

GED.HYPER

COLLABORATORS

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Chapter 1

GED.HYPER

1.1 main

Topics

Feature list	Command list
Licence	General hints
Introduction	Tools
Required system	Credits
Getting started	How to register
Mouse handling	How to get updates
Description of menus	Address
Keyboard	Index
ARexx port	

Menus

Project menu	Control menu
Block menu	Misc menu
Layout menu	Macro menu
Find menu	Config menu

1.2 FEATURE LIST

FEATURE LIST

- o OS3.1 look & functions (e.g. AppWindows)
 - o multi-threaded design for best performance
 - o nested folding
 - o unlimited undo & redo
 - o Menus fully customizable, easy-to-use requesters
 - o ARexx port offering more than 420 commands and options
 - o Syntax highlighting
 - o QuickReference capability (includes, sources, ...)
 - o APC (TM): Automatic phrase completion based on user's dictionary
 - o Fast indentation of blocks (shifting)
 - o Smooth display, fast scrolling
-

- o HotKey commodity support
- o unlimited number of windows
- o open files are listed as menu (file list)
- o WordWrap & Formatter
- o automatic indention (automatic left margin)
- o context-sensitive indention (SmartIndention)
- o AutoBackup : any interval, any backup path
- o MenuHelp based on AmigaGuide library
- o localized
- o printer control: change linefeed, spacing or output style on the fly
- o all file requesters do support multiselection
- o transparent XPK support : (de)crunching & encryption
- o ASCII character selection window
- o flexible GUI handling: any display mode , any font
- o protection bits support, file comment support
- o clipboard support
- o load and save position of open windows (AutoDesktop)
- o AutoCase case correction based on user's dictionary
- o automatic online parenthesis check
- o QuickFunc jump table display for many programming languages
- o insertion of columns , removal of columns
- o user friendly - about 30 requesters
- o fixed, regular, solid and dynamic TABs
- o character set remap (e.g. Amiga to MS-DOS)
- o Application interface : plug and play interface
- o quick starter ED
- o startup macro available
- o macro recording
- o online templates processing
- o global search accross file boundaries
- o file hunter : extract file name under cursor, search file
- o online spellchecker based on ISpell
- o user defined gadgets
- o search/replace history
- o asynchronous printing
- o ToolManager icon dock support
- o preview display mode
- o search functions support wildcards
- o and many more ...

1.3 LICENCE

LICENCE

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1.4 INTRODUCTION

INTRODUCTION

Primary design goals of this editor have been to make it as user friendly as possible and to make it as fast as possible. A lot of attention has been put to the general look & feel, performance considerations and full support of the Amiga OS. The design is based on OS3 (OS2 with restrictions only), a fast CPU, sufficient RAM and a hard disk. Outdated AmigaOS versions are not supported.

GoldED's internal design is event based: the editor waits for events like a keystroke or a menu selection and then calls a dispatcher to perform the appropriate action. Action is not hard coded: you may assign any of the editor's internal functions to events (though most people won't do any assignments at all but use the default configuration). For example you may assign the 'open file' function to the 'A' key by using GoldED's keyboard requester. Or assign the text "don't panic" to the A key. Or assign an ARexx macro script to it. Or a DOS command. Or just leave it as it is. No matter what kind of interface to GoldED you use (the menus, the keyboard or its ARexx port): all of them do support the same command set. It's easy to use, straight-forward and flexible. GoldED doesn't use an internal macro language like DME: Its internal functions are function calls only, performing some straight-forward kind of action. The editor relies on ARexx as far as

conditional statements, variables and flow control are concerned.

1.5 REQUIRED SYSTEM

REQUIRED SYSTEM

Minimum requirements are OS2.04, 68000 and 1 MB RAM. GoldED has NOT been tested with a 68000. Suggested minimum system for average performance is OS3.0, 68020 & 2 MB RAM. Some advanced features require OS2.1, many other features require OS3.x. We strongly recommend to install/rekick OS3.x if your Amiga is capable of it. GoldED is much faster under OS3.x.

Software requirements (all these files have been released to the public already - check Fish disks):

- o reqtools library
- o xpk library
- o amigaguide library

1.6 GETTING STARTED

GETTING STARTED

Start the editor either by doubleclicking its icon or by typing its name in a shell window. Or use the HotKey combination (i.e. right ALT + right SHIFT & RETURN) if the editor is present in the background already. Depending on whether or not AutoDesktop (see config/misc) is enabled, it might happen that files are loaded automatically even though you have provided no file name.

QuickStarter

Besides the main editor GoldED, a quick starter ED is provided. This program is a small (4 KB) GoldED frontend. You can use it AS IF it were a real editor. For example you could type 'ed letter' to edit the file letter if the quick starter were named 'ed'. The big advantage of a quick starter is its ability to pass a new job to a running instance of GoldED (if there is one). Needless to say that this happens very fast. The quick starter may be made resident (the main editor may not be made resident). The source code of ED is available in the "GoldED:Tools/EDSource" drawer.

Arguments

GoldED accepts four kinds of arguments: a list of file names to load, the name of a public screen to open on (after the SCREEN keyword), a configuration file to use (CONFIG keyword) and finally the HIDE option. SCREEN/CONFIG/HIDE arguments may be passed as command line options as well as icon tool types (don't use quotes around file names within tool type entries). Example:

```
GoldED s:startup-sequence CONFIG s:MyPrefs
```

Use the HIDE option but don't supply file names if you want the editor to stay in the background initially (waiting for HotKey activation):

```
GoldED HIDE
```

The quickstarter has been designed for synchronous and asynchronous operation (unless the HIDE option is used to run the editor in the background) depending on whether or not the STICKY option is used. A call to ED returns after the window opened by ED is closed if the STICKY option is specified (GoldED itself may keep on running if there are further windows to handle). This is designed to be used in command files where you want the execution of the batch file or command script to wait until the user has finished editing a particular file. ED will return (using the sticky option) when the user quits out of the file. The quickstarter will return immediately if the sticky option is not used. Example:

```
ED mail:answer CONFIG s:BBS.prefs STICKY
```

MenuHelp

The editor's help facility is based on Commodore's AmigaGuide library. Simply doubleclick the 'manual' icon - its default tool is AmigaGuide. You may use 'MultiView' of OS3.0 to read the 'GoldED.guide' file, too. GoldED itself supports menu help: press the <HELP> key during selection of a menu item (within GoldED) to get explanations related to the item you selected.

Language

Locale library of OS2.1 or better is supported as far as GoldED's requesters are concerned: Requesters as well as time/date strings will be German if you have selected German to be your default language (by using the 'locale' preferences of your Workbench). English, German, French, Swedish and Italian translations are available so far; further languages may be available in the future. Locale settings do not affect menus because menus are not part of the editor itself but external text files. Use config/menus to edit or load menus. The default menu definition file is available in several languages. It is installed by the Install utility when installing the GoldED package. You may load a new menu definition file at any time (see config/menus).

GUI (Graphical User Interface)

The editor's user interface supports the look & feel of OS3.x. Most gadgets offer keyboard activation: underlined characters within gadget labels indicate shortcuts. Using shortcut keys you can move a slider gadget or activate a button gadget. Use the shift key simultaneously to toggle the 'direction' of changes - e.g. to move a slider gadget one step to the left instead of to the right. Use the 'Amiga' key simultaneously to activate another gadget from within a string gadget (without R-Amiga your input would go to the string gadget). Amiga-X will clear string gadgets. CTRL+L inserts a form feed code.

