

**Annotate.AmigaGuide**

<b>COLLABORATORS</b>
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## Chapter 1

# Annotate.AmigaGuide

### 1.1 Annotate 2.0

Welcome to Annotate 2.0 A Shareware text editor for the Amiga.

This is the third release of the Annotate and is the first version with a full ARexx port. The documentation has been kept to a minimum (due to a lack of time on my part) but if you are used to using any other text editor or word processor this doc file and a little getting used to Ann should be enough for anyone. If you have any ideas for Ann please feel free to drop me a line (see About Annotate for info).

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Startup

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About Annotate

### 1.2 Notes about Annotate 2.0

-FUNDAMENTALS

Some of the basic concepts of this text editor are far different than regular text editors.

Firstly, Annotate has a cursor separate from the selection. For instance, one could move the cursor wherever he or she pleases without losing the selection. In fact, if one was to edit the text inside the selection, the highlight would resize accordingly. As this text editor was created with programmers in mind, it has many features useful to programmers.

-Status Line

When editing text in Annotate, one would notice the current status line

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at the bottom.

A typical display would look like:

```
"work:Ann/AnnotateDoc" Col: 30 Line: 85/ 85 Modified Srl LS Sel
```

On the very left is the current document you are editing. Next is the current column and line display, then "Modified". If "Modified" is present, then the text has been edited since the last save, and will prompt for saving changes, if you try to quit. "Srl" means that the numeric keypad is in scroll mode. It could also read "Num" at which time you can input numbers with the keypad. "LS" which may also say "VS" tells wheather the current editor is in line selection mode or vertical selection mode. "Sel" is used to indicate if there is any text currently selected. This is useful as many menu items act on a selection, and not neccesarilly the cursor. Also, any error messages are conveyed on this bottom line, temporarily replacing the stats.

#### -Scroll Bar

But not just any scroll bar. A scroll bar should show you where you are in relation to the top and botton of text. Ann's scroll bar also shows you where your cursor, selection, and scroll stores are. Try it, you'll find it very useful.

A very important part of annotate is it's ScrollStores, these beasties are used to save your current position in the document. It is useful when programming, when trying to find the little piece of code within 100s of lines or more. All one has to do, is set a ScrollStore there, and then call that same ScrollStore when one wants to return. There are 6 different ScrollStore locations, so up to six positions may be saved. - Note: ScrollStore merely identifies vertical and horizotal scroll, not the actual text your looking at. On the scroll bar they appear as lines with a number under them to indicate which scrollstore the line represents.

#### -Quick keys not on the menu

Ctrl ArrowKey - Will move you to the beginning or end of the next word on the current line.

Shift ArrowKey - Will move the cursor to the top of screen, bottom of the screen, beginning of line and end of line.

One other recently added "feature" is the "shift-TAB". By holding down the shift key and hitting TAB, the cursor will delete the number of characters the current TAB is set to. This is useful for programming when one wants to move out one tab space. \*\*Caution, this will delete characters as well as spaces.

#### -A word about making selections

Normally Ann has an unfilled be for a cursor but if you click down on the the cursor it will become filled in. If you drag the cursor to a new position and let go Ann will make a seltion from where you started to where you ended.

#### -About the close box

It should be noted that hitting the close box Ann last window ( which would cause most programs to quit) ann will close the editor in

the window but will not close the window if there is an editor in the external editor list. Instead it will put the first external editor into the window. However if there is not an external editor Ann will quit just like most programs.

## 1.3 Startup

Starting from Workbench:

To start Ann from workbench simply double click on the Ann icon in which case Ann will appear with the ASL file requester ready for you to use, or by double clicking on a project icon with Ann as the default tool in which case Ann will appear and immediately load the file.

