontal aspect. This option arranges the document windows in such a way that none are overlapped by any of the another document windows.

Arrange Icons Command (Window menu)

The Arrange Icons command rearranges any of the document windows that have been iconized, into an evenly spaced pattern across the bottom of the application.

Close All Command (Window menu)

The Close All command closes all the currently open document windows and all the currently open output windows. If any of the document windows contain text that has been modified, the user will be asked if the changes should be saved, ignored or if the close should be cancelled. When document windows are closed using this command, the most recently change list of documents is left unaffected.

Next Window Command (Window menu)

The Next Window command will activate the next document window or output window in the list of currently active MDI windows.

Previous Window Command (Window menu)

The Previous Window command will activate the previous document window or output window in the list of currently active MDI windows.

Activate Window Command (Window menu)

At the bottom of the Window menu is a list of all the currently active MDI windows. You can switch to any one of the another windows by selecting it from the list.

Using Help Command (Help menu)

The Using Help command displays information on how to use the Windows Help system.

Help On Keys Command (Help menu)

The Help on Keys command provides a quick method of accessing the help on any of the keys used by the keyboard mapping's supplied with this application. If you require more help remember to also check out the main help index page.

Help Index Command (Help menu)

The Help Index command provides the user with a quick way to access the main index panel of the help system. From the main index the user can easily find information on any aspect of the applications operation.

Quick Configuration Command (Help menu)

The Quick Configuration command displays the Quick Configuration dialog. This dialog provides the user with a mechanism of specifying third party help files to be incorporated in the Quick Search features of the application.

Quick Help Command (Help menu)

The Quick Help command provides quick help on the current word or currently highlighted text, by searching for the item in the key words of the third party help files that have been configured for use. To use this search facility place the cursor on any word or highlight a particular portion of a use the Help | Quick Help menu option to search for the key word. If no text is highlighted the quick help will select the word currently under the cursor as the search key word. The quick help feature can also be activated by the quick help toolbar button. In all cases the quick search also ignores case sensitivity when searching for keywords.

Quick Search Command (Help menu)

The Quick Search command presents the user with the Quick Search dialog. This dialog contains the results of the last run Quick Search or can be used to enter new search details.

The quick help engine allows you to search any WinHelp file for a specific key word, provided it has been previously configured for use. In all cases the quick search also ignores case sensitivity when searching for keywords. For more information select one of the items listed below.

Quick Help Dialog

Quick Search Dialog

Quick Configuration Dialog

About Zeus Command (Help menu)

The About Zeus command provides general information regarding the Zeus application.

Quick Help Dialog

This dialog is used to display the results of the quick help search for a key word. This dialog is shown if the quick help search found the key word in more than one help install help file. To open a help file just double click on the item or select the item from the list and hit the OK push button. For information on installing help files into the system refer to the Quick Help Configuration section.

Quick Search Dialog

This dialog is used to perform a quick help search for a particular key word. To use this dialog just enter a key word and then hit the OK button. The results of the search will be displayed in the results listbox. To open a help file just double click on the item or select the item from the list and hit the OK push button. For information on installing help files into the system refer to the Quick Help Configuration section.

Quick Configuration Dialog

This dialog is used install WinHelp files for inclusion into the list of help files that are to be search by the quick help search engine. To install a help file first, locate the WinHelp help file to select the add button to complete the task. Help files can also be de-installed using the remove button. The quick help will search the list of installed help files looking for a match to the key word supplied. If the key word is found in more than one help file the Quick Help Results dialog is displayed, listing all the help files that contain the key word. You can add in as many files as you wish, but obviously the more you add the longer the time required to search through the list of help files.

Important Note: The Remove button only removes the help file from the Zeus Help system. In all cases the original WinHelp file remains untouched. For the search to work, the installed WinHelp help file must remain in its original location. If for some reason the help file is ever moved or delete the Quick Help Configuration will need to be re-run to re-install for the help file in question.

About Zeus for Windows

Zeus for Windows is a commercial shareware software product. Being shareware you can try out the software before you decide to pay for a registered version. Trying out the software allows you to determine whether it suits your needs and whether it runs correctly in your specific environment. The shareware version of Zeus and the registered version of Zeus are almost identical in functionality. Apart form a few minor limitations, the main difference is that the registered version is free of all the registration reminder messages. At the end of the trial period, if you find that the software suits your needs and you decide to continue using it, you should purchase a licensed copy of the software. If you decide not to register the software it should be deleted from your system. Zeus has been specifically designed for the programmer working in the Windows 3.x, Windows 95 or Windows NT environments. This editor supports features including, a fully configurable keyboard, unlimited undo/redo, configurable color syntax highlighting, quick help searching for key words through multiple WinHelp help files, MDI multiple document interface, cut, copy and paste to clipboard, smart syntax indenting, template keyboard expansion, File Manager associations, File Manager drag and drop, background compiler and project support, in line error correction, column, block and stream marking modes for both keyboard and mouse and much more.

If you have any problems or suggestions regarding this product please let me know as I am always interested in any feedback, be it good or bad. I am also looking for suggestions as to what features should be added to future versions of Zeus for Windows.

You will also find lots more information on the Zeus home page:

http://ourworld.compuserve.com/homepages/jussi/

Also if you require a general purpose text editor take a look at the Zeus Lite for Windows text editor.

Thank you for taking the time to evaluate Zeus for Windows. For those user who decide to register, thank you for supporting the on going development of Zeus for Windows.

What Is Shareware

Shareware is commercial software that you can try out before having to pay for it. Shareware is distributed by BBS's (bulletin board systems), on diskette or CD-ROM by distributors, or by copies passed around among friends.

Trying out the software allows you to determine whether it suits your needs and whether it runs correctly in your specific environment. At the end of the trial period, if the software is suitable and if you decide to continue using it, you should purchase a licence. The shareware version of software and its documentation is complete. No essential piece of functionality has been removed or greatly modified. This should help you to make your registration decision, as you will have full knowledge of the all the facts.

However, the registration not only gets you the latest version of the product, sometimes it gives you newly introduced functions and/or bonus software. It also allows you to get support and/or provision of new versions and/or a printed manual.

The benefit of the shareware system is that it stimulates the creation of software, giving you the user a wide choice of software and also an opportunities to try out the program. It also allows software to be offered at an affordable prices and in most case you will get better software support, due to a direct relation between the author and the user. A number of products that are now available on the market would never have been born without this type of distribution.

By registering these products you are helping to promoting the creation of affordable-priced software, and, in this way, you are helping yourself.

Limitations of Shareware Version

When using the unregistered version of the software you may notice the following software limitations. These are specific to the unregistered version of the software only. ***No such limitations*** apply to the registered version of the software.

1. The unregistered reminder messages box is always shown at the time of start up.
2. On start up a background CRC check is run against the ZEUS.EXE file and as such the unregistered version of ZEUS.EXE cannot be modified.
3. The software will prompted you with the occasional unregistered reminder messages box.
4. The File menu history has a limit of 2 files as apposed to normally being set to 6.
5. The file restart on start up feature is limited to 3 files as apposed to normally being set to 9.
6. The quick help search facility is limited to accessing the first item found only.
7. The electric keyword expansion will only allow a maximum of 8 electric keywords to be added.
8. The compiler, tools, macros and template options are limited in the number of items that can be defined.