1.7 MOUSE HANDLING

MOUSE HANDLING

A simple mouse click into a text window positions the cursor. Doubleclick into the window to mark the word under the cursor. Hold down the mouse button and drag the mouse pointer over the text to mark lines or single words. This editor offers two marker resolutions: character resolution (standard) and line resolution. Hold down the SHIFT key while marking to change to line mode.

1.8 DESCRIPTION OF MENUS

DESCRIPTION OF MENUS

There is no 'fixed' appearance since GED offers almost unlimited user configuration: neither as far as colors, resolution or fonts nor as far as menus and functions are concerned. This manual describes the default configuration. Use config/load to load a settings file.

The standard menus are:

Project menu	Control menu
Block menu	Misc menu
Layout menu	Macro menu
Find menu	Config menu

1.9 PROJECT MENU

PROJECT MENU

menu tree of project menu

project/about GoldED	project/new name
project/about user	project/current dir
project/clear text	project/save
project/new window	project/save as
project/open	project/save as XPK
project/open fast	project/save & exit
project/open new	project/bits
project/open original	project/print
project/insert	project/quit & unload
project/append	project/quit (window)

The project menu offers a variety of commands related to general handling of a document, especially as far as basic input/output functions are concerned (load, save, printer).

1.10 project/about GoldED

project/about GoldED of PROJECT MENU

Displays version information. Additionally, the name of GoldED's ARexx port and the screen name used by the editor are displayed. The editor screen always is public if you told the editor to open a custom screen, i.e. you are invited to run other tasks on the same screen (e.g. type SHELL CON:0/11/640/100/Shell/screenGOLDED.1 to open a shell window on GoldED's screen). See config/display for information on how to make other programs appear on GoldED's screen.

1.11 project/about user

project/about user of: PROJECT MENU

Your name is displayed if you select this menu item and if you are a registered user of GoldED. The unregistered release shows general copyright information.

1.12 project/clear text

project/clear text of: PROJECT MENU

Clears contents of current window. Protection bits are set to the defaults (see config/misc). The path is reset to the current path, the file name is reset to "unnamed". You are asked for confirmation if the text has been changed since loading.

1.13 project/new window

project/new window of: PROJECT MENU

Opens a further window for input. The window size is read from the configuration file (see config/load). The new window is centered on screen if you have enabled CenterWin (see config/misc , default is ON), otherwise the window position is read from the configuration file. Use config/save to save window dimensions & position of your current window as default settings. This editor offers many functions related to window management, e.g. it is able to 'arrange' your windows on screens. Autoscroll screens are fully supported: window functions consider the visible section only unless requested otherwise (config/display). See control/window arrange for more details.

1.14 project/open

project/open of: PROJECT MENU

Discards current text if any was loaded (same as project/clear text) and ask for new file(s) to load.

Multiselection

Like most file requesters of GoldED, the requester used by this function supports multi selection: you may select more than one file. Treatment of multi selected files depends on the context: while this function will open a new window for each file, project/append loads all selected files to one window.

AppWindows

GoldED's text windows are so AppWindows: it is possible to drag icons (of text files) over a text window. These files are appended to the text of that window. Multi selection is supported: You may drag more than one file over a window using extended selection (hold down the shift key while you select icons).

Crunched XPK files (see project/save as XPK) are recognized and decompressed while reading if the XPK libraries are available. This function checks for TABs (dez. 8); TABs are replaced by SPC (dez. 32) while loading. See config/tabs if you want to influence substitution. LOAD uses an input buffer of about 16KB to speed up operation. However, if you want even better performance, use project/open fast instead.

The file is scanned for folded sections after loading if AutoFold (config/misc) is ON. You should disable AutoFold if you don't want to use the folding capability to prevent scanning for fold markers and thus save time.

Warning: Do never attempt to edit binaries (programs). GoldED is a text editor, not a file monitor. It will change the data in a way suitable for text files but definitely unsuitable for binaries (e.g. remove CR return codes, substitute spaces, clear the executable-bit).

1.15 project/open fast

project/open fast of: PROJECT MENU

FastLoad

A fast replacement for project/open . This option requires an IO buffer of the original file's size and it doesn't check for TABs. Since GoldED usually doesn't write TABs (a concession to speed; see config/misc : save tabs), this function should be used instead of project/open if your Amiga has a decent amount of RAM: it is about 50% faster than 'slow' load. Use project/open original to reload a file in slow mode (with TAB substitution enabled) if you discover after loading that it contains TAB's (reversed "T"

at beginning of lines). GoldED automatically falls back to slow load if it detects TAB codes within the first 1500 bytes of a file.

1.16 project/open new

project/open new of: PROJECT MENU

Load a document but don't load it to the current window as project/open would do. Instead, a new window is prepared.

1.17 project/open original

project/open original of: PROJECT MENU

Reload current file from disk. Useful after you have made some changes but want to switch back to the original. This function uses 'slow loading' (see project/open fast), i.e. TAB's are substituted by spaces.

1.18 project/insert

project/insert of: PROJECT MENU

Insert a file at current cursor position (before current line). A file requester will pop up, asking you for one or more files to be inserted. Hold down the SHIFT key to select more than one file (this feature is called 'multiselection').

1.19 project/append

project/append of: PROJECT MENU

Append one or more files to your current text. A file requester will pop up, asking you for one or more files to append to your text. Quite useful to join a couple of files together.

1.20 project/new name

project/new name

Change the name of current text (you are prompted for a new one). Only the document in memory is affected – no disk file is renamed. Since one usually would use PROJECT/SAVE AS to save a file to a new location, this function is rarely used.

1.21 project/current dir

project/current dir of: PROJECT MENU

Set the 'current path' to wherever you want. The current path is used by many functions (e.g. project/open new) as default path. It is used by all menu items of type DOS, too (e.g. 'new shell'). If you have set the current path to 's:', a function like project/open new would list the s-directory when asking for a file.

Setting the current path doesn't change the name of an existing text – use the menu command project/new name to change the name. Some functions (e.g. project/open) don't care about the current path – they extract path information from the current document's name. Use project/clear text to reset the path of an empty text window to the current directory.

1.22 project/save

project/save of: PROJECT MENU

Save a text, using the current name displayed in the window's title bar. Old copies (no matter how protection bits have been set) are overwritten without asking for confirmation if 'overwrite' (config/GUI) mode has been set. Turn on backup creation if you want the editor to backup the old version if one is available; see config/misc for more information on backups. You might even ask the editor to backup your files regularly (e.g. every 10 minutes) to any directory (see config/misc as well). This function is disabled for windows of type read-only to prevent the user from accidentally overwriting important files. QuickRef windows are read-only (see QuickReference).

1.23 project/save as

project/save as of: PROJECT MENU

Same as project/save but gives you the opportunity to enter a new file name before the text is written to disk. This function is disabled for windows of type read-only to prevent the user from accidentally overwriting important files. QuickRef windows are read-only (see QuickReference).