Starting from the Shell:

If you start Ann from the shell you have the option of supplying a file list to be loaded at startup. You may also give a directory name as a file name in which case a file requester will appear with its directory string set to the directory you specified.

example:

```
Ann s:startup-sequence s:user-startup
    (opens two windows and loads the files into them)
Ann s:
    (opens a window and file requester set to s:)
Ann /
    (opens a window and file requester set the the current
    directory)
```

On startup Annotate will search for its config files. Ann looks for three files:

- 1) AnnConfig
- 2) AnnTools
- 3) Default.AnnMacs

AnnConfig contains the default settings for window placement, rendering options, etc. It is created by use the "Save" gadget in the Config requester. Ann looks for AnnConfig in s:.

AnnTools is a list of menu items and execution information for Ann's tool menu that is userconfigurable by using this file. Ann looks for AnnTools in the Current directory and if it is not found there then Ann searches s:.

example: AnnTools

Default.AnnMacs is a Macro file created by using the "Save Macros" command from the menu. Ann looks for Default.AnnMacs in the Current directory and if it is not found there then Ann searches s:.

If any of these files are not present Ann will resort to its built

in default settings for that file.

When Ann has loaded all config files it will then search for the default public screen (in most cases this is the workbeach screen) and bring up any windows on that screen. Ann will also use the default fonts of the screen. Also Ann must run on a screen at least 640x200. If the default public screen is smaller this 640x200 ann will fail to open and supply an error msg that the screen is to small.

## 1.4 Example AnnTools

The following is my default "AnnTools" from s:. I also keep "AnnTools" specific to a piticular project in the drawer with the project so that when I work on a project I have set of spealized tools for that project

This file begins with the word "ClickDos" and ends with a LF after "numberlist"

```
ClickDos
run <nil: >nil: Dos
Calculator
run <nil: >nil: calc
LMK
run <* >* LMK >* <*
KeyShow
run <* >* keyshow >* <*
Phone Log
run PhoneLog >nil: bigger:numberlist
```

## 1.5 Menus

Annotate uses standard Amiga menus with one exception. All quick keys are case sensitive. For example:

Menu Item	Quick Key	You Press
"Open New..."	Amiga-O	Amiga-Shift-o
"Open ..."	Amiga-o	Amiga-o

The following is a list of all Ann menu items with a breaf description for eash one.

Project

Edit

Search

View

Macros

---

## Tools

## 1.6 Project Menu

- ABOUT - This item merely give some information on this version of Annotate and a brief description. ( And a plea for "gifts".)
- NEW - This will start a "new" document in a new window (it will be the front one).
- OPEN NEW - This will bring up the AmigaDOS 2.04 requester for opening files and will open the selected one on a new screen placed in the front.
- OPEN - This will bring up the AmigaDOS 2.04 requester for opening files and will open the selected one. Careful this is destructive, it will replace current document.
- SAVE/CLOSE - This saves the file. (As it's current name - rewriting the old file if there was one.) It will prompt for a name if this is a "new" document. Then After the file is saved the window and editor are closed.
- SAVE ALL MODS - This saves ever file that has been modified using it's current name.
- SAVE AS - Lets you save the file as a different name, and this will remain the current name.
- SAVE - This just saves the file. (As it's current name - rewriting the old file if there was one.) It will prompt for a name if this is a "new" document.
- PRINT - sends the current window out prt:
- LAST SAVED - This will "revert" the text to the last version saved. Caution - destructive!
- DELETE FILE... - This will bring up an AmigaDOS 2.04 requester prompting for which file to delete. This is obviously DESTRUCTIVE!
- SAVE ALL/QUIT - This option saves all current documents open (like doing a "SAVE" for each one) and quits the program.
- QUIT - This option lets the user quit without saving the documents. If changes have been made, a requester will pop up asking if you wish to really quit.