Zeus Web Page

The Zeus web page contains information about the most recent version of Zeus as well as containing information about other software products on offer.

The web page also has information that may be helpful to anyone involved in software development for the Win16 or Win32 platforms as well as containing links to most of the major shareware sites.

To vist the Zeus home page point your browser to:

http://ourworld.compuserve.com/homepages/jussi/

Installation Procedure

If you received Zeus for Windows on diskette (registered):

1. Insert the Zeus for Windows diskette into A: drive. Select the File|Run menu from the Program Manager or File Manager and run the A:\SETUP.EXE installation program.
2. Choose the directory in which to install the software and press the OK button. Zeus for Windows will be installed in the directory specified.

If you received Zeus for Windows in a zip file (unregistered):

1. Unzip the contents of the zip file into a temporary directory or onto a formatted, blank diskette. Select the File|Run menu from the Program Manager or File Manager and run the SETUP.EXE installation program from the temporary directory or the newly created diskette.
2. Choose the directory in which to install the software and press the OK button. Zeus for Windows will be installed in the directory specified.
3. If you used a temporary directory, you should copy the contents of that directory onto a diskette in case you need to reinstall Zeus for Windows in the future. You will then be able to delete the temporary directory.

To remove Zeus from your system run the deinstallation procedure .

Deinstallation Procedure

Zeus does not affect any system INI files or system DLL's so the the de-installation procedure is very simple. To de-install this software perform the following steps:

1. Delete the Zeus for Windows icon and group from Program Manager.
2. Delete the installation directory using File Manager or the command line.
3. Remove the Zeus Editor and Document registry entry using the REGEDIT.EXE utility.

Support for Long File Extensions

Although the 32 bit version of Zeus supports long file names the extension profile feature does not support long file name extensions and the maximum extension length is limited to 3. This is due to the fact that by design the Windows 3.x and Windows 95, NT versions of Zeus support interchangeable data files by using a common code base in such areas. The long file extensions would cause problems with this design philosophy and as such has not been supported. This feature will be enhanced in the future once the '8.3' FAT file structure is made obsolete.

Having said this a profile can still be created for a long file extensions. For example to a profile for the extension ".source" can be defined using the profile extension ".sou". The only limitation with this method is that Zeus would not distinguish files with simular file extension. For example, ".south", ".source" and ".soul" would all have to share the same ".sou" profile definition.

Extension

Supply the three letter extension you wish to create.

List of Extensions

List of all the extension definitions currently defined.

New

Used to create a new syntax highlighting extension definition.

Edit

Used to edit an existing syntax highlighting extension definition.

Clone

Create a new file extension by copying the details from the file extension selected.

Delete

Used to delete the currently selected extension definition.

Extension Options Dialog

The Extension Options dialog provides a method to define manage the syntax highlighting extensions definitions by allowing you to create, edit or delete existing extension definitions. When Zeus loads a file it check to see if a syntax highlighting extension definition exists for the extension of the file being loaded. If such a definition exists, Zeus will use the definition to display the contents of the file. If no extension definition exists the default definition is used. For more information on each of the different sections of this dialog click on one of the items listed below.

Extension

List of Extensions

New

Clone

Edit

Delete

OK

Cancel

Help

Note that although the extension is limited to 3 characters Zeus will still perform syntax highlighting on files that have extensions longer than 3 characters.

Preprocessor

Supply a character that defines the preprocessor symbol.

Description

Supply a short description of the file extension.

String

Supply a character that defines the quoted string symbol.

Line Comment

Supply a one or two characters that define a line comment.

Comment Start

Supply a one or two characters that define the start of a block comment.

Comment End

Supply a one or two characters that define the end of a block comment.

Delimiters

Supply a string that contains all the delimiting characters.

Keyword

Enter a keyword that is to be added to the list of keywords.

List of Keywords

The list contains all the keywords defined for this extension.

Add

Add the keyword to the list of keywords

Delete

Delete the currently selected item in the list of keyword.

Update

Update the currently selected item in the list of keyword.

Literal

Supply a character that defines the symbol that is used to denote a literal character. For example in the C/C++ language the '\' is used as the literal character in the following examples:

'\0' or '\n'

Keyword Prefix

Supply a character that defines the symbol that is used to denote a keyword prefix. This character is used for languages (like LaTex and HTML) that have special keyword delimiting characters. For example the HTML language would use the '<' keyword prefix character. This allows the following type of code to be correctly colorized:

```
<TD><B><A HREF="index.htm">Main<BR>Page</A></B></TD>
```

For most other languages this field should be left empty.

Keyword Postfix

Supply a character that defines the symbol that is used to denote a keyword prefix. This character is used for languages (like LaTex and HTML) that have special keyword delimiting characters. For example the HTML language would use the '>' keyword prefix character. This allows the following type of code to be correctly colorized:

```
<TD><B><A HREF="index.htm">Main<BR>Page</A></B></TD>
```

For most other languages this field should be left empty.

Ignore Case

Use this check box to indicate that the keywords supplied are to be treated as case insensitive.

Extension New Dialog

The New Extensions dialog allows to create a new syntax highlighting extension definition. If you are editing an extension for a language like LaTex or HTML them make sure that the keyword prefix and postfix characters are defined correctly. For more information on each of the different sections of this dialog click on one of the items listed below.

Extension Edit Dialog

The Edit Extensions dialog allows to edit an existing syntax highlighting extension definition. If you are editing an extension for a language like LaTex or HTML them make sure that the keyword prefix and postfix characters are defined correctly. For more information on each of the different sections of this dialog click on one of the items listed below.

Tools Command (Options menu)

The Tools command will display the Tool Options dialog. This dialog allows the user to add third party tools to the Zeus Tools menu. It also allows any existing Tool menu items to be removed or edited.

Macros Command (Options menu)

The Macros command will display the Macro Options dialog. This dialog allows the user to add macros to the Zeus Macros menu. It also allows any existing Macro menu items to be removed or edited.

Project Command (Options menu)

The Project command will display the Project Options dialog. This dialog allows the user to configure the project handling support provided by Zeus. Once the project has been successfully configure, the project can be easily managed using the Project menu commands.

Compiler Command (Options menu)

The Compiler command will display Compiler Options dialog. This dialog allows the user to configure the compiler support provided by Zeus. Once the compiler has been successfully configure, compilation is easily managed using the Compile menu commands.

Font Command (Options menu)

The Font command will display the Font dialog. This dialog provides options for selecting the font that will be used for displaying the document text.

Colors Command (Options menu)

The Colors command will display the Colors Options dialog. This dialog provides options for configuring the colors that are to be used for displaying the document text.

Editor Command (Options menu)

The Editor command will display the Editor Options dialog. This dialog allows the editing behaviour of Zeus to be easily configured to suit personal taste.

Filters Command (Options menu)

The Filters command will display the Filters Options dialog. This dialog allows the user to configure additional file open and save as extension filters, specific to the requirements of the user.