1.24 project/save as XPK

project/save as XPK of: PROJECT MENU

XPK support

Save current file in compressed and/or encrypted mode (about 50% less disk space required depending on chosen compressor). See config/misc on how to select compression mode. This function requires the complete set of XPK libraries which has been released as FD. Note: other editors/programs might not be able to handle crunched files, so be careful when using this function. Don't crunch your sources - the compiler won't like it.

1.25 project/save & exit

project/save & exit of: PROJECT MENU

Same as project/save followed by project/quit (window) : Save current text and close window. Exit GoldED if the last window has been closed. GoldED won't close a window or exit if the SAVE operation fails (e.g. disk full error). This function is disabled for windows of type read-only to prevent the user from accidentally overwriting important files. QuickRef windows are read-only (see QuickReference).

1.26 project/bits

project/bits of: PROJECT MENU

Edit protection bits of the current text. Have a look at your Amiga DOS manual if you are unfamiliar with these bits. In generally you should set the S (script) bit for batch files but let the other bits untouched. Changes won't have any effect until you save the text. These bits are set to a default state after performing project/clear text). Use config/misc to define the default state.

1.27 project/print

project/print of: PROJECT MENU

Send current text to printer 'PRT:'. See config/printer for information on how to affect output style. DeskJet/LaserJet owners should use the HiSpeed printing facility of the misc menu instead (misc/hispeed). HiSpeed is shareware; a registered HiSpeed release is part of the GoldED Pro and GoldED Pro/NET registration.

1.28 project/quit & unload

project/quit & unload of: PROJECT MENU

Close all text buffers and exit GoldED. You are asked for confirmation if at least one non-empty text buffer has been modified. You are not asked for confirmation if only preferences have been changed (see config/save). GoldED is unloaded from memory by this command (see config/misc). Use project/quit (window) if you want to have the resident switch considered.

1.29 project/quit (window)

project/quit (window) of: PROJECT MENU

Close current window. Exit from GoldED if the last window has been closed. You are asked for confirmation if you attempt to exit without having saved your text so far (unless you didn't change the text at all). You are NOT asked for confirmation if only preferences have been changed (see config/save).

GoldED's memory management is asynchronous - after having closed a window you don't have to wait for the memory to be freed (this is done by a background task). Your Amiga might appear to be slightly slower than usual while the background task is busy - especially if the text buffer has been large (200 KB or more).

HotKey

If hotkey support (see config/misc) is enabled, GoldED will not be removed from RAM even after closing the last window. Instead it will wait for a hotkey combination (right ALT & right SHIFT & RETURN). Press these keys to make the editor reappear. Or use the commodities exchange program of your workbench. HotKey activation will give you a very fast response time since the editor won't have to be reloaded from disk.

1.30 BLOCK MENU

BLOCK MENU
menu tree of block menu

block/mark	block/delete column
block/mark line	block/insert column
block/hide mark	block/append text
block/cut	block/column text
block/copy	block/indent
block/paste	block/sort
block/paste vertical	block/uppercase
block/bcopy	block/lowercase

block/bdelete	block/save as
block/bmove	block/print

All functions of the block menu are related to the management of 'blocks', which are marked sections of lines. Ususally one would use menu functions or corresponding keyboard shortcuts to mark lines, however the mouse may be used as well: simply hold down the left mouse button while you drag the pointer over a desired section of lines. You can have only one block per document.

1.31 block/mark

block/mark of: BLOCK MENU

Mark a block. This function is used to mark single characters as opposed to block/mark line . Cursor movements resize the block. Further usage of this menu toggles flow marker mode on or off. Use block/hide mark to turn the marker off completely. Cursor movements either set the block start or the block end depending on the cursor position (the block start is set if the cursor is closer to the block start than to the block end).

Some functions of this editor require line blocks. For example you can't mark a single word and block-format it. GoldED promotes blocks to line blocks if required.

1.32 block/mark line

block/mark line of: BLOCK MENU

Mark beginning or end of a block. This command is used to mark whole lines (see block/mark). The editor will remember the current cursor position as START of a new block if you call this function for the first time (no marked lines so far). The editor remembers the current cursor position as block END if you call this function a second time. All lines between START and END are highlighted. Handling is different if you use this function after a block has been selected already: If the cursor position is closer to the end of the current block than to its start, the end position is updated. Otherwise the start position is set to the cursor's line. Use block/hide mark to turn the marker off.

1.33 block/hide mark

block/hide mark of: BLOCK MENU

Turn block off, ie. don't have any text section highlighted. Useful after block/mark to get rid of a block selection.

1.34 block/cut

block/cut of: BLOCK MENU

Cut selected parts (see block/mark or mouse) from text. These lines are written to the clipboard, ready to be inserted into any application supporting the clipboard device (e.g. into a shell window by pressing AMIGA & V or into any GoldED document using block/paste). The clipboard offers several storages called "units" and thus is able to keep many blocks of data; standard unit (used to exchange data between applications) is unit 0. You shouldn't use these clipboard-based functions to move/copy data within a single GoldED document; block/bcopy or block/bmove would perform the same task much faster.

1.35 block/copy

block/copy of: BLOCK MENU

Copy marked parts (see block/mark or mouse) to the clipboard device, ready to be inserted into any application supporting this device. The clipboard offers several storages called "units" and thus is able to keep many blocks of data; standard unit (used to exchange data between applications) is unit 0. This function doesn't affect your current text (as block/cut would). See block/paste for more details.

1.36 block/paste

block/paste of: BLOCK MENU

Insert clipboard contents (if any are available) into current text. An empty clipboard is reported as "clipboard error". Single words found in the clipboard are inserted at the current cursor position. Paragraphs (i.e. multiple lines) found in the clipboard are treated differently: they are inserted before the current line.

Clipboard

The 'clipboard' (actually the 'CLIPS:'-directory) is used by many applications to exchange data. It offers several storages called "units" and thus is able to keep several blocks of data simultaneously. GoldED can access any unit (see CLIP command), though usually only unit 0 is used. Postings to the clipboard are IFF files; GoldED supports IFF/FTXT clipboard access. For example, you could mark a text within a shell window, press AMIGA + C to copy these lines to the clipboard unit 0 and then reinsert them into a GoldED window using AMIGA + V. A paste operation won't remove the data from the clipboard, i.e. you can call this function several times.

1.37 block/paste vertical

block/paste vertical of: BLOCK MENU

Insert clipboard contents "vertically" at current cursor position: the clipboard contents are mixed to the existing lines. Depending on the writing mode (control/insert) text is either inserted or the current text overwritten by this operation. While insert mode is recommended for pasting single words, overwrite mode should be used to create multi-column documents. You will get a 'clipboard error' if the clipboard is empty. Use block/copy to move text sections to the clipboard.

1.38 block/bcopy

block/bcopy of: BLOCK MENU

Copy marked section (see block/mark or mouse) to current cursor position. Useful to duplicate sections within a single document (while you would have to use a block/cut / block/paste pair to exchange data between different windows or different applications).

1.39 block/bdelete

block/bdelete of: BLOCK MENU

Delete highlighted section (see block/mark or mouse).

1.40 block/bmove

block/bmove of: BLOCK MENU

Move highlighted area (see block/mark or mouse) to current cursor position. This function is useful to move sections of lines within a single document (while you would have to use a block/cut / block/paste pair to move text from one window to another window/application).