## 1.7 Edit Menu

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- LINE/VERT SEL - The selection will change from a line selection to a vertical selection. To find out what mode the window is in, look at the status bar it will have an "LS" or "VS" in it, meaning Line Select mode or Vertical Select mode respectively.
- CUT - This will allow you to "cut" ( which copies to the clipboard and deletes ) to one of six clipboards from the current selection.
- COPY - This will allow you to "copy" ( which copies to the clipboard ) to one of six clipboards from the current selection...
- PASTE - This will allow you to "paste" ( which prints from the clipboard ) from one of six clipboards to current cursor position.
- ERASE - This will delete the current selection. Caution - destructive.
- FOLD - This will fold the currently selected lines.
- UNFOLD - This will unfold the line the cursor is currently on.
- UNFOLD ALL - This will unfold all of the folded lines in the current document.
- SHIFT RIGHT - This will shift all of the characters in the current selection right on the assumption that ENTIRE lines are selected.
- SHIFT LEFT - This will shift all of the characters in the current selection left on the assumption that ENTIRE lines are selected.
- UPPER CASE - This will shift all of the characters in the current selection to upper case.
- LOWER CASE - This will shift all of the characters in the current selection to lower case.
- DUPLICATE LINE - This will take the line the current cursor is on, and will duplicate it on the next line.
- MERGE LINE - Merge line takes the current line the cursor is on and tacks the next line to the end of it. (Try it and you will see what I mean.)
- DELETE LINE - This menu item deletes the line the cursor is on.
- LOCK LINES - Sets all lines in the current selection to locked. This makes the selected lines uneditable. You can use this feature to protect certain parts of your document. Locked lines will appear underlined if you have the "Draw Line Locks" gadget ticked in the config requester otherwise locked will appear identical to unlocked lines.
- UNLOCK LINES - Sets all locked lines in the current selection to
-

unlocked. (see LOCK LINES for more info)

START SEL - Start a selection from the keyboard. This feature is mostly here for making selections from ARexx and Macros.

END SEL - End a selection from the keyboard. This feature is mostly here for making selections from ARexx and Macros.

## 1.8 Search Menu

FIND... - Find produces a "find" requester. The "string" gadget accepts a string of characters to find.

FIND NEXT - Uses the string from the original find requester to find the next instance of the string.

REPLACE - Produces a "replace" requester with several option gadgets. The string gadgets accepts strings to search for and replace with. There are cycle type gadgets from search type and prompt type.

Sel->Find - Takes the current selection and places it in the "find" requester of Find or Replace.

Sel->Replace - Takes the current selection and places it in the "replace" requester.

Line Number... - Brings up a requester prompting for the line number you wish to go to.

Match Brace - This finds the opposite bracket or brace and takes the cursor to it.

Match Brace/Sel - This finds the opposite bracket or brace and selects everything between the two.

Select All - Simply selects the entire document.

Select Line - Selects entire line the cursor is on.

Select Word - Selects the word your cursor is on.

## 1.9 View Menu

ED EXCHANGE... - OK, this is the coolest thing in Ann. What it will let you do is have several files loaded into memory, but not necessitating have windows for them all. And, if you want to look at a file in one of the buffers, you simple exchange it for a file that is in the current window. Or you could put it in a new window of it's own. You can also open close windows but still keep the file in memory or open files into the current window and have the current text in the window buffered off into memory. To make a long story short, (too late, I know) Exchange is

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the best place to open and close files and windows if you are working on a large number of files, it's hard to explain this feature fully. So... all I can say is try learning to use it. Once you figure it out, you'll never use the normal Open from the file menu again.

Shrink Ann - Makes Annotate shrink to minimum possible size.

Enlarge Ann - Makes Annotate grow to a maximum possible size.

Ann to Front - Takes Annotate's window and pushes it front.

Ann to Back - Takes Annotate's window and pushes it to the back.

Go->ScrollStore - (1 - 6) Goes to previously set scrollstore from one to six.

Set->ScrollStore - (1 - 6) Sets the "scroll store" to the current location of the cursor. ( One may call the location back at any time by using the Go->ScrollStore. )

Goto Cursor - Moves your "scroll" or view back to the cursor. It may not be at the cursor if you have used the Scroll Store.

Goto Selection - Moves your "scroll" or view to the currently selected text.