Spelling Command (Options menu)

The Spelling command will display the Spelling Options dialog. This dialog allows the user to configure the built in spelling engine.

Keyboard Command (Options menu)

The Keyboard command will display the Keyboard Options dialog. This dialog allows the user select one of the pre-defined keyboard maps, modify an existing keyboard map or to define a new keyboard mapping.

Templates Command (Options menu)

The Templates command will display the Template Options dialog. This dialog allows the user to define keyboard templates that aid in process of entering pre-defined coding constructs.

Extensions Command (Options menu)

The Extensions command will display the Extension Options dialog. This dialog allows the user to create, modify or delete a file extension profiles. The user can define their own profile or select form one of the pre-defined C/C++, Pascal, Cobol, Clipper or ADA extension definitions.

Capture Standard Error

This option tells allows Zeus to capture the standard error output produced by the executable. By default Zeus is setup to only capture the standard output and not the standard error information. For this option to work the Zeus install directory ***must be*** in the system path.

Use Zeus Run File

This option tells Zeus to use the ZEUSCC.PIF when running the external compiler (Note: this file is used internally by Zeus and should not be changed or deleted). The PIF file is copied to the Zeus directory at the time of installation. If the this mode is selected the user must also enter the command line for the compiler in the entry field provided.

Use Other File

This option allows Zeus to use an alternative batch file to run the external compiler. This mode is not normally used, but is offered as an alternative method of controlling the compile process. Before Zeus runs a compiler, it change the current directory to match that of the file being compiled and then spawns the compiler batch file specified. It passes the compiler three arguments via the command line. Argument #1 is the name of the file being compiled and argument #2 is the error file that needs to be generated during compilation and argument #3 is the name of the file being compiled without extension. For the compile to work correctly, the batch file must redirect the compiler errors produced to the error file specified. As an example of a suitable batch file, refer to the CC.BAT example located in the Zeus installation directory. To use CC.BAT, check the 'Use other file" option and enter CC.BAT as the compiler run file.

Run File

When using the Use Other File option, this entry field is availabel for entering the command that is to be run as an alternative to the internally generated Zeus run file.

Help to Debug the Session

Use this option to help debug the compile or build process. This option will put a pause in the batch file and run the process in a window, to help you determine the solution to any problems you may be having.

Display Mode

You can use these options to change the way Zeus manages the compiler DOS session. Normal you would run the compiler minimised or hidden, but if you are having problems use the normal or maximised display modes, as these modes allow you to see what is going on during the compile process.

Command Line

Enter the typical command line needed to compile a file called SAMPLE. The Test button shows you the actual command that will be run. To check the command line entered try using the same command from any DOS session. This option is only valid for the 'Use Zeus File' run mode (ZEUSCC.PIF). For the 'Use Other Compiler' case the command line entry field is disabled, as the real command line will be located within the batch file that you supply.

Add

This button allows you to add a new command line to the list.

Delete

This button allows you to delete the currently selected command line.

Update

This button allows you to update the currently selected command line.

Project Options Dialog

The Project Options dialog is used to configure the Zeus project build support. Once you have configured the project options, use the Project menu to control the build process. For more information on each of the different sections of this dialog click on one of the items listed below.

- Use Zeus File
- Use Other File
- Run File
- Help to debug the session
- Display Mode
- Command Line
- Capture standard error
- Update
- Cancel
- Help

Remember that the you can also include one of the many Zeus TAG macros in the project command line entry field. If you have any problems geting the project to build correctly refer to the Understanding the Project Support section for more details. If you are running on OS/2 2.1 WinOS/2 or OS/2 3.0 Warp the project support will not operate correctly. Please refer to the known problems section for more details.

Compiler Options Dialog

The Compiler Options dialog is used to configure the Zeus compiler support. Once you have configured the document compile option, use the Compiler menu to control the compile process.For more information on each of the different sections of this dialog click on one of the items listed below.

Use Zeus File

Use Other File

Run File

Help to debug the session

Display Mode

Command Line

Capture standard error

Add

Delete

Update

Update

Cancel

Help

Remember that the you can also include one of the many Zeus TAG macros in the compiler command line entry field. If you have any problems geting the compiler support to work refer to the Understanding the Compiler Support section for more details. If you are running on OS/2 2.1 WinOS/2 or OS/2 3.0 Warp the compiler support will not operate correctly. Please refer to the known problems section for more details.

Font

Type or select the name of the font that is to be used for displaying the document text. Zeus will only list fonts that are mono-spaced. Proportional fonts are not supported.

Font Style

Select the font styel that is to be used for displaying the document text.

Font Size

Type or select the point size of the font that is to be used for displaying the document text.

Font Dialog

The Font dialog is used to select the font to be used for the display of the document text. For more information on each of the different sections of this dialog click on one of the items listed below.

Font

Font Style

Font Size

OK

Cancel

Important Note: The font used for printing is the default font returned by the printer. It is not the same as the font selected into the display. What this means is that the print out is not WYSIWYG (what you see is what you get). All that is guaranteed is that the print out will be easy to read.

Display Mode

This setting determines if Zeus will create a new document as tiled, minimised, maximised or if the document is created using the default MDI behaviour.

Tabs as spaces and Tab Size

These options let you set the tab size and determines if tabs should be insert or if spaces should be used for tabs. Zeus does not support tabs stops at irregular intervals and when tabs are inserted as tab characters the cursor movement will not split a tab character.

Line Wrap

With line wrap enabled Zeus will automatically insert a carriage return line feed when the text entered exceeds the column position specified.

Automatic backup

This option enables or disables the background backup processing. The background time interval can be modified by entering a suitable number in the backup edit field. The number represents the backup interval in minutes. If a value of zero is entered no backup is performed. The background backup is only activated for files that have changed and that where last backed up more than the backup interval minutes earlier. The file is copied to the zBackup directory, located relative to the installation directory of the ZEUS.EXE file. This feature is meant as a safe guard against the possible loss of data, in the unlikely event that the editor should crash. On the event of crashing the editor, there is a chance that a backup file will have been created and that, at most you will only loose a small amount of work, which is better than nothing.

Search Path

The search path is the path that is to be used when Zeus tries to load a file automatically. Enter the path that is to be searched for automatic file loading.

Also search INCLUDE variable

This option forces Zeus to search the INCLUDE environment variable when searching for files that are to be loaded automatically.

Smart cursor indenting

This option enables or disables the smart indenting. When enabled Zeus will automatically perform cursor allignment based on the information contained in the lines above. This option is designed to minimise the amount of cursor positioning required.

Smart cursor braces

This option enables or disables the smart cursor braces. If enabled Zeus will add a matching brace and position the cursor at an indented position. This action is activated when the enter key is pressed and the last character of the line is a brace character. The positioning of the braces is controlled by the 'Normal brace' and 'Indent brace' options.

Smart templating

This option enables or disables the smart Zeus template feature. If enabled Zeus will attempt to perform smart templating based on the templates that have been defined using the Options | Template menu pull down.