1.41 block/delete column

block/delete column of: BLOCK MENU

Removal of columns

Delete a column from highlighted lines (see block/mark). Move cursor to

desired column before you call this function (e.g. move cursor to column 10 if you want to delete this column from all block line). You shouldn't use this function if you simply want to change indentation of a paragraph because; use block/indent instead.

1.42 block/insert column

block/insert column of: BLOCK MENU

Insertion of columns

Insert a column into highlighted lines (see block/mark on how to mark lines). Move cursor to desired column before you call this function. Example: Move cursor to column 40 if you want to insert one space character before this column into all marked lines.

1.43 block/append text

block/append text of: BLOCK MENU

Append text to marked lines. Example usage: Mark some lines (see block/mark) and call this function. A requester will pop up, asking you for a text to be appended. If you enter ';', a semicolon would be appended to each line you have marked.

1.44 block/column text

block/column text of: BLOCK MENU

Insert a text into marked lines at current cursor position. Example usage: Mark some lines (see block/mark), move cursor to desired column (e.g. column 1) and call this function. A requester will pop up, asking you for a text to be inserted. If you enter 'Prototype ', this word would be inserted at the beginning (column 1) of each block line. This function is quite useful if you want to create tables (for example you could insert a '|' to get a vertical line).

1.45 block/indent

block/indent of: BLOCK MENU

Shifting

Change indention of marked lines (block/mark). Use arrow gadgets to shift text left or right. Currently selected keyboard-TAB distance (see config/tabs) is used as default indention step, however you may change this value using the step gadget. An indent function (two speeds) is assigned to keyboard's cursor keys, too (see cursor keys).

1.46 block/sort

block/sort of: BLOCK MENU

Sort selected lines (see block/mark) alphabetically. This function is not case sensitive (i.e. 'A' and 'a' would be considered equal).

1.47 block/uppercase

block/uppercase of: BLOCK MENU

Make all characters of highlighted lines (see block/mark) uppercase. This function uses the locale library if available to treat non-ASCII characters (e.g. 'ß') the right way. Locale library is part of OS2.1 and OS3.0 or better. It is not part of OS2.04.

1.48 block/lowercase

block/lowercase of: BLOCK MENU

Make all characters of highlighted lines (see block/mark) lowercase. This function uses the locale library if available to treat non-ASCII characters (e.g. 'ß') the right way. Locale library is part of OS2.1 and OS3.0 or better. It is not part of OS2.04.

1.49 block/save as

block/save as of: BLOCK MENU

Save marked lines (see block/mark) to disk. You will be asked for a file name. Do not use this function to move text from one text to another - use the clipboard instead (see block/copy).

1.50 block/print

block/print of: BLOCK MENU

Print marked lines (see block/mark). The standard preferences printer is used. See config/printer if you want to affect output settings like quality or linefeed.

1.51 LAYOUT MENU

LAYOUT MENU
menu tree of layout menu

layout/set right margin	layout/section block
layout/use current margin	layout/section left
layout/word wrap on/off	layout/section right
layout/templates on/off	layout/section center
layout/block left/right	layout/AutoCase
layout/block left	layout/EOL wrap
layout/block right	
layout/block center	

Formatter

All functions of the layout menu are related to formatting a text. They are of no use when writing source code - which is the main purpose of GoldED. But they should turn out useful if you edit normal text files (e.g. your e-mail).

Paragraph vs. block

Some of the formatting functions actually are block functions: they do affect marked lines only. See block/mark if you don't know how to mark lines. Others do affect the 'current paragraph' of a text. For example you might move the cursor to this star '*' and then choose layout/section left : the lines from 'Some ...' (beginning of paragraph) to the end of this paragraph would be made left aligned. The editor determines the end of a paragraph by looking for an empty line (however some lines appear to be empty but actually contain multiple spaces - these lines are not considered empty).

1.52 layout/set right margin

layout/set right margin of: LAYOUT MENU

Set right margin to current cursor position (margin values are considered by formatting operations like WordWrap). Example usage: move cursor to column 80, then call this menu. This will set the right margin to column 80.

1.53 layout/use current margin

layout/use current margin of: LAYOUT MENU

Formatting functions ignore left border settings (config/layout) if this menu appears checked; the left margin of the current line is used instead.

1.54 layout/word wrap on/off

layout/word wrap on/off of: LAYOUT MENU

WordWrap

Toggles word wrap mode on/off. Current status is displayed in screen's title bar (WRAP). If word wrap is on, the editor will reformat the current paragraph (left aligned) if cursor moves behind right margin (see config/layout on how to set right margin). Word wrap is very useful if you work on a plain ASCII text: You won't have to bother about pressing the enter key - the editor will switch to a new line automatically if the current lines is full.

Do never use word wrap if you work on a source file - the source would get mixed up as soon as the editor attempts to reformat a section of lines. Do not use word wrap when creating tables or any other kind of formatted output for the same reason, too.

1.55 layout/templates on/off

layout/templates on/off of: LAYOUT MENU

Templates

Toggles template mode on/off. Current status is displayed in screen's title bar (TMPL). If template mode is on, the editor will look for search patterns (templates) during user input. If a template is found, template-specific action as set up by the user is performed. Using templates you could make the editor replace "SNC" by "sincerely" immediately while you are typing. Several action types are available, including playback of recorded sequences, internal commands or execution of ARexx macros. Template setup is described in the Config/Templates section.

1.56 layout/block left/right

layout/block left/right of: LAYOUT MENU

Reformats marked lines (see block/mark) to make them appear left & right

aligned. The block's last line is made left aligned. Empty lines are not removed during formatting, i.e. your document's basic structure remains unchanged. Multiple spaces are removed, so better do not attempt to format tables. Use `config/layout` to set block width and the left border.

1.57 layout/block left

layout/block left of: LAYOUT MENU

Reformats marked lines (see `block/mark`) to make them appear left aligned. Empty lines are not removed during formatting, i.e. your document's basic structure remains unchanged. Multiple SPC's are removed, so better do not attempt to format tables. Use `config/layout` to set maximum line width and the left border.

1.58 layout/block right

layout/block right of: LAYOUT MENU

Reformats marked lines to make them appear left aligned. Empty lines are not removed during formatting, i.e. your document's basic structure of paragraphs remains unchanged. Multiple SPC's are removed, so better do not attempt to format tables. Use `config/layout` to set maximum line width and the left border.

1.59 layout/block center

layout/block center of: LAYOUT MENU

Reformats marked lines to make them appear centered within currently selected layout area. Use `config/layout` to set the layout area width and the left margin. Empty lines are not removed during formatting, i.e. your document's basic structure of paragraphs remains unchanged.

1.60 layout/section block

layout/section block of: LAYOUT MENU

Reformats current paragraph (see `Paragraph vs. block`) to make the lines appear left & right aligned. The last line of a paragraph is not affected -it is made left aligned. A line is a 'last' line if its successor is an empty line (however some lines appear to be empty but actually contain spaces -these lines are NOT considered empty). Empty lines are not removed during formatting, i.e. your document's basic structure of paragraphs remains

unchanged. Multiple SPC's are removed, so better do not attempt to format tables. Use `config/layout` to set block width or the left border.

