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# Intelligent Editor

```
public void init() {  
    font = new java.awt.Font("TimesRoman",  
    String att = getParameter("speed");  
    speed = (att == null) ? 400 : (1000 / :  
    att = getParameter("lbl");  
    lbl = (att == null) ? "Blink" : att;  
}
```

A great feature of javadraw is the "Intelligent Editor".

It's an powerful, useful and intelligent sourcecode-editor.

With this editor you can create easily and fast your own java-sourcecode.

It's written from developers for developers.

The cursor begins at the point where your last row began.

You can jump with your cursor in the code, wherever you want, there are no borders.

You can set the fontproperties and colours to set up the look of the intelligent editor.

# Find Procedures

[Menu Tools | Find procedures](#)



## 1. Find procedures

JavaDraw! can detect procedures in your source code.

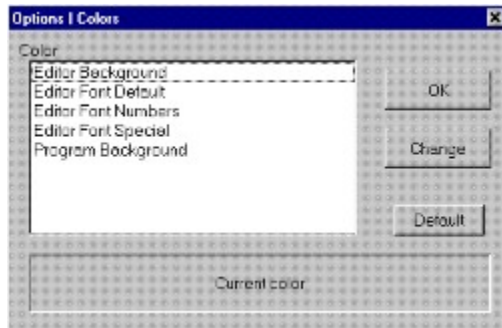
Detected procedures will be listed in the Detect-procedure-listbox.

## 2. Jump to procedures

Select the procedure that you want to jump in the listbox and doubleclick or press the GOTO - button

# Code Colorizer

## Menu Options | Colors



**JavaDraw!** can colorize your source code.

Here you can set up the colors for background, foreground, characters, special characters and numbers in the intelligent editor.

# Bookmarks

[Menu Search | Bookmarks](#)



## 1. Define Bookmarks

You can define bookmarks in the Search menu | Set Bookmarks .

## 2. Jump to bookmarks

Jump to bookmarks by pressing the -->button.

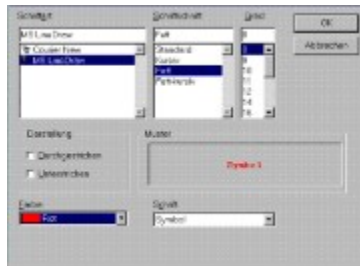
Create new bookmarks with the + button

Remove bookmarks with the - button.

JavaDraw! is setting the bookmark in your source-code where the insertion point is located.

# Font properties

## Menu Options | Font



### Set Font Properties in Menu Options | Font.

Here you can set the font-options to set up the look of the intelligent editor  
Select the font that you want to use in the editor and select the properties.

## Format Sourcecode

Menu Edit | Format Source-code

**This function can format your sourcecode automatically.  
It makes your source code easier to read.**

## Before:

**After:**

• • |

# The Ghostwriter

[Menu Tools](#) | [Ghostwriter](#)



**The ghostwriter is a multi-macro-pad.**

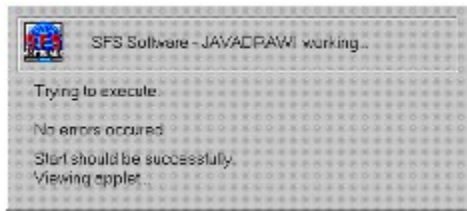
**It's a collection from command and parameters.**

**For fast programming, you can select the main body of the command that you want and complete it with the parameter that you need by pressing the buttons below.**



# Runclass.exe

[Directory Runclass | runclass.exe](#)



The runclass.exe is a program that can start class-files.  
This file will work if you have compiled your files with JavaDraw! successfully.  
It's a great tool because it is registered in the windows registry and will be started  
when you doubleclick a class - file you want to start.

# ASCII - Table

[Menu Tools | Ascii table](#)

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**The ascii-table is one of the most important things a developer needs.  
We are knowing that. That's why we integrated our ascii-tool in JavaDraw!.  
With it you can easy get the ascii-value of every character you want.  
Press the key you want to get the ascii-value and JavaDraw!  
will display it in the label below.**

# Project-manager

[Menu](#) [Projects](#) | [Overview](#)



**This tool shows you the structure of your JavaDraw! - projectfile.**

- 1. Name of the Project-file**
- 2. Directory of the Project-file**
- 3. Type of the Project**
- 4. Worktime of the project**

**Structure of the project-file ( included java-files)**