Indent braces

This option is used in conjunction with the Smart cursor brace option. When selected the smart cursor brace feature will produce indented brace output, simular to the examples shown below.

```
for (int i; i < 0; ++i)
     {

     }

for (int i; i < 0; ++i)      {

     }
```

Normal braces

This option is used in conjunction with the Smart cursor brace option. When selected the smart cursor brace feature will produce normal brace output, simular to the examples shown below.

```
for (int i; i < 0; ++i)
{

}

for (int i; i < 0; ++i) {

}
```

Restore files on startup

This option enables or disables the restoration of files on startup. If enabled Zeus will restore the files that where open as when Zeus was last used. This feature is limited to a maximum of 9 files only.

Restore size on startup

This option enables or disables the restoration of size on startup. If enabled Zeus will restore to the same size as when Zeus was last used.

Restore last working directory

This option enables or disables the restoration of the work directory on startup. If enabled Zeus will restore to the same directory as when Zeus was last used.

Display a left margin

This option turns on or off the left hand margin. When enabled Zeus adds a fixed size left hand margin to the display. The size of the margin is fixed to 4 pixels.

Brief column paste mode

This option enables or disables the Brief emulation column paste feature. If enabled Zeus perform column paste cursors movements similar to the original Brief editor. This option is provide to allow a choice in the type of column paste cursor movement that is required.

Display Alt key codes

This option enables or disables the display of Alt key codes. If enabled Zeus will paint any Alt key that is typed (and not bound to a function), otherwise Zeus will ignore these keys.

Display Ctrl key codes

This option enables or disables the display of Ctrl key codes. If enabled Zeus will paint any Ctrl key that is typed (and not bound to a function), otherwise Zeus will ignore these keys.

Read file as Unix

This option enables or disables the UNIX file read mode. If enabled Zeus will read the file as UNIX files (as apposed to MS-DOS format).

Write file as Unix

This option enables or disables the UNIX file write mode. If enabled Zeus will write the file as UNIX files (as apposed to MS-DOS format).

Lines insert after cursor

This option controls the way Zeus handles line inserts. If enabled Zeus perform line inserts after the current cursor position, otherwise Zeus will insert the lines before the current cursor position. This option is provide to allow a choice in the type of line pasting that is required.

Allow multiple file copies

This option allows Zeus to open multiple versions of the same file. If enabled Zeus can maintain multiple copies of the same file, with each version is independent of the others and the last saved instance will be the version that is left on the disk. When disabled Zeus will only ever allow one copy of the file to be open at any one time.

Read File As OEM

This option forces Zeus to perform OEM text translation on the file as it is loaded for editing from the hard disk.

Write File As OEM

This option forces Zeus to perform OEM text translation on the file as it is written back to the hard disk.

File to open must exist

This option forces the file entered in the File Open dialog to exist. If this option is set and a file name is entered that refers to a file that does not exist an error message is displayed. In the case where this option was disabled the non existent file would be loaded for editing but an empty document would be created on its behalf.

Editor Options Dialog

The Editor Options dialog allows you to change the basic behaviour of the editor. There are also a few extra INI file settings that can be used to configure the editor. For more information on each of the different sections of this dialog click on one of the items listed below.

- Display Mode
- Tabs as spaces and Tab Size
- Line Wrap
- Automatic backup
- Search Path
- Also search INCLUDE variable
- Smart cursor indenting
- Smart cursor braces
- Smart templates
- Indent braces
- Normal braces
- Restore files on startup
- Restore size on startup
- Restore directory on startup
- Display a left margin
- Brief column paste mode
- Allow multiple file copies
- Lines insert after cursor
- Display Alt key codes
- Display Ctrl key codes
- Read file as Unix
- Write file as Unix
- Read file as OEM
- Write file as OEM
- File to open must exist

Allow uppercase words

When enabled, this option will convert uppercase words to lower case before spell checking the word. If this option is disabled the word will be checked in capitalised form and for the word to be correct the word must exist in the dictionary.

Allow words containing numbers

When enabled, this option assume words that contain numbers are correct and as such will not need to be checked for spelling.

Allow e-mail address details

When enabled, this option assumes that html and internet address strings are correctly and as such will not need to be checked for spelling.

Words of one character length assumed correct

When enabled, this option assumes that words of one character length are correct and as such will not need to be checked for spelling.

Use built-in English grammar rules

When enabled, this option uses the built in grammar rules coded into the spell checker. Use this option with care as it applies very generic rules to the words when checking for spelling (in the form of word prefixing), yet the English language does not always follow such generic rules.

Set As Default

This button sets the current select dictionary to be the default dictionary. The default dictionary is the dictionary that is used by the spelling engine as its source of words. The dictionaries shown are all the currently installed as located in the zSpelling directory.

Default Dictionary

The field indicates which is the current default dictionary.The default dictionary is the dictionary that is used by the spelling engine as its source of words.

Spelling Options Dialog

The Spelling Options dialog is used to configure the Zeus spelling support. At present only an American/English dictionary is available. Other dictionaries may be produced depending on the demand. Once the spelling has been correctly configured you can use the Spelling Menu to check for correct spelling. For more information on each of the different sections of this dialog click on one of the items listed below.

Allow uppercase words

Allow words containing numbers

Allow e-mail address details

Words of one character length assumed correct

Use built-in English grammar rules

SetAsDefault

DefaultDictionary

OK

Cancel

Help

Find Dialog

This dialog lets you locate a particular string in the currently active document. A history list of the most recently entered search text is also provided. The search can be made case sensitive, word sensitive or can use regular expressions by selecting the appropriate check box. The direction of the search can be specified using the radio button options. The search text entry field also special control codes to help control the effect of the search. For more details refer to the Advanced Search and Replace Features section. For more information on each of the different sections of this dialog click on one of the items listed below:

Match whole word

Match case

Regular expression

Search up

Search down

Find

Cancel

Help

Replace Dialog

This dialog lets you find and replace an existing string with an alternative string, in the currently active document. A history list of the most recently entered search and replace text is also provided. The replace action can be made case sensitive, word sensitive or can use regular expressions by selecting the appropriate check box. The direction of the replace can be specified using the radio button options. To do a global replace use the change all check box. The search and replace text entry fields also special control codes to help control the effect of the search. For more details refer to the Advanced Search and Replace Features section. For more information on each of the different sections of this dialog click on one of the items listed below:

Match whole word

Match case

Regular expression

Search up

Search down

Find

Replace

Cancel

Help

Match Whole Word

The search will only match whole words, not partial words.

Match Case

The search will only match words with the same case.

Regular Expression

The search will use regular expressions.

Replace All

Replace all occurrences of the find text with the replace text.

Search Up

Search in an upward direction from the current cursor position.

Search Down

Search in an downward direction from the current cursor position.

Find Text

Search for the find text entered.

Replace Text

Replace the text found with the replacement text entered.

Regular Expressions

Zeus for windows supports pattern matching using the regular expression notation, similar to that found in the UNIX environment. This is similar but not identical to the regular expression notation used by Brief. Below you will find a short tutorial on what regular expression are all about and do not forget to check out the many examples of actual regular expressions also provided.

