

geditor

Lars Malmborg

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WRITTEN BY	Lars Malmberg	July 20, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	geditor	1
1.1	Geditor Documentation	1
1.2	Introduction	1
1.3	System Requirements	1
1.4	About MUI	2
1.5	About textfield.gadget	2
1.6	Installation	3
1.7	Usage	3
1.8	User Docs for textfield.gadget	3
1.9	Bugs	6
1.10	History	6
1.11	Author of Geditor	6

Chapter 1

geditor

1.1 Geditor Documentation

Geditor - A simple text editor using MUI

Version 0.5

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Introduction
System requirements
Installation
Usage
Bugs
History
Author

1.2 Introduction

Introduction to Geditor

Geditor is a simple text editor to use as an external editor for MUI applications that needs one.

It does the job, but not very much more...

It is my first program using MUI, and it is the first program I've made for a very long time for our baby, Amiga. I was looking for a mailer with built in SMTP and POP3 which uses MUI. I found YAM to do just that.

It doesn't have an editor, so I decided to make an external one that looks as it is a part of YAM.

1.3 System Requirements

System Requirements

Geditor will run on an Amiga with any 680x0 CPU, but it needs MUI and textfield.gadget (included), which in turn needs AmigaDOS 2.04.

1.4 About MUI

MUI - MagicUserInterface

Copyright © 1993-96 by Stefan Stuntz

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

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

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

1.5 About textfield.gadget

textfield.gadget -- multi-line text entry BOOPSI object (V3)

textfield.gadget is Copyright © 1995 Mark Thomas
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The textfield class allows you create an area on your screen for text entry. The class supports a number of features including unlimited or limited size text entry, specifying the font and style to use, specifying the colors for different parts (text, background, and lines), two types of borders (with option to invert the borders for a total of 4 types of borders) or no border, text left/center/right justification, vertical centering, IntuiText labels, attached Images, line spacing, limited character acceptance, insertion or block cursor, cursor blinking speed or no blinking, read-only mode, modified buffer flag, lined paper, cut/copy/paste/erase while editing or programmatically, undo buffer, and settable word delimiter characters for word wrapping.

1.6 Installation

Installation

You can put Geditor wherever you want to.

Classes/Gadgets/textfield.gadget should be in SYS:Classes/Gadgets or wherever your system can find it.

1.7 Usage

Usage of Geditor

The program can only be started from a shell. It must have at least one argument which is the file you want to edit, and an optional font and size and a public screen.

If the file exists, it is read by the program. If you select a font and a font size, it is used in the editor. (Don't forget the .font extension!)

Ex.

```
Geditor T:foo
```

or

```
Geditor T:bar XEN.font 9 MyScreen
```

To make it to run in YAM you should set the editor to:

```
Geditor FONT=XEN.font SIZE=9 TEXT=
```

N.B. 'TEXT=' must be the last argument here, or it won't work!

The window contains two gadgets in the bottom.

If you press 'OK' the program will save the file if it has been edited and quit.

If you press 'Cancel' the program will quit without saving.

There is also a menu which looks something like this:

Project

Include... - Opens a file requester and lets you select a file to include at the cursor position in the editor.

Save - Save the file, but DON'T quit.

About... - Shows Calvin and stuff.

Quit - Quit program without saving (just like Cancel.)

Edit

Cut - Cut text.

Copy - Copy text.

Paste - Paste text.

For more information about the edit functions the textfield.gadget you should check the User Docs for textfield.gadget for it.

1.8 User Docs for textfield.gadget

Docs for users of textfield.gadget

You can mark text for cutting, copying, and erasing by simply clicking and dragging. Hitting alphanumeric keys replaces the text that is highlighted. Hitting cursor keys moves you to the front or end of the highlighted text.

If your cursor is already somewhere in the textfield, you can hold the SHIFT key and click to mark the text from the current cursor position to the place where you clicked.

And the last way to mark text is to double-click, which will mark the word you clicked on. If you didn't click on a word, but rather you clicked on spaces, the whole block of spaces is marked. And if you clicked on word delimiters, the whole block of delimiters is marked.

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

For key sequences, the Amiga Style Guide was followed. Anywhere the undo buffer is mentioned, the statement is only valid if the UndoStream is supplied (see tag section below).

Key Sequence	Function
TAB	Activate next gadget (if GA_TabCycle)
SHIFT TAB	Activate previous gadget (if GA_TabCycle)
SHIFT CURSOR UP	Move to the top line in the current page, or scroll up one page if cursor is on top line
SHIFT CURSOR DOWN	Move to the bottom line in the current page, or scroll down one page if cursor is on top line
CTRL or SHIFT CURSOR RIGHT	Move to the right end of the current line
CTRL or SHIFT CURSOR LEFT	Move to the left end of the current line
SHIFT BACKSPACE	Delete all text to the left of cursor on the current line
SHIFT DELETE	Delete all text to the right of the cursor on the current line (in block cursor mode this also includes the highlighted character)
CTRL CURSOR UP	Move to the top line of the text
CTRL CURSOR DOWN	Move to the bottom line of the text
ALT CURSOR RIGHT	Move to the next word (using the delimiter characters provided by the programmer)

ALT CURSOR LEFT	Move to the previous word (using the delimiter characters provided by the programmer)
ALT CURSOR UP	Move to first character in gadget
ALT CURSOR DOWN	Move to last character in gadget
ALT BACKSPACE	Deletes the word to the left of the cursor starting at the current cursor position
ALT DEL	Deletes the word to the right of the cursor starting at the current cursor position
CTRL X	Deletes the whole line that the cursor is on
RAMIGA [Switch to left justification (if TEXTFIELD_UserAlign is set)
RAMIGA \ or RAMIGA =	Switch to center justification (if TEXTFIELD_UserAlign is set)
RAMIGA]	Switch to right justification (if TEXTFIELD_UserAlign is set)
RAMIGA E	Erase all text in gadget (saved in undo buffer) (no read-only)
RAMIGA V	Paste text from clipboard to current cursor position (no read-only)
RAMIGA A	Mark all text
RAMIGA U	Undeletes (pastes) the last block of text marked, or recover from RAMIGA E (no read-only)

When text is highlighted the following keys have functions:

BACKSPACE	Erase marked text (saved in undo buffer)
DEL	Erase marked text (saved in undo buffer)
RAMIGA X	Cut marked text to clipboard (no read-only)
RAMIGA C	Copy marked text to clipboard
RAMIGA V	Replace marked text with text from clipboard (save marked text in undo buffer) (no read-only)
(any text key)	Replace marked text with that character

1.9 Bugs

Bugs

Undo doesn't work.

1.10 History

History

v0.2 (03.07.96)

- * Initial release.

v0.3 (07.07.96)

- * Command arguments corrected.
- * Break with CTRL-C disabled.
- * Font for textfield.gadget selectable.

v0.4 (09.07.96)

- * "Include" didn't set modified flag.
- * Calvin improved. :)
- * A public screen is selectable.
- * Window not opened until all options are set.

v0.5 (10.07.96)

- * No save worked.
- * Only editor window opened on selected screen.

1.11 Author of Geditor

Author of Geditor

Geditor is programmed by Lars Malmberg.

I can be reached at:

email: glue@df.lth.se
dat93lma@ludat.lth.se (down for the summer)

or

snail: Lars Malmberg
Östervärnsgatan 3B
212 18 MALMÖ
SWEDEN

I can also be found on www:

<http://www.ludat.lth.se/~dat93lma>