1.61 layout/section left

layout/section left of: LAYOUT MENU

Reformats current paragraph (see Paragraph vs. block) to make the lines appear left aligned. Empty lines are not removed during formatting, i.e. your document's basic structure remains unchanged. Multiple SPC's are removed. Use `config/layout` to set layout width and left border.

1.62 layout/section right

layout/section right of: LAYOUT MENU

Reformats current paragraph (see Paragraph vs. block) to make the lines appear right aligned. Empty lines are not removed during formatting, i.e. your document's basic structure remains unchanged. Multiple SPC's are removed. Use `config/layout` to set layout width respectively left border.

1.63 layout/section center

layout/section center of: LAYOUT MENU

Reformats current paragraph (see Paragraph vs. block) to make the lines appear centered within currently selected layout area. Layout width and left margin are set by `config/layout` . Empty lines are not removed during formatting, your document's basic structure remains unchanged. Multiple SPC's are removed.

1.64 layout/AutoCase

layout/AutoCase of: LAYOUT MENU

Toggle AutoCase mode. AutoCase correction is based on the user dictionary; see `config/dictionary` .

1.65 layout/EOL wrap

layout/EOL wrap of: LAYOUT MENU

Enables the EOL-wrap mode to make the cursor jump to the beginning of the next line if the cursor has passed the last character of a line (while the user is pressing the <cursor right> key).

1.66 FIND MENU

FIND MENU
menu tree of find menu

find/find	find/reference...
find/find next	find/complete
find/find previous	find/ASCII table
find/replace	find/ASCII insert
find/replace next	find/show code
find/count	find/character set
find/check	find/insert code
find/matching bracket	find/toggle case
find/reference	find/functions

1.67 find/find

find/find of: FIND MENU

Shows a requester to enter the text to search for. You may choose the search to be case sensitive or not by using the appropriate checkmark gadget. Use the OK gadget to go to the next (i.e. after current cursor position) occurrence of the text to search for. Use the FIRST gadget to look for the first occurrence of the search pattern. Note: case-sensitive search is much faster than case-insensitive search.

Wildcards

GoldED supports AmigaDOS wildcard pattern matching if <wildcards> are enabled, thus giving you access to advanced search functions: The reserved pattern matching characters (e.g. "*" or "|") are interpreted in wildcard mode instead of being treated literally. Valid patterns are described in your AmigaDOS manuals. Wildcard search is based on lines. The pattern "Prototype*" would make the editor look for a line beginning with "Prototype". Add a leading "*" and a trailing "*" if looking for words within lines. The editor automatically switches to fast non-wildcard search if the search string doesn't contain any wildcard characters.

Search/replace history

Use the arrow gadget to open a search/replace history listview. The listview will offer previously used search/replace strings as well as the word under the cursor for fast selection. Use the block gadget next to the arrow gadget to search for the marked text.

1.68 find/find next

find/find next of: FIND MENU

Go to the next occurrence (i.e. after current cursor position) of the pattern to search for. Use find/find to enter search text.

1.69 find/find previous

find/find previous of: FIND MENU

Go to the previous occurrence (i.e. before current cursor position) of the pattern to search for. Use find/find to enter the search text.

1.70 find/replace

find/replace of: FIND MENU

Shows a requester to enter both, the text to search for as well as a replacement. You may choose the operation to be case sensitive or not by using the appropriate checkmark gadget. Select the NEXT gadget to replace the next occurrence of the search text by the replace text. Use the ALL gadget to replace all occurrences of the search text. Decide for the BLOCK gadget if you want the replacement operation to be restricted to marked lines (see block/mark). Please refer to the find/find section for further details (history, wildcards).

1.71 find/replace next

find/replace next of: FIND MENU

Replaces next occurrence of search pattern by replace text. Replacement as well as the search pattern are set using the find/replace requester.

1.72 find/count

find/count of: FIND MENU

Shows a requester to enter a search text. You may choose the search operation to be case sensitive by using the appropriate checkmark gadget. Select the <FIRST> gadget to count all occurrences of the search pattern within your text or the <OK> gadget to start counting at the current cursor position. Please refer to the find/find paragraph for further details (history, wildcards).

1.73 find/check

find/check of: FIND MENU

Checks for correct use of braces '(' within current line. You will be warned if there are more opening braces than closing ones or vice versa. Nesting is checked, too. You may turn on automatic checking after each line using config/dictionary .

1.74 find/matching bracket

find/matching bracket of: FIND MENU

Move cursor to matching bracket. Handles ()<>... depending on character under cursor. Useful to check levels of execution within a program (move cursor over first opening parenthesis within a C-function, then use this function).

1.75 find/reference

find/reference of: FIND MENU

QuickReference

Does try to open a help text related to the word your cursor is placed over. Example usage: Type 'struct RastPort', move cursor over 'RastPort', then call this function. If the reference system is set up (see below), a new text window should pop up, showing you a file 'graphics.h' from your compiler's include directory. The cursor will be placed in the first line of the structure definition 'RastPort'. The reference file is read-only, i.e. you may change its contents but you may not save it (this is to prevent you from accidentally overwriting important files).

Setting up the reference system

In order to have this command work properly you'll have to set up GoldED's

reference system first (i.e. tell the editor where to look for files like 'graphics.h'): Use config/references to do this. Setting up the reference system basically consists of selecting the files or directories to be referenced (e.g. your includes directory); it's a matter of a few seconds. GoldED is shipped without the reference system set up.

What files can be referenced ?

It is possible to reference a lot of different file types like source codes (C, BASIC, Pascal, Assembler), autodocs or C-header files (*.h). See config/references for details. Example: you might set up the reference system to know the functions of your current programming project (probably consisting of many files). After having done this you could move the cursor over a function call of one of your own functions and then use find/reference. A new window would pop up, presenting you the lines of a file where this function is defined.

1.76 find/reference...

find/reference... of: FIND MENU

Prompts for a string to be referenced. Example usage (if the reference system is set up): Enter 'Window', then use OK. A new window would pop up, presenting you the header file from your compilers includes directory where a structure 'Window' is defined. See find/reference for further explanations.

1.77 find/complete

find/complete of: FIND MENU

APC (Automatic Phrase Completion)

Trys to 'complete' the word your cursor is placed over. Example usage: type 'swin', then call this function. 'swin' would be replaced by 'struct Window' if the C-dictionary is present (see config/dictionary on how to load/edit/create a dictionary). You might type 'swindow' as well - it would be replaced by 'struct Window', too. You might even type 'swdow'. Or 'struwi'. However, something like 'wind' wouldn't be recognized since the abbreviation's first letter must always be the same as the first letter of the full form. This function uses the dictionary facility; the larger your dictionary grows the more detailed your abbreviations will have to be to ensure unique identification. A keyboard shortcut of this function is assigned to the ESC key .

1.78 find/ASCII table

find/ASCII table of: FIND MENU

Opens a character selection requester: All characters of your current font are displayed in a table. Pick the character you are looking for; it will be inserted at current cursor position.

1.79 find/ASCII insert

find/ASCII insert of: FIND MENU

Prompts you for an ASCII code. Enter desired number (e.g. 65), then press return. The character will be inserted at current cursor position. The ASCII insert function is useful to embed control codes into your text. Example usage: Insert the codes 27 91 49 109 (calling this function 4 times) at the top of a document. This sequence is recognized by the printer device as 'turn bold on' command. The printer would switch to bold mode if the text were sent to the printer device (using project/print).

