

TheBrowser

COLLABORATORS

	<i>TITLE :</i> TheBrowser		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	TheBrowser	1
1.1	TheBrowser documentation for AmigaTalk© 1998:	1
1.2	The Class Browser Window:	1
1.3	Class Browser MenuItems:	2
1.4	The Method Editor Window:	2
1.5	Method Editor MenuItems:	2
1.6	The Add a Class Window:	3
1.7	The Delete a Class Window:	3
1.8	The ToolTypes Editor Window:	3
1.9	TheBrowser ToolTypes:	4

Chapter 1

TheBrowser

1.1 TheBrowser documentation for AmigaTalk© 1998:

TheBrowser is a CanDo deck, written with CanDo V3.008 by InovaTronics.

TheBrowser communicates with AmigaTalk via the ARexx Port specified by the ToolType ARexxPortName.

TheBrowser consists of several different windows that perform specific functions:

Class Browser view classes & methods.

Method Editor simple-minded editor.

Add Class Window add a class to system.

Delete Class Window delete a class.

ToolTypes Editor edit icon tooltypes.

For a list of the ARexx commands that TheBrowser recognizes, see
ARexx Commands

See Also [TheBrowser ToolTypes](#)

1.2 The Class Browser Window:

The Class Browser consists of 3 ListView-type gadgets & 4 Text-type gadgets. There is also a Menu strip attached to the window that is documented elsewhere. No editing can be done on this window, that's what the Method Editor Window is for. When the Browser is first opened, a list of the classes you asked for is displayed, along with the methods associated with the first class in the list, along with the first method's source code (in Smalltalk). Clicking on different Class names in the Classes ListView will update the Methods ListView as well as the Method Source ListView. The 4 Text Gadgets will also change as different classes are selected. Clicking on the Methods in the Methods

ListViewer will update the Method Source ListView, so that the correct Source for the Selected Method & Class is displayed at all times.

Pressing & releasing the Display ByteCodes Gadget will ask AmigaTalk to send a ByteCode translation of the Current Method (via ARexx). Be aware that this is not the fastest part of the program.

Pressing & releasing the Goto Editor... will send you to another GUI (a very simplistic Editor) so that you can change the Class source file.

See Also [Menu Descriptions](#)

[Method Editor](#)

1.3 Class Browser Menultems:

The Class Browser has the following menus & items attached:

CLASSES

Show General

Show Intuition

Show System

Show User

The CLASSES items change which set of classes you want to browse thru.

1.4 The Method Editor Window:

When the Method Editor Window is first opened, it will be set up with the last selections made in the Class Browser window. You can change which method you wish to edit with the PREV & NEXT buttons.

None of your changes to the selected method will be recognized until you use the Save or SaveAs Menu items, which will only update the source files, not the internal system memory.

The Instance Variables ListView will be blank unless there are instance variables associated with the selected method.

Clicking on the Close Gadget will return you to the Class Browser.

See Also [Menu Descriptions](#)

1.5 Method Editor Menultems:

The Method Editor has the following menus & items attached:

(Read-Only)

PROJECT INFO COMMANDS

Load... A-L General Classes Edit ToolTypes...

Save A-S Intuition Classes Add New Class... A-N
SaveAs... A-A System Classes Delete a Class...
Quit A-Q User Classes Use External Editor...
EDIT SEARCH_REPLACE
Top of Class A-T Search for Whole Word
Top of File A-F Search (lower = upper)
End of Class A-E Replace by Whole Word
Bott of File A-B Replace (lower = upper)
Kill to EOL A-Y Replace ALL occurrences
Kill the Line A-K
The Quit item merely sends you back to the **Class Browser GUI**
The rest should be self-explanatory (they are to me anyway ;).

1.6 The Add a Class Window:

Notice that the Classes ListView contains all sets of classes (General, Intuition, System & User).

Clicking on a class will change the contents of the Parent Class string gadget.

Parent Class, Class Name, File Name & Enter Methods must all be non-empty before you press the ADD CLASS! button, or the Browser will display a User Error Notice.

Clicking on the Close Gadget will return you to the Method Editor.

1.7 The Delete a Class Window:

WARNING! Deleting a class might not be a good idea. Make sure that you have a complete backup of all Smalltalk source files before you start hacking away at the classes.

1.8 The ToolTypes Editor Window:

This Window consists of two ListViews, one for TheBrowser icon ToolTypes & one for the AmigaTalk icon ToolTypes.

Don't press either of the SAVE! Gadgets until you are sure that the ToolTypes are totally correct. You can edit the ListView contents & press either of the RESTORE! buttons more than once, but pressing either of the SAVE! buttons will update the icon tooltypes in the filing system! Pressing CANCEL ALL CHANGES! will only work before you press the SAVE! buttons.

Clicking on the Close Gadget will return you to the Method Editor.

See Also **Browser ToolTypes**

AmigaTalk ToolTypes

1.9 TheBrowser ToolTypes:

TheBrowser currently recognizes the following ToolTypes in its icon:

ToolType: Default Value:

ProgramPath = AmigaTalk:

BrowserPath = AmigaTalk:Browser/

GeneralPath = AmigaTalk:General/

SystemPath = AmigaTalk:System/

IntuitionPath = AmigaTalk:Intuition/

UserPath = AmigaTalk:User/

CommandPath = AmigaTalk:C/

HelpPath = AmigaTalk:Help/

ARexxPortName = AmigaTalk_Rexx

ExternalEditor = C:Ed

BrowserDisplay = GENERAL (or INTUITION or SYSTEM or USER)

SrcCodeDisplay = REGULAR (or BYTECODES)

DefaultSearch = WHOLEWORD (and/or NOCASE)

DefaultReplace = "" (WHOLEWORD and/or NOCASE and/or GLOBAL)