Regular expressions provide a notation that allows the user to better describe the text that is to be searched for, enabling a precise match of the text to be carried out. At first glance regular expressions can appear difficult to understand and hard to use but once you have a basic understanding of how to construct these regular expressions you will find them a powerful extension to your editing arsenal.

In the section that follows, you will be given a description on how to use regular expressions. To get the best use out of this material it is best that you try the example searches provided. Run the search against the following test text:

Example Line:

```
This is a test. A line with a p and ppp groups
```

Also note that the can be both case sensitive and case insensitive depending on the case sensitivity setting. The examples given below are assuming that the all search's are made without case sensitivity.

Regular expressions are formed by the concatenation of several rules. The regular expression engine will then run these rules in an effort to locate any text that matches the rules supplied. For example to search for the word 'orange' you would use the rule 'orange', which is exactly the same as if you had used any standard search method. So the first thing to remember is that by default regular expressions behave just like the standard search method. The power of regular expressions is derived from the use of its special operators which are summaries below.

The **'*'** operator matches zero or more occurrences of that preceding expression. For example to find a string containing any number of p's you would use the following expression:

p*

The **'+'** operator matches one or more occurrences of that preceding expression. For example to find a string containing one or more p's you would use the following expression:

p+

The **'?'** operator matches zero or one occurrences of that preceding expression. This is the same as saying the expression is optional. For example to find a string containing one or no number of p's you would use the following expression:

p?

If you run these to examples on our test search line you will get some very different results.

The **'.'** operator matches any single character. For example to match any word starting with 'g', with any five characters follow by 's' you would use the following expression:

g....s

This will locate the word 'groups' in our test search line.

The **'|'** operator matches one expression or the other. For example to find all line or groups we would use the following example:

line|groups

The **'('**,**')'** operators allow you to group the expressions. As an example to match a string that can have at least one 'i' or 'p' and a following 's' we could write the following expression.

(i|p)*s

The **'^'** operator means that the pattern must match the start of the line. For example the following will only find the 'test' string that is at the start of the line, and not 'test' strings in the middle of the line.

^test

The **'$'** operator means that the pattern must match the end of the line. For example the following will only find the letter 's' that is at the end of the line.

s$

The **'[','']'** operators can be used to define a set or group of characters that must be matched. For example to find any of the letters 'a','e','i','o' and 'u' you would write the following regular expression.

[aeiou]

To help define groups the **'-'** Operator can be used within a group definition. For example to find all the letters between 'a' an 'l' you could use the following ranged group expression:

[a-l]

The **'^'** operator takes on special meaning if used as the first character of a group definition. In this case it no longer signifies a start of line, but is used to represent a negated grouping. For example to file all characters that are not vowels we would use the following (ie find all characters that are not in this group).

[^aeiou]

The **'('** and **')'** characters can be used to control the order of execution. For example to find any characters that are between 'a' and 'e' or 'm' and 'q' but located also located at the end of the line, would use the following expression:

(([a-e]+)|([m-q]+))$

The **'\'** operator allows you to define one of these special characters as a literal character. For example if you need to find the '.' character in the search text you would use the following expression:

\.

If you had just done a search on the '.' character you would have got every character in the line.

NOTE: The **'\'** operator also allows you to search for tab characters using the **'\t'** search pattern in both regular and normal search modes Also note that Zeus ***does not*** support the concept of using **'\n'** to search for the carriage return line feed character.

The power of regular expressions comes when the expressions are concatenated to form a complex expression. For example Zeus uses the following regular expression to locate a C function definition but not a function prototype.

^[_a-z0-9]+[&*\t]+[_a-z0-9 \t]*[_a-z0-9]+[\t]*[(]+.*[^;]+$

Using this expression the following line is ignored as a function prototype:

long PASCAL WndProc(HWND, WORD, WORD, LONG);

But the following is identified as a valid function definition:

int PASCAL WinMain(HANDLE hInst, HANDLE hPrv, LPSTR psz, int nCmd)

At first glance this expression seems far to complicated, but it can be better understood by just looking at the expression as a collection of collection of smaller, simpler expressions:

Return White cdecl Function White Arguments

^[_a-z0-9]+[&*\t]+[_a-z0-9 \t]*[_a-z0-9]+[\t]*[(]+.*[^;]+$

Where 'Return' is the return code, 'White' refers to any white space, 'cdecl' refers to things like the PASCAL as shown in the example, 'Function' is the function name and 'Argument' is the argument list

provided the line does not end in a ';' character.

While you can use the regular expression to do the searching, Zeus does not support the concept of a regular expression replace. All that is available is in this regard is the advanced search and replace features.

Advanced Search and Replace Features.

Apart from the standard search and replace features Zeus also offers the '\' special character to help with searching. The '\' character can de used to search for tab characters using the '\t' search string. If you need to search for the '\' itself then use the '\\' search string. When this special character is used as a part of the replacement text it takes on extra meaning (except if it is entered as '\\' or '\t' in which case it behaves as expected). In this case the '\' is taken to represent the actual text that was found. This characteristic can be used for example to add the string 'ing' to the word 'search'. To do so you would use the following search and replace information.

```
Search For     : 'search'
Replace With : '\ing'
Example Line :   search
Result Is      :   searching
```

This feature is also available for use with regular expression searches. For example, to add a the matching '"' character to the end of the 'FileReload4' you could use the following search and replace information.

```
Search For     : '[ ]+},'
Replace With : '"\'
Example Line : "FileReload4        },
Result Is      : "FileReload4"        },
```

Regular Expression Examples

Below are some examples of how small changes in the regular expression can have a big effect on the outcome of the search. Try the following search examples using the example line provided and observe the text found, paying particular attention to the highlighted text or the result.

Using this Example Text:

```
This is a test , tests , testing and test()
```

Search For: 'test[^a-z]'

Description:

Find any 'test' that is not followed by a character that is not in the set 'a' through 'z' character.

Search For: 'test[^a-z]*'

Description:

Find any 'test' followed by any number of characters that are not an 'a' through 'z' character.

Search For: 'test[^a-z]+'

Description:

Find any 'test' followed by at least one character provided it is not an 'a' through 'z' character.

Search For: 'test[^a-z]?'

Description:

Find any 'test' followed by at least one or none (optional) character which is not an the 'a' through 'z' character.

Now Using this Example Text:

```
#include "zfwprt01.h"
#include "zfwprt01.hpp"     //-- file used to make zeus portable
                            //-- and does not contain a tab
```

Search For: '[^e]*ab'

Description:

Find any text ending in 'ab', provided it does not contain an 'e' character.

Search For: '[^e]*ab$'

Description:

Find any text ending in 'ab' and also at the end of the line, provided it does not contain an 'e' character.

Search For: '(([1]+.hpp)+)|(([1]+.h)+)'

Description:

Find any '1.h' or '1.hpp' file extensions.

Preset Colors

Lists all the pre-defined colors schemes available.

Syntax Groups

List the different syntax highlighting groups that you can configure.

Colors

List the different colors that are available.

Color Options Dialog

The Color Options dialog allows you to customise the colours used for syntax highlighting. To use this dialog either select a pre-defined color scheme, modify an one of the color schemes or create a new color scheme. For more information on each of the different sections of this dialog click on one of the items listed below.