Often-used sequences should be assigned to menu entries instead of using this requester; see config/menus on how to create menu entries of type 'text'.

1.80 find/show code

find/show code of: FIND MENU

Show ASCII code of character under cursor. This might be useful to identify 'garbage' characters. Example usage: After loading of a large text file in fast mode (see project/open fast ; TAB substitution turned off) you discover strange characters at the beginning of some lines. Using this function you might find out that those characters actually are TAB codes (ASCII code 9). You then would have to reload (see project/open original) the text to have TABs replaced by spaces (use find/character set to get rid of other 'strange' codes).

1.81 find/character set

find/character set of: FIND MENU

Character set remap

Asks you for a character set translation file before GoldED attempts to remap the current text. Remapping means that each character is replaced by another character defined in the translation file. The result solely depends on the translation file. If you load the 'AmigaToMSDOS' file using the REQ(uester) gadget, the text would be remapped in a way to make it readable by MSDOS machines. You could use the 'MSDOSToAmiga' to do it vice versa (make MSDOS

files readable for the Amiga). Or load 'StripControl' to have non-printable 'garbage' characters removed. Finally StripNonASCII is useful to remove non-ASCII characters (many e-mail networks do not allow non-ASCII codes).

Most translation files are 'lossy': some characters won't get translated. For example MSDOS doesn't know the '@' character, thus a '@' couldn't be remapped properly by an AmigaToMSDOS translation file (a 'c' would be used instead).

1.82 find/insert code

find/insert code of: FIND MENU

FF (same as pressing CTRL + L):

Inserts a form feed code (ASCII 12) at current cursor position. This code is recognized by printers. If the text is sent to the printer device (using project/print), the printer would eject a page when it encounters this code.

ESC (same as pressing CTRL + ESC)

Inserts an ESC code (ASCII 27) at current cursor position. This code introduces many command sequences understood by the printer device as well as by the console device (see FIND/ASCII insert).

1.83 find/toggle case

find/toggle case of: FIND MENU

Toggle case of character under cursor (make it uppercase if it is lowercase so far or vice versa).

1.84 find/functions

find/functions of: FIND MENU

QuickFunc

All functions of this submenu will scan the current text for functions, structure definitions or AutoDoc entries. A listview is made up for fast selection: click at a function name to jump to where this function is defined. Several scan modes are available: Select C if you are looking for C-functions, PASCAL if you are looking for Pascal procedures/ functions, BASIC if you are looking for Basic PROCEDURES or SUBROUTINES, ASSEMBLER if you are looking for labels beginning with an underscore (e.g. _main), HEADER if you are looking for structure definitions and finally AUTODOC to scan AutoDoc-like files (programmer manuals). QuickFunc heavily depends on the way

of formatting: Don't use a left margin in source codes. Function definitions must start at column one. Some indentation schemes are not handled properly. For example C-function headers (function name, parenthesis, arguments, parenthesis) must fit within one line to be recognized.

You may preselect a default scan mode for special file names using the pattern gadget below the listview. For example you could set the default file extension of the C-mode to '*.c'. Thus the C-mode would be used when referencing a file like 'main.c'. "Referencing" means scanning the file for keywords (see config/references) or displaying the QuickFunc list ("show all" menu).

Besides making GoldED create a jump table you may use the 'current phrase' option to move to a definition related to the word under the cursor. Example usage: Switch to C scanning mode. Then place the cursor over a 'C' function call like "Cleanup()" and use 'current phrase': GoldED will look for a function definition of "Cleanup()" within the current file and move to that function (if available).

Custom scan functions (advanced programmers only)

GoldED supports custom scanning functions: select the <mode> gadget to open a setup requester, then load a handler using <add>. The handler is LoadSeg()'ed by GoldED, i.e. it is expected to be an executable. The external handler will be called for each line of a text. It will receive the address of a line's text (char **) in A0. The line's length is available in D0, the line number is available in D1. The handler will have to examine this line. It is expected to return NULL if the line is of no interest from the handlers point of view (e.g. a scan handler looking for #defines will return NULL if the line doesn't contain a #define). Or it may return the length of a result string to be displayed within the jump table. Set the string pointer (address available in A0) to the address of a NULL-terminated result string in this case. Example code is shipped with GoldED (GoldED:Tools/GEDScan).

1.85 CONTROL MENU

CONTROL MENU
menu tree of control menu

control/go to line	control/window arrange
control/top-bottom	control/window zip
control/to last change	control/window enlarge
control/store position	control/preview
control/recall position	control/syntax
control/fold all	control/freeze window
control/unfold all	control/next window
control/insert	control/previous window
control/toggle TAB mode	control/iconify
control/NumPad = movement	

1.86 control/go to line

control/go to line of: CONTROL MENU

Asks you for a line to go to. First line of a document is considered to be line 1. Use the 'unfold' (checkmark-)gadget to decide whether you want to have folded sections unfolded if necessary (see Folding). If unfolding is enabled, line numbers are absolute, i.e. if you enter 255, the editor would jump to line 255, no matter whether this line is folded (invisible) so far or not. If you don't enable unfolding, line numbers are based on the number of visible lines. The editor would jump to the 255th visible line. The actual line number of that line - if all folds were unfolded - is either 255 (no folds before this line) or greater (some folds before this line). The line numbers displayed below the window titles are based on the number of visible lines, too. They are not absolute. If you would perform an absolute jump to line 300, a number less than 300 might be displayed if your text contains folds (i.e. if not all lines of the text are visible).

1.87 control/top-bottom

control/top-bottom of: CONTROL MENU

Moves the cursor to line one if it has been positioned near the end of your text so far. Moves it to the last line of your text if it has been close to the top so far.

1.88 control/to last change

control/to last change of: CONTROL MENU

Moves the cursor to the line of last change (or at least close to that position if the last operation was a 'delete line').

1.89 control/store position

control/store position of: CONTROL MENU

Records the position of the cursor & the view area of the text in the window. Use control/recall position to recall the cursor and view area. You may store positions for each text window separately. GoldED supports 10 bookmarks for each text (5 found within this submenu - see config/menus for information on modifying menus).

1.90 control/recall position

control/recall position of: CONTROL MENU

Recall cursor position/view stored by control/store position from one of five bookmarks. If you simply want to jump back to the line of your last operation at some time or other you do not have to use bookmarks. Use control/to last change instead.

1.91 control/fold all

control/fold all of: CONTROL MENU

Scans text for fold markers. Folds all text sections surrounded by fold markers (see below for general information on GoldED's folding facilities). There is a keyboard shortcut quite similar to this function: CTRL + HELP; it toggles all folds: if the cursor is placed over a fold header, all folds are unfolded. If the cursor is placed over a normal text line, all sections surrounded by fold markers are folded.

Folding

One of this editor's most useful features is its folding capability: Folding means hiding some lines of a file temporarily. This is quite useful if you are working on a large source file but don't want to get lost in thousands of lines. Simply fold away all functions you are not interested in. Unfold the ones you are working on.