Scroll/Num - Sets the keypad between scroll movement and typing numbers. Much like a "NumLock" key on an IBehM.

Regen All - This will redraw all of Annotate's current windows. It will also set Ann Global variables named GRAPHIC\_UPDATE and SHOW\_REQUEST to ON (see AREXX section under SET).

## 1.10 Macros Menu

PLAY MACRO - Play macro is use to play a maros 1 to 10 depending on the number you select. Note that the Quick key is Shift the funtion key which coresponds to the macro you wish to play. Also if you hold down the Ctrl key in the quick key combination the macro will shut down screen update until after the macro has finished. For macros that do a lot of screen update this can speed up the macro dermaticly.

RECORD MACRO - Will start recoring a macro in the number you selected. Use 'Stop Recording' when you are finished.

STOP RECORDING - If you Recording a Macro this will stop the recording and return Ann to it's normal state.

OPEN MACROS - Load a macro file made with 'Save Macros'.

SAVE MACROS - Save all macros to a file.

---

## 1.11 Tools Menu

Config... - This is the item for changing the default configuration of Annotate. Almost everything here is self explanatory except for a few items. The "scroll unit" is the number of characters from all sides of the window, where Annotate will decide to scroll if you are in. ( - Note: you may wish to make it quite small, if you are using a small window size. It will let you to continue to operate with scrolling intact. The "Window TopEdge" is where you want the top, left edge of Annotate to default to (in pixels from the top, left of your screen). "Window Width" and "Height" are also set the default configuration of Ann's window in pixels. The make .info file switch, determines if icons are created for your text files. (If there is a .info file, there is an icon.) The make .bak switch sets whether or not the program creates ".bak" backup files, of your current version of the text you are editing. Auto Indent tells Annotate if it should automatically indent you when you press return to where you indented to on the previous line. You can also set the default search and prompt type for the various requesters throughout Annotate (ie. Search and Replace requesters).

RX FILENAME - After selecting this item a file requester will appear with '#?.rexx' in the pattern gadget. When you select a file Ann will run it as 'rx filename'. Note this will only work if you have ARexx properly installed on your system.

FILENAME TO CLIP0 - This will copy the current window's filename to unit 0 of the clipboard.

INSERT ASCII CODE - Will produce a requester where you input a number between 0 and 255. This number is inserted at cursor position when the OK gadget is pressed.

REPEAT NEXT EVENT - Will produce a number requester. Whatever number you put into the requester will be the number of times the next event is done. For example, if you input the number 10 into the requester and after hitting OK you press the letter 'j', instead of 1 j being inserted into the editor 10 j's will be inserted.

JUSTIFY LINE - Justify line has three options from the menu, Left, Center, and Right. Left will push the line the cursor is on to the far left. Center will center the line between the left and the Wordwrap Column (set in the config requester). Right will push the line up so it touches the Wordwrap Col.

-Tool Items - after this menu item, are the tools that may be added. Tools may be added by adding them to the text file "AnnTools. Explained previously in the startup section.

If they are added correctly, then they will appear here.

## 1.12 ARexx

The following are a list of base commands for the annotate ARexx port which can be addressed as:

```
address('Annotate_Rexx')
```

Each of these base commands may have more specific commands and/or parameters follow them. For example the if you wished to play macro 6 via the rexx port the command would be:

```
DOMENU PLAY_MACRO 6
```

In this case DOMENU is the base command, PLAY\_MACRO is the first sub command, and 6 is the second sub command. Note that menu commands never take any parameters.

An example of a command that does take parameters is:

```
MOVE_CURSOR REL 5 8
```

Where MOVE\_CURSOR is the base command, REL (for relative to the current position of the cursor) is the sub command and 5 and 8 are the parameters for deltaX and deltaY. This command will move the cursor 5 spaces to the right and 8 spaces down exactly the same way you can do with the cursor keys.

If OPTIONS RESULTS has been specified in the rexx program then many of the following commands will also return valuable information.