Preset Colors

Syntax Groups

Colors

Update

Cancel

Help

Use Default

Zeus provides a default template extension that is used by all files. This option determines whether this specific template extension should also use the templates contained in the default template extension.

Description

This is the descriptive name of the template extension. For example you may be defining a template extension for HTML files.

Add

The add button adds the template expansion to the list of currently defined expansions.

Delete

The delete button removes the selected template expansion from the list of currently defined expansions.

Update

The update button updates the currently selected template expansion.

Edit Template Dialog

The Edit Template dialog allows you to edit an existing template extension. The process involves defining a suitable template keyword and the corresponding expansion that is to be associated with the keyword. As an example of a typical expansion take a look at the template expansion example contained in this document. For more information on each of the different sections of this dialog click on one of the items listed below.

Use the default templates

Description

Add

Delete

Update

Template

Expansion

Important Note: All template keyword expanding is disabled if the editor is in overwrite mode. Also the \n control code will override any \b and \t controls codes when the Edit Options *'Smart cursor indenting'* feature is enabled. To overcome this anomaly, always use the \t and \b control codes after the \n control code.

New Template Dialog

The New Template dialog allows you to create a new template extension. The process involves defining a suitable template keyword and the corresponding expansion that is to be associated with the keyword. As an example of a typical expansion take a look at the template expansion example contained in this document. For more information on each of the different sections of this dialog click on one of the items listed below.

Use the default templates

Description

Add

Delete

Update

Template

Expansion

Important Note: All template keyword expanding is disabled if the editor is in overwrite mode. Also the \n control code will override any \b and \t controls codes when the Edit Options *'Smart cursor indenting'* feature is enabled. To overcome this anomaly, always use the \t and \b control codes after the \n control code.

Template Field

This is key word for the expansion. Best results are achieved if the key word is short, unique and preferably a non English word. As an example, the key word 'for' is not a good choice, as it can easily be mistaken with the English word 'for'. A better choice would be 'fr' or 'for_' or some other form of abbreviation.

Expansion Field

This is the actual string that is expanded out as a replacement for the key word. Note that the original key word is replaced by the expansion text string. The expansion text string can contain special characters that control the way the text is expanded. The following control codes are support.

\c	Place cursor here once expansion is complete
\n	Insert carriage return line feed
\t	Insert tab character
\b	Insert back tab character

Template

The name of the template extension to be created or edited.

List of Templates

The list of the currently available template extension definitions.

New

Creates a new template extension.

Edit

Edits the selected template extension

Delete

Deletes the currently selected template extension.

Template Options Dialog

The Template Options dialog allows you to add, modify or delete keyboard templates. By definition a keyboard template is a keyword string that will be replaced by the expanded string when activated by a specific trigger. In the case of Zeus, template expansion is always triggered by the space bar and this is not configurable. Zeus allows you to define templates that are specific to a particular file extension or you by adding the template to the default extension the template is then defined suitable for all file extension. For more information on each of the different sections of this dialog click on one of the items listed below.

Template

List of templates

New

Edit

Delete

OK

Cancel

Help

Creating Template Expansion

As an example of a key word template we could define the following key word by filling in the appropriate fields of the dialog box and hitting the Add button.

Key word: ifg Expansion: if (\c >)\n{\n\t\n};\n

To use the newly created expansion hit the OK button and return to any active text document window. Next enter the key word 'ifg' (ie short for 'if greater than') followed by the space character. The space character will trigger a key word search and since this key word now exists this would result in the word 'ifg' being expanded out to read as follows (provided you are not in overwrite mode):

```
if ( > )
{
};
```

Search Criteria Used for Locating Keywords

The search engine first checks to see that characters the data entered matches any of the keywords defined, where case sensitivity is important and delimiter characters are treated as word breaks. The second criteria is that the character after the space character must be white space character or an end of line. As an example of this 'for ifg<space>' will expand to:

```
for if ( >)
{
};
```

but

'forifg<space>' 'ifg<space>for'

will both not expand because the search will fail to find a match.

Toolbar Information

The toolbar provides quick access to some of the more common editor functions. All the functions listed on the toolbar are also available using the keyboard or menu interface. To determine what each toolbar item actually does, just place the cursor over the item in question and a description of the item will be displayed in the status bar message area.

Status Bar Information

The status bar is used to provide information about the current state of the machine and also display messages to the user. The message display region is used to display error messages, information messages and help information. The current line and column position is also indicated, along with the of insert/overwrite mode indication, the current state of the CAPS Lock and NUM Lock keys, the current time and indication as to whether Zeus is currently recording a macro.

The status bar also provides a quick source of help on the menu commands and toolbar functions available, by displaying a short message description of the items purpose. To find help on a toolbar item just place the cursor over the item in question and for menu commands just highlight the menu item using the keyboard or mouse.

Writing Macro Scripts

It is possible to configure Zeus by writing specialised macro scripts. For the macro scripting to work it is assumed that the Zeus install directory has been added to the system path. If you have any problems running the ZMI.EXE please chexk that this is the case. For more information on what the Zeus macro scripting langauge offers see the information provided below.

Bugs, Contributions or Suggestions

The macro scripting has only recently been added to the Zeus editor and as such it is effectively still version 1.0 code. Because the code is relatively new there will undoubtedly still be several bugs waiting to be found. If you managed to find a problem please don't hesitate to send in a bug report. The easiest way of reporting a macro bug would be to provide the text for the offending macro along with a short description of the actual problem.

If you write a macro that you would like to share with others I would be more than happy to make the macro available on the Zeus web page:

http://ourworld.compuserve.com/homepages/jussi/zMain.htm

To submit a macro all you need to do is e-mail the macro that you would like to publish. Please make sure that as a minimum the macro has a full header description similar to the following example.

```
//-- Name: This is an example macro
//-- Description: This is a very simple macro that does
//-- nothing. If needed, I could have got carried away
//-- with a long description.
//-- Author: Jussi Jumppanen
//-- Contact: jussij@ca.com.au or
//--  http://ourworld.compuserve.com/homepages/jussi
int Example()
{
   // don't forget to comment your macro
   return 1;
}
```

Finally if you have and suggestions on how to improve the macro support please let me know. This may include suggestions on new functions or new features. There are already plans to have support for macro function calls (ie macros can call other macros), improved error handling and runtime error reporting along with providing a method of binding a macro to any particular key stoke.

What are Macro Scripts

The Zeus macro script language is a simple C like scripting language that allows you to write specialised functions that extend the functionality of the Zeus editor. A macro can be thought of as a collection of commands that are brought together under a single name. By bundling all the commands into a macro it makes it very easy to run the complete set of commands by just running the specific macro. As an example of this macro interpreter run the Macro Interpreter Example located on the Tools menu.

Macro Language Syntax

The Zeus macro language uses a small subset of the C language. The language supports the several of the C flow constructs including the ***for***, ***if*** and ***while*** instructions. The variable types supported are the ***char***, ***int*** and a new type called ***string*** variable type. The ***string*** type is very similar to the C char array or a char * and should be treated as a such. The string type has been designed to take care of the process of allocating and freeing the memory needed to hold the string variables.