How to fold lines

If you want to hide a section of lines, enclose it into 'fold markers'. Fold markers are plain character sequences. Default sequence is `///` (which is regarded as a comment by most K&R and C++ compilers). Example - type:

```
/// "important function"

void
main()
{
    puts("fold me !");
}

///
```

Now place the cursor over any line of the example above (except the last line) and press the HELP key. The lines above vanish, a single new line - the 'fold header' - appears:

```
> important function
```

To unfold that header, press the HELP key once more. You may fold as many sections of a document as you like. Use CTRL + HELP to unfold all folds upon a single keystroke. You may even have folds within folds up to any level

(nested folding), however this requires the use of different markers for beginning/end of a fold section (see config/misc). Fold markers may be set to any string of up to 10 letters. The shorter the faster. The editor usually examines the beginning of lines only if looking for fold markers; you may customize the search range (config/misc). In generally you should choose a sequence regarded as comment by your compiler. Or embed the fold markers into comments - for example after a REM if you are a BASIC programmer.

Fold headers are write protected since they aren't normal lines: keyboard input is suppressed if the cursor is placed over a fold header. Folded sections are not recognized by find & replace operations. Unfold a fold if you want to change it. However, block operations (see block menu) do work. It is possible to copy, duplicate, cut or remove a fold if it has been marked as a block. Saving or printing a file is not influenced by folding - the text is treated as if all folds were unfolded.

1.92 control/unfold all

control/unfold all of: CONTROL MENU

Scans text for fold headers. If some are found, they are unfolded. Have a look at the Folding chapter for information on GoldED's folding facilities.

1.93 control/insert

control/insert of: CONTROL MENU

Toggles writing mode from insert to overwrite and vice versa. In insert mode keyboard input is inserted into the text without overwriting the existing text. In overwrite mode the existing text is replaced by your input. The current mode is displayed in the window's title bar. It is either INSR (insert) or OVER (overwrite).

1.94 control/toggle TAB mode

control/toggle TAB mode of: CONTROL MENU

Toggles TAB mode from solid to light and vice versa. Solid TAB's actually insert blank characters into your text. Depending on whether insert mode is on or off (see control/insert), the existing text is either indented or overwritten. Light TABs do not overwrite anything - the cursor is simply moved to the next TAB position. See config/TABs on how to set TAB positions.

1.95 control/NumPad = movement

control/NumPad = movement of: CONTROL MENU

Toggle NumPad mode. Standard assignments (i.e. numbers) are used if this option is disabled. PC-bindings (e.g. PgUp = previous page) are used in extended mode (option enabled).

1.96 control/window arrange

control/window arrange of: CONTROL MENU

Arranges windows on screen. If you have only one open window, the window is resized to cover the complete display. If you have two open windows, the windows are made to share the display without overlapping. The screen's title bar is left free (unless you drag the screen down). You may assign extra space to the current window using the 'weight'-gadget of config/Gui. This function handles autoscroll screens (screens larger than the display) properly - the window(s) are arranged within the visible section. However, you may make the editor use the full screen, too (see full screen).

1.97 control/window zip

control/window zip of: CONTROL MENU

Zips current window as if the window's zip (zoom) gadget were used: The OS keeps track of two alternative window sizes for each window. This functions toggles between them. The minimum window size is limited by GoldED (the editor ensures that at least one line of text can be displayed; besides it keeps the column/line display readable).

1.98 control/window enlarge

control/window enlarge of: CONTROL MENU

Enlarge current window to make it as big as the screen. The screen's title bar won't get covered. This functions handles autoscroll screens (screens larger than the display): only the visible section is considered. However, you may make the editor use the full screen, too (see full screen).

1.99 control/preview

control/preview of: CONTROL MENU

Toggles display mode of current window from 'normal' (standard text font used) to 'preview' (preview font used; usually a small font to increase the overall view). See Preview for more details.

1.100 control/syntax

control/syntax of: CONTROL MENU

Enables syntax highlighting: the editor is able to recognize and highlight syntax elements (e.g. reserved words of a programming language) if a syntax scanner has been installed (config/syntax).

1.101 control/freeze window

control/freeze window of: CONTROL MENU

FREEZE WINDOW

Freeze text buffer, i.e. close the window but don't free the text itself. Useful to have several text files present without cluttering the display. Use UNFREEZE to reopen the window. Freezing the last window will leave you without menus - use the hotkey to reopen display: right ALT plus right SHIFT plus RETURN.

UNFREEZE

Asks you for a frozen window to reopen. This functions tries to restore the old window position/size. See control/freeze window for information on how to freeze a window.

SWAP

Asks you for a frozen text buffer to reopen; the current window is frozen instead. A new window will pop up if there is no frozen window.

1.102 control/next window

control/next window of: CONTROL MENU

Activate the 'next' window (based on order of window creation). A very handy function since you won't need the mouse for window activation. Simply flip from one window to another using this command.

1.103 control/previous window

control/previous window of: CONTROL MENU

Activate the 'previous' window (based on order of window creation). This menu is a reversal of control/next window .

1.104 control/iconify

control/iconify of: CONTROL MENU

Iconify GoldED. All windows as well as the GoldED screen (if the editor did use an own screen) are closed. This function depends on the availability of the workbench screen where the editor attempts to place an AppIcon. Iconify won't work if the workbench is closed.

AppIcon

The AppIcon may be used to pass new files to GoldED: Simply drag icons of text files over it. Multi select is supported (i.e. you may drag more than one file at once over the icon using extended selection: hold the SHIFT key down while you select icons). The editor will open a new window for each file. Doubleclick at the icon to wake GoldED up again.

1.105 MISC MENU

MISC MENU
menu tree of misc menu

misc/source files	misc/statistics
misc/filter	misc/shell
misc/search file	misc/calculator
misc/line swap	misc/HiSpeed
misc/line double	misc/files
misc/line pick	misc/insert date
misc/line push	misc/insert time
misc/undo	misc/insert path
misc/redo	misc/command

1.106 misc/source files

misc/source files of: MISC MENU

Open project definition requester. Used to specify all source files that belong to a project. Doubleclick on a filename of this list to load the corresponding file. Multiselect is supported (requires OS3.0 or better): Hold the SHIFT button down while selecting files and use the OPEN gadget to make the editor load all selected files. GoldED itself offers only limited support for this list: The editor provides a few basic functions (e.g. adding/removing files or misc/filter). The project list has been implemented to support the development of third party utilities (e.g. make tools or printing utilities). Further processing has to be done by external programs:

List access (programmers only)

Programs may send a QUERY command to GoldED's ARexx port in order to obtain a pointer to a linked list of nodes: QUERY PRJLIST. Example source code is shipped with GoldED; check the GoldED:Tools/PRJSource directory. The node->ln_Name fields of the list's nodes will point to source file names (NULL terminated). You may pass this list to a listview. Use of this list requires a previous LOCK to ensure a valid list. The list is read-only. Use the PROJECT command to add or remove files. Do not modify the list on your own.

1.107 misc/filter

misc/filter of: MISC MENU

Global search

Shows a requester to enter the text to search for. Examines all files found within the project list (see misc/source files). If the search pattern is not found within a file, the filename is removed from the list (OS2.0). The name is highlighted if the pattern is found (OS3.0). You may choose the search to be case sensitive or not by using the appropriate checkmark gadget. Doubleclick at a filename to load the corresponding file. Hold the SHIFT button down while doing so if you don't want to loose the other marks.