The following is a complete list of Annotates rexx commands, subcommands, parameters and return values.

DOMENU

SET

GET

INSERT

MOVE\_CURSOR

REQUESTER

Other Commands

Example Code:

Requester Demo

Search and Load

Replace And Count

## 1.13 Replace And Count

/\* This Rexx Macro will run through the editor replacing the string in the find requester with a number. Each new occurence of the find string found will be replaced with a higher number.

ex. if 'test' was in the find string and the editor read:

```
test test test test test
```

you could have this macro replace tests with:

```
1 2 3 4 5
```

```
*/
```

```
OPTIONS RESULTS
```

```
address 'Annotate_Rexx'
```

```
count = 0
```

```
REQUESTER NUM "'Inderations?' '#' '100'"
```

```
if RC == 0 then
```

```
do
```

```
    Ids = RESULT
```

```
    REQUESTER NUM "'Startnum?' '#' '0'"
```

```
    CurNum = RESULT
```

```
    if RC == 0 then
```

```
    do
```

```
        ids = CurNum+ids
```

```
        do while ids > CurNum
```

```
            domenu find_next
```

```
            Get sel_size
```

```
            if RC ~= 0 then
```

```
                count = ids
```

```
            else
```

```
            do
```

```
                DOMENU Erase
```

```
                insert string CurNum
```

```
                CurNum = CurNum+1
```

```
            end
```

```
        end
```

```
    end
```

```
end
```

```
exit rc
```

## 1.14 Requirer Demo

```

/* A Quick Requirer Demo */

OPTIONS RESULTS
address 'Annotate_Rexx'

REQUESTER ANSWER "'Do _List' 'C_ancel' '_OK'"

say RESULT

if RESULT == '_OK' then
do
    REQUESTER List "Window_Name Ca_ancel 'This is ' a test ' of the' list gadget"
    say RESULT
end

REQUESTER NUM "'Num Request' 'Hel_lo' '7456'"

if RC == 0 then
    say RESULT
else
    say "You Hit Cancel"

REQUESTER STRING "'String Request?' 'Te_xt' '_Ok doky' '_Na'"

if RC == 0 then
    say RESULT
else
    say "You Hit Cancel"

exit rc

```

## 1.15 Seach and Load

/\* This rexx program brings up a list requester with some file names. After the user picks a file (as long as they didn't pick cancel) the program searches to see if ann has that file in a window and if it finds it, Ann brings the window to front. If ann dons't find it, Ann searches the external editor list in memory and brings the editor (if it's there) into the current window. If ann still hasn't found the file, Ann will load it off disk and into the current window and push the editor in the current window into the external editor list.

Whenever I'm working on a project this is the program I us to manage my files. You can expand it simply by adding more file to the List requester.  
\*/

```

OPTIONS RESULTS

address('Annotate_Rexx')

/* find out what file the user wants */

```

```

REQUESTER LIST "'Open Ted File' '_Cancel' 's:startup-sequence' 's:user-startup'"

/* if they didn't cancel find the file they want */

if RESULT ~= '_Cancel' then
do

    userhit = RESULT

    /* is the file in a window */

    SET WRK_WIN userhit

    if RC = 0 then
    do
        domenu ann_to_front /* the file is in a window so we can stop */
        exit
    end

    /* is the file in an external editor */

    RC = 0
    count = 1
    RESULT = ""

    do while RC = 0

        GET EX_ED_NAME count

        if userhit == RESULT then
        do
            EXCHANGE_EDS count /* the file was is an external editor
                                so bring the editor into the current
                                window and quit */
            domenu ann_to_front
            exit
        end

        count = count + 1

    end

    /* The file is not in memory so load it into the current window and
    put the editor which is in the current window into the external
    editor list */

    OPEN_EX_EDITOR userhit

end

```

## 1.16 domenu

The DOMENU command can be used to access most menu items by simply writting out the menu item after DOMENU. Menu items with more then one