All variables do not need to be declared and by default are an undeclared variable is automatically declared as int type. Obviously this means that if a you require a ***string*** or ***char*** variable type you will need to explicitly declare the variable. The scope of all the variables is global and the concept of local variables and local scope is not supported. Also there is no support for pointers or other memory management related C features.

One of the best methods of learning how to use the Zeus macro language would be by studying the many examples provided.

Builtin Macro Functions

The Zeus macro intepreter comes in two forms. First there is the Zeus editor intepreter which is built into the editor itself and then there is the ZMI.EXE command intepreter that can be run from any MS-DOS command line prompt or as a tool from the Zeus Tools menu. Althought both interpreters use the same langauge syntax the macros that they run are in general not compatible. This is due to the different built in functions supported by each of the interpreters. The functions built into the interperter fall in to three categories. The first is a set of functions standard C like functions that are common to both intepreters. The second group of functions specific to the Zeus editor interpreter which includes all the keyboard functions and finally there are MS-DOS functions for input and output that can only be run from the ZMI.EXE MS-DOS command line interpreter.

Standard C Like Functions

There are a set of standard C like functions that are common to both interpreters. In general these functions return 1 on success and -1 if they encounter an error. The syntax for these functions is very similar to the syntax of the standard C functions on which they are modelled. Below is a list if the functions provided:

int access(string szFileName, int sCode);

Get the access details for the given file. The code anc be

6 Check for read and write permission

4 Check for read permission

2 Check for write permission

1 Execute (ignored)

0 Check for existence of file

int atoi(string szValue);

Convert the string to an integer value

int chdir(string szDir);

Change the current directory to the directory provided

int date(int sYear, int sMonth, int sDay);

Returns the current year month and day as integer values.

int getcwd(string szDir);

Get the current directory

int getdisk();

Get the current disk number. The drive number is a:= 0, b: = 1, c:= 2, d: = 3 etc.

int setdisk(int sDisk);

Set the new current disk number. The drive number is a:= 0, b: = 1, c:= 2, d: = 3 etc.

int sprintf(string szBuffer, string szFormat, [argument, ...]);

Generate a formated string using the string format an the argument(s) provided and put the result into the buffer provided. Any combination of string, number or character arguments can be provided, up to a maximum of 6 in total.

The following format characters are supported:

%s - string format specifier
%d - integer format specifier
%c - character format specifier

int splitpath(string szPath, string szDrive, string szDir, string szFile, string szExtension);

The splitpath function will split the full path name into its components, writing the results into the string return buffers provided. All five components must be passed to splitpath but any of the return buffer can be a null, which means the corresponding component will be parsed but not returned.

int strcat(string szString1, string szString2);

Concatenate the second string to the first string

int strcmp(string szString1, string szString2);

Compare the two strings (return 0 if the same)

int strcpy(string szString1, string szString2);

Copy string #2 into string #1

int stricmp(string szString1, string szString2);

Compare the two strings ignoring the case (return 0 if the same)

int strlen(string szString);

Get the length of the string

int strlwr(string szString);

Convert the string to lower case

int strlupr(string szString);

Convert the string to upper case

int time(int sHours, int sMinutes, int sSeconds, int sHundredths);

Returns the current time as an hour, minute, second and hundredths of a second as integer values.

Other Common Functions

The following fucntion are common to both intepreters but in the case of the ZMI command line interpreter the the output is to the screen while in the case of the Zeus Editor intepreter the output is sent to the currently active document.

int put_char(char chChar);

Puts a character to the output device.

int put_number(int sNumber);

Puts a number to the output device.

int put_string(string szFormat, [argument, ...]);

Puts a string to the output device. Any combination of string, number or character arguments can be provided, up to a maximum of 6 in total.

The following format characters are supported:

%s - string format specifier
%d - integer format specifier
%c - character format specifier

Zeus Editor Functions

The following functions are only available to the interpreter built into the Zeus editor. They will generate runtime warnings if they are include in a script run by the ZMI command line intepreter.

int get_char(char chChar);

Gets the character at the current cursor position in the current document.

int get_column_pos(int sColumn);

Gets the cursor position in the current document.

int get_line(string szLineText);

Gets a the current text for the current docuement.

int get_line_count(int sCount);

Gets the total number of lines in the current docuemnt.

int get_line_pos(int sLine);

Gets the current line postion.

int insert_line(string szLine);

Inserts the line of text into the current document.

int locate_file(string szFileName);

Locates the full path name of the partial file name provided returning the result in the same string buffer. The search path used to located the file is the same as that used by the file search built into the Zeus editor.

int open_file(string szFileName, int fReadOnly);

Opens the file specified with the specified read only mode. The read only flag will causes the file to be opend as read only mode an optional argument. By default the file will be opened with read/write access.

int message(string szFormat, [argument, ...]);

Displays a message on the status bar. Any combination of string, number or character arguments can be provided, up to a maximum of 6 in total.

The following format characters are supported:

%s - string format specifier
%d - integer format specifier
%c - character format specifier

int read_file(string szFileName);

Reads a file into the current cursor position in the current document..

int set_column_pos(int sColumnPos);

Sets the cursor position in the current document.

int set_file_name(string szFileName);

Sets the name of the current document.

int set_find_text(string szText);

Sets the search text to be used for search/replace operations.

int set_line_pos(int sLine);

Sets the current line position in the current document.

int set_replace_text(string szText);

Sets the replace text to be used for search/replace operations.

int user_input(string szPrmpt1, string szText1, string szPrmpt2, string szText2);

Gets users input giving a prompt and expecting a text replay. The second prompt and text values are optional.

int spawn(string szProgram, string szDirectory, int sFlags);

Start the specified program. The starting directory indicates the directory in which the program is run and the flags control the session. Both these areguments are optional. The starting directory can be 0 if not required and the control flags can be bitwise or of the following values:

1 - save the document before running the program

2 - capture any standard output generated by the program

4 - capture any standard error generated by the program

8 - ask for additional arguments

16 - the program will use the MS-DOS command intepreter (ie dir *.* etc)

As an example. To capture all the output generated by the dir *.* command run in the in the c:\temp directory you would use the following code:

```
int sFlags = 2 | 8 | 16;
spawn("dir *.*", "c:\temp", sFlags);
```

int yield(void);

This function allows you to yield control to back to windows, thus giving the impression of multi-tasking. For example if you have a macro that takes a long time to run, by just calling the yield() function periodically this will stop the system from appearing to lock up during this processing of the macro. But as a word of warning make sure you use this function wisely as writing a multi-tasking macro is a lot harder than writing a synchronous macro script.

ZMI Functions

The following functions are only available to ZMI command line interpreter. They will generate runtime warnings if they are include in a script run by the Zeus intepreter.

int cls();

Clear the screen.

int file_to_stderr(string szFileName);

Send the specified file to standard output.

int file_to_stdout(string szFileName);

Send the specified file to standard error.

int getch();

Get a single character input from the user.

int get_char(ch chChar);

Get a character input from the user.

int get_number(int sNumber);

Get a number input from the user.

int get_string(string szString);

Get a string input from the user.

int printf(string szFormat, [argument, ...]);

Write the formated string an the argument(s) provided to the standard output. Any combination of string, number or character arguments can be provided, up to a maximum of 6 in total.