Note: case-sensitive search is much faster than case-insensitive search.

1.108 misc/search file

misc/search file of: MISC MENU

File hunter (suggested by David Göhler)

Extract file name from text under cursor. The editor knows about several file name delimiters used by different programming environments (e.g. <...> or quotations marks). It will decide for the word under cursor (surrounded by spaces) if no delimiters are found. Tries to locate and open that file. Searches the directory of the current text as well as default directories set up by config/file hunter (unless the file name is absolute). Tries to append a default suffix (see config/file hunter) if the file has not been

found. Useful to follow file links found in many programming languages (e.g. #includes of 'C' source codes).

1.109 misc/line swap

misc/line swap of: MISC MENU

Swaps current line with next line. The function is usually used via the ARexx interface to sort a text.

1.110 misc/line double

misc/line double of: MISC MENU

Doubles current line. Faster than using the clipboard or block/copy .

1.111 misc/line pick

misc/line pick of: MISC MENU

Delete current line from text. The line is not lost - it is put to a pick-push ring buffer (last in, first out). You may reinsert it anywhere else by using misc/line push . This function is assigned to the keyboard, too (CTRL-DEL). Note: keyboard access (CTRL-DEL) will give you a MUCH BETTER response time than menus due to the Amiga's OS (keyboard queue settings unfortunately don't affect menu shortcuts). Example usage: Delete 3 lines, move to another line and call misc/line push three times to reinsert the lines. The pick/push buffer holds up to 50 lines.

1.112 misc/line push

misc/line push of: MISC MENU

Inserts the last line of the pick/push buffer before current line. See misc/line pick for further explanations.

1.113 misc/undo

misc/undo of: MISC MENU

undo & redo

Undo the last operation if undo/redo has been tuned on (config/misc). You can undo the undo using Misc/redo immediately. You won't be able to redo this command if you have changed the text since the last undo. The number of undoable operations depends on how much memory you have reserved for undo management (config/misc). All operations including block-related functions, formatting and loading can be taken back, however, a few operations can be taken back together only: usually all changes within a single line are canceled by a single undo. However, you may turn on a 'high' undo mode (config/misc) enabling single step undo within a line for many major operations including 'delete word' (ALT-DEL), 'delete until end of line' (SHIFT-DEL), 'delete until beginning of line' (SHIFT-BACKSPACE), TAB and BACKTAB. Memory consumption of the high undo mode is more extensive than standard mode, less steps can be taken back. The actual memory consumption of the undo system can be checked using misc/statistics (undo bytes display).

1.114 misc/redo

misc/redo of: MISC MENU

Undo the last undo. This command has to be used immediately after an undo: All redo information is discarded once you start editing the text.

1.115 misc/statistics

misc/statistics of: MISC MENU

Presents a statistic overview of a text. Bytes, lines, folded blocks and non-ASCII-characters (codes above 127) are counted. Additionally the width of the longest line is determined. This function treats the text as if it were saved (i.e. all folds unfolded, CR codes appended to the lines).

1.116 misc/shell

misc/shell of: MISC MENU

Opens a shell window on the screen used by the editor. The window is arranged on screen, i.e. it will open within the visible section of overscan screens. GoldED takes care of providing valid path information: if you have a PATH SYS:C2 ADD command in your startup-sequence, the shell window will know about it.

1.117 misc/calculator

misc/calculator of: MISC MENU

Tries to run the calculator of your workbench (must be placed in sys:tools). The calculator is made to appear on the screen used by GoldED even if a custom screen is used.

1.118 misc/HiSpeed

misc/HiSpeed of: MISC MENU

Runs the external HiSpeed printer tool - the program is made to open its window on the screen used by GoldED.

1.119 misc/files

misc/files of: MISC MENU

DELETE FILE

Asks you for files to delete (hold the SHIFT button down to select multiple files). You are asked for confirmation. It is not possible to delete delete-protected files.

RENAME FILE

Ask you for a file to rename; you are asked for new names if you select one or more files.

CREATE DIRECTORY

Asks you for a directory to create. Attempting to create an already existing directory will result in an 'object in use' error.

1.120 misc/insert date

misc/insert date of: MISC MENU

Inserts current date (e.g. "Boston, 3/5/93") at cursor position. You should set the environment variable USERTOWN to the name of your town using the DOS command setenv (e.g. setenv USERTOWN "Boston"). DOS/setenv uses the 'env:' directory to store environment variables. Unfortunately this directory is placed in RAM, so your settings are lost after a reset. Copy env:usertown to envarc:usertown to prevent this.

1.121 misc/insert time

misc/insert time of: MISC MENU

Inserts time string at cursor position. Formatting depends on the locale library (see language).

1.122 misc/insert path

misc/insert path of: MISC MENU

Inserts a file name at cursor position. A file requester is offered for easy selection.

1.123 misc/command

misc/command of: MISC MENU

Asks you for one of GoldED' internal commands to be executed (see list of internal commands). This function is assigned to SHIFT ESC, too. Parsing is done by the OS function ReadArgs, which is used by most CLI commands, too, so same rules as usual apply (arguments containing spaces have to be quoted).

1.124 MACRO MENU

MACRO MENU
menu tree of macro menu

macros/help	macros/sequence load
macros/session load	macros/sequence save
macros/session save	macros/sequence play
macros/macro edit	macros/play many
macros/macro start	macros/macros C
macros/macro execute	macros/macros others
macros/sequence record	

1.125 macros/help

macros/help of: MACRO MENU

AmigaGuide is made to display the main page of GoldED's manual ('database' in terms of AmigaGuide). You may use config/menus to select a new database.

This feature depends on the amigaguide library - you won't get any help if the library is not available. The guide is blocking the other windows if OS2.0+ is available. The help pages are displayed asynchronously if OS3.0+ is available.

1.126 macros/session load

macros/session load of: MACRO MENU

Read a session file saved by macros/session save : Text buffers and windows are restored according to the contents of the preset file. All open text buffers are closed before the preset file is accessed.

1.127 macros/session save

macros/session save of: MACRO MENU

A session description (position and size of text windows, list of frozen buffers) is saved to a session file. All modified text buffers are saved if requested. Use macros/session load to load a preset file created by this menu and thus restore the window layout of a previous session.

1.128 macros/macro edit

macros/macro edit of: MACRO MENU

Changes to GoldED's macro directory and asks you for an ARexx macro to load. You should save your current text before or open a new window. GoldED's ARexx macros use 'GED' as suffix (e.g. number.ged). All macros addressing GoldED must use a special protocol to register with GoldED before performing operations to prevent race conditions if user & macro are trying to control the editor simultaneously (see ARexx port). We have provided an empty macro (empty.ged) to be used as basis for own development efforts. Simply load this macro, insert your code and save it under a new name.

1.129 macros/macro start

macros/macro start of: MACRO MENU

Tries to execute the current text as macro. You should save the text before you call this function since the copy on disk is executed, not the text in memory. All ARexx macros have to start with a comment (/* ... */) to get recognized by the ARexx server. If the first line of the text isn't a

comment, nothing happens. A script called by this functions has its host set up properly already (