---

word in them such as "Last Saved" must be written as "LAST\_SAVED" so ann will not think the word "SAVED" is another subcommand. DOMENU commands never take any parms and never return anything. Below is a complete list of the menu items supported by Ann. Indented items are sub commands of the previous item and must be used to make the command work.

```
ABOUT...
NEW
OPEN_NEW...
OPEN...
SAVE/CLOSE
SAVE_ALL_MODS
SAVE_AS...
SAVE
PRINT
LAST_SAVED
DELETE_FILE...
SAVE_ALL/QUIT
QUIT
LINE/VERT_SEL
CUT
    0 to 5
COPY
    0 to 5
PASTE
    0 to 5
ERASE
FOLD
UNFOLD_ALL
SHIFT_RIGHT
SHIFT_LEFT
UPPER_CASE
LOWER_CASE
DUPLICATE_LINE
MERGE_LINE
DELETE_LINE
LOCK_LINES
UNLOCK_LINES
START_SEL
END_SEL
FIND...
FIND_NEXT
REPLACE...
SEL->FIND
SEL->REPLACE
LINE_NUMBER...
MATCH_BRACE
MATCH_BRACE/SEL
SELECT_ALL
SELECT_LINE
SELECT_WORD
ED_EXCHANGE...
SHRINK_ANN
ENLARGE_ANN
ANN_TO_FRONT
ANN_TO_BACK
SET->SCROLLSTORE
```

---

```

        1 to 6
GO->SCROLLSTORE
        1 to 6
GOTO_CURSOR
GOTO_SELECTION
SCROLL/NUM
REGEN_ALL
PLAY_MACRO
        1 to 10
OPEN_MACROS
SAVE_MACROS
CONFIG...
FILENAME_TO_CLIP0
INSERT_ASCII_CODE
REPEAT_NEXT_EVENT
JUSTIFY_LINE
        LEFT
        CENTER
        RIGHT

```

Some examples of DOMENU

## 1.17 DOMENU Examples

```

DOMENU SET->SCROLLSTORE 5
DOMENU CUT 0
DOMENU DUPLICATE_LINE
DOMENU JUSTIFY_LINE CENTER
DOMENU CONFIG...

```

## 1.18 set

Subcommads of SET with their parms and return vaules:

WIN_STATS	Moves and resizes the current window.
call	SET WIN_STATS WindowX WindowY Width Height
parms	WindowX,WindowY,Width,Height are all numbers describing where to move and how to size the current window.
result	"WindowX WindowY Width Height" which are all numbers desribing the resulting window size and position.
DEF_WIN_STATS	Sets defualt window size and position for new windows.
call	SET DEF_WIN_STATS WindowX WindowY Width Height
parms	WindowX,WindowY,Width,Height are numbers used as the new default window (see Config requester).

---

result      "WindowX WindowY Width Height" which are all numbers describing the resulting default window size and position.

#### WRK\_WIN

call          SET DEF\_WIN\_STATS WindowName

parms        WindowName is a the name of the window you want all futher rexx commands to be directed towards.

result        WindowName if the window WindowName was found.

#### GRAPHIC\_UPDATE

call          SET GRAPHIC\_UPDATE ON/OFF

parms        ON or OFF. If you turn GRAPHIC\_UPDATE off all rendering in ann will be stopped making most operations speed up. Turning it back on will cause a total refresh.

result        The status of GRAPHIC\_UPDATE, namely ON or OFF.

#### SHOW\_REQUEST

call          SET SHOW\_REQUEST ON/OFF

parms        ON or OFF. If you turn SHOW\_REQUEST off all requester in Ann will automaticlly return as if the OK gadget was selected without even showing the requester to the user.

result        The status of SHOW\_REQUEST, namely ON or OFF.

FIND\_TYPE      Used to set the Search Type gadget in the search requesters.

call          SET FIND\_TYPE TypeNum

parms        TypeNum is a number from 0 to 2 which mean:  
0 Case Sensative  
1 Non-Case Sensative  
2 Wild Cards

result        The old FIND\_TYPE TypeNum.