The following format characters are supported:

%s - string format specifier
%d - integer format specifier
%c - character format specifier

int spawn(string szProgram);

Start a specific program or run an MS-DOS command line command.

Running a Macro Script

There are two ways to run a Zeus macro script file. The first method is to use the ZMI.EXE file using an MS-DOS command line. As an example to run the ZMI.ZM script file provided in the install and located in the zScript directory all that is needed is to start an MS-DOS session and type in the following command:

```
zmi.exe zmi.zm
```

To run a macro scrip from inside the Zeus editor you need to use the Execute Macro Script, supplying the name of the macro file that needs to be run. As an example of running a macro interpreter script run the Macro Interpreter Example located on the Tools menu.

Macro Arguments

Although the macro function prototype suggests command line arguments are not supported this in fact is not the case. The Zeus macro language does supports command line arguments through the use of the standard C like ***argc*** and ***argv*** variables. The ***argc*** and ***argv*** arguments are automatically defined and will be populated with the command line arguments supplied. For a good example of how to use this command line argument feature refer to the examples provided.

Examples of Macro Scripts

Note that the Zeus macro system only supports one macro function per file and there is no provision for a macro to call another macro. So for all the macros shown below make sure that you copy each to its own macro file. All macro's should be put in the zScript directory located in the Zeus install directory as this is where Zeus goes looking for macro files.

ZMI.EXE Macro Examples

Zeus Macro Examples

ZMI.EXE Macro Examples

The following macro examples can only be run using the ZMI.EXE macro interpreter from any MS-DOS command line prompt or as a Zeus installed tool. To run any of these macros, first copy the text to clipboard and then save it to a macro file, for example macro.zm. Then you can run the macro using an MS-DOS command line prompt using the following command: ZMI.EXE macro.zm

Zeus Macro Examples

The following macro examples can only be run using the Zeus built macro interpreter located in the macro commands menu item. To run any of these macros, first copy the text to clipboard and then save it to a macro file, for example macro.zm. Then you can run the macro using an macro command menu item by just typing in the name of the macro file.

Hello Word (ZMI.EXE)

To run the following macro first save it to file then run the macro using the ZMI.EXE command line form an MS-DOS command line prompt.

```
//-- Name: Hello World Macro
//-- Description: First macro script.
//-- Author: Jussi Jumppanen
int HelloWorld()
{
    //-- start with a clear screen
    cls();
    //-- print out the line of text
    printf("Hello world...\n");
    //-- not really needed but what the heck
    return 1;
}
```

Directory Functions (ZMI.EXE)

To run the following macro first save it to file then run the macro using the ZMI.EXE command line form an MS-DOS command line prompt.

```
//-- Name: Directory Macro
//-- Description: Simple directory manipulation functions.
//-- Author: Jussi Jumppanen
int DirMacro(void)
{
    string strTest;
    getcwd(strTest);
    printf("Current Directory is: '%s'\n", strTest);
    sDisk = getdisk();
    printf("Current Disk is: %d\n", sDisk);
    // note:   a: = 0, b: = 1, c: = 2, d: = 3 etc
    setdisk(3);
    sDisk = getdisk();
    printf("New Disk is: %d\n", sDisk);
    string strTest1 = "\temp";
    chdir(strTest1);
    getcwd(strTest);
    printf("New Directory is: '%s'\n", strTest);
    printf("\n   Hit any key to continue.....\n");
    getch();
}
```

Command Line Arguments (ZMI.EXE)

To run the following macro first save it to file then run the macro using the ZMI.EXE command line form an MS-DOS command line prompt.

```
//-- Name: Command Line Arguments Macro
//-- Description: Command line arguments example.
//-- Author: Jussi Jumppanen
int TestMacro(void)
{
    //-- one way to get at the command line arguments
    string strTest = argv[0];
    printf("Argument #1 '%s'\n", strTest);
    strTest = argv[1];
    printf("Argument #2 '%s'\n", strTest);
    strTest = argv[2];
    printf("Argument #3 '%s'\n", strTest);
    strTest = argv[3];
    printf("Argument #4 '%s'\n", strTest);
    //-- another better way to get at the command line arguments
    for (i = 0; i < argc; ++i)
    {
        strTest = argv[i];
        printf("Argument #%d - '%s'\n", i, strTest);
    }
    printf("\n   Hit any key to continue.....\n");
    getch();
}
```

Hello Word (Zeus)

To run the following macro first save it to file then run the macro using the Macro Exectute Script dialog box.

```
//-- Name: Hello World Macro
//-- Description: First macro script.
//-- Author: Jussi Jumppanen
int HelloWorld()
{
    //-- start with a new document (uses the FileNew keyboard function)
    FileNew();
    //-- give the file a name
    set_file_name("hello.txt");
    //-- print out the line of text (notice '\n' is now meaning less)
    put_string("Hello world...");
    //-- not really needed but what the heck
    return 1;
}
```

Command Line Arguments (Zeus)

To run the following macro first save it to file then run the macro using the Macro Exectute Script dialog box. Remember to also add some command command line arguments to the execute script command.

```
//-- Name: Command Line Arguments Macro
//-- Description: Example of command line arguments.
//-- Author: Jussi Jumppanen
int TestMacro(void)
{
    FileNew();
    put_string("Argument Count: %d", argc);
    Enter();
    for (i = 0; i < argc; ++i)
    {
        sLength = strlen(argv[i]);
        put_string("Argument: %d : '%s' : Length %d", i, argv[i], sLength);
        Enter();
    }
}
```

Macro Tags (Zeus)

To run the following macro first save it to file then run the macro using the Macro Exectute Script dialog box, but you would also need to enter in some (any) additional command command line arguments

```
//-- Name: Macro Tags Macro
//-- Description: Example of using tag values
//-- Author: Jussi Jumppanen
int TagExample()
{
    //-- start with a new document (uses the FileNew keyboard function)
    FileNew();
    //-- the Zeus tags can be treated like string
    string szFile = "$FN";
    string szExt   = "$EB";
    put_string("File is '%s'                ", szFile);
    put_string("Extension is '%s' ", szExt);
}
```

Using the Yield Function (Zeus)

To run the following macro first save it to file then run the macro using the Macro Exectute Script dialog box, but you would also need to enter in some (any) additional command command line arguments

```
//-- Name: Yield Macro
//-- Description: Example of using the yeild function
//-- Author: Jussi Jumppanen
int YieldExample()
{
    //-- start with a new document (uses the FileNew keyboard function)
    FileNew();
    put_string("Processing Started");
    for (i = 0; i < 30; ++i)
    {
        Enter();
        for (j = 0; j < 60; ++j)
        {
            //-- visual indication of processing running
            put_string(".");
            ScreenUpdate();
            for (k = 0; k < 1500; ++k)
            {
              //-- simulated processing delay loop
            }
            //-- make sure we keep windows running
            yield();
        }
    }
    Enter();
    put_string("Processing Complete");
}
```