REPLACE\_PROMPT\_TYPE Used to set the Prompt Type gadget in the search requesters.

call          SET REPLACE\_PROMPT\_TYPE TypeNum

parms        TypeNum is a number from 0 to 2 which mean:  
0 Always Prompt  
1 No Prompt  
2 Prompt Once

result      The old REPLACE\_PROMPT\_TYPE TypeNum.

FIND\_TEXT      Used to set the Find string gadget in the search requesters.

call          SET FIND\_TEXT String

parms        String is a string that you want in the string gaget.

result        The old FIND\_TEXT String.

REPLACE\_TEXT      Used to set the Replace string gadget in the search requesters.

call          SET REPLACE\_TEXT String

parms        String is a string that you want in the string gaget.

result        The old REPLACE\_TEXT String.

STAUS\_LINE      Used to set the current windows status line.

call          SET STAUS\_LINE String

parms        String is a string that you want written into the current windows status line.

result        none.

DRAWER          Used to set the Drawer string gadget in the file requester.

call          SET DRAWER String

parms        String is a string that you want in the string gaget.

result        The old DRAWER String.

PATTERN        Used to set the Patten string gadget in the file requester.

call          SET PATTERN String

parms        String is a string that you want in the string gaget.

result        The old PATTERN String.

SEEK\_LINE      Used to set the LineNum gadget in the seek LineNum requester.

call          SET SEEK\_LINE Num

parms        Num is a num that you want in the num gaget.

result        The old SEEK\_LINE num.

---

ASCII\_CODE      Used to set the Ascii code gadget in the insert ascii code requester. ←

    call          SET ASCII\_CODE Num

    parms        Num is a num that you want in the num gaget.

    result       The old ASCII\_CODE num.

## 1.19 get

Subcommads of GET with their parms and return vaules:

SCR\_SIZE        Used to get the size of the screen.

    call          GET SCR\_SIZE

    result        "Width Height" of the screen Ann is running on.

WIN\_STATS       Used to get the current window size and position.

    call          GET WIN\_STATS

    result        "WindowX WindowY Width Height" which are all numbers desribing the current windows size and position.

DEF\_WIN\_STATS   Used to get the default window size and position.

    call          GET DEF\_WIN\_STATS

    result        "WindowX WindowY Width Height" which are all numbers desribing the default window size and position.

SEL\_TEXT        Used to get the current selection.

    call          GET SEL\_TEXT

    result        A string contaning the current selection or an err if there is no selection.

CHR             Used to get the character under the cursor

    call          GET CHR

    result        "char ascii CursorX CursorY" where char is the character under the cursor, ascii is the ascii value of char and CursorX and CursorY is the position of the cursor.

WIN\_NAME        Used to get the name of a window

call	GET WIN_NAME WindowNum
parms	WindowNum is a number of the window you want the name of or it can be 0 if you want the name of the current window.
result	A string containing the window name or an err if the WindowNum is higher than the number of windows open.
SEL_SIZE	Used to get the start and end points of the selection
call	GET SEL_SIZE
result	"MarkStartX MarkStartY MarkEndX MarkEndY" which are all numbers describing the cursor positions of the selection start and end. If there is no selection an err will be returned.
EX_ED_NAME	Used to get the name of a external editor
call	GET EX_ED_NAME EdNum
parms	EdNum is a number of the editor you want the name of.
result	A string containing the editor name or an err if the EdNum is higher than the number of External editors open.

## 1.20 insert

Subcommads of INSERT with their parms and return vaules:

STRING	Used to insert a string of text at the cursor position.
call	INSERT STRING String
parms	String is the string you want inserted.
result	"TRUE" if all went well.
RETURN	Used to insert LFs at the cursor position.
call	INSERT RETURN Num
parms	Num is the number of returns to insert.
result	"TRUE" if all went well.
SPACE	Used to insert spaces at the cursor position.
call	INSERT SPACE Num

---

```

parms      Num is the number of spaces to insert.

result     "TRUE" if all went well.

```

## 1.21 move\_cursor

Subcommads of MOVE\_CURSOR with their parms and return vaules:

```

REL          Used to move the cursor some distance form where it is.

call         MOVE_CURSOR REL DeltaX DeltaY

parms       DeltaX and DeltaY are numbers which are used as offsets to
            move the cursor from it's current position.

result      "DeltaX DeltaY X Y" where DeltaX and DeltaY are the actual
            distance the cursor was able to move and X and Y are the
            cursors new absolute position.

ABS          Used to move the cursor to an absolute position.

call         MOVE_CURSOR ABS X Y

parms       X and Y are numbers which are used as absolute positions to
            move the cursor to.

result      "DeltaX DeltaY X Y" where DeltaX and DeltaY is the distance
            the cursor moved and X and Y are the actual new cursors
            absolute position.

```

## 1.22 requester

Subcommads of REQUESTER with their parms and return vaules:

```

ANSWER       Offers the user one of three choies.

call         REQUESTER ANSWER Text Cancel OK Mabye

parms       Text is a string and the question being asked.
            Mabye, Cancel and OK are strings for up to three gadgets (
            you don't have to use them all).

result      A string which contains the option chosen.

LIST         Offers the user one of many choices and a cancel.

call         REQUESTER LIST WindowTitle CancelText Option1 Optoin2 ...

parms       WindowTitle is the window title and should be the question

```

---

	begin asked. CancelText is a string for the Cancel gadgets text. Option1 ... are the option of the list.
result	A string which contains the option chosen. This option could be any of the Option texts or the Cancel text.
NUM	Lets the user input a number.
call	REQUESTER NUM WindowTitle NumGadText DefaultNum
parms	WindowTitle is the text put into the window title. NumGadText is the text put beside the num gadget. DefaultNum is the number the requester comes up with.
result	The number the user selected or an err if they canceled.
STRING	Lets the user input a number.
call	REQUESTER STRING WindowTitle StringGadText OKGad CancelGad
parms	WindowTitle is the text put into the window title. StringGadText is the text put beside the string gadget. OKGad is the text used for the OK gadget. CancelGad is the text used for the Cancel gadget.
result	The string the user input or an err if they canceled.

## 1.23 Other Commands

ANN_VERSION	To find out what version of Ann you're talking to.
call	ANN_VERSION
result	A string containg Annotates version.
DEL	Deletes characters from the cursor postion.
call	DEL Num
parms	Num is the number of characters to delete.
result	"TRUE" if all went well.
OPEN_IN_WIN	Loads a file into the current window
call	OPEN_IN_WIN FileName
parms	FileName is a string with the name of the file to be loaded
result	none.

OPEN\_EX\_EDITOR Loads a file into the current window and puts the editor in the current window into the external editor list.

call OPEN\_EX\_EDITOR FileName

parms FileName is a string with the name of the file to be loaded

result none.

OPEN\_WIN Opens a window and puts the first editor in the external editor list into it.

call OPEN\_WIN

result none.

CLOSE\_BOTH Closes the current window and the editor in it. Same as clicking the close gadget on the window.

call CLOSE\_BOTH

result none.

CLOSE\_WIN Closes the current window and puts its editor into the external editor list.

call CLOSE\_WIN

result none.

CLOSE\_ED Closes the editor in the current window and puts its puts the first editor from the external editor list into it.

call CLOSE\_ED

result none.

EXCHANGE\_EDS Exchanges an external editor with the editor in the current window.

call EXCHANGE\_EDS Num

parms Num is the number of the external editor.

result none if the Num was valid else an err is returned.

## 1.24 CopyRight Stuff

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## A N N O T A T E

by

D O U G     B A K E W E L L

version 2.0                      Aug 20,1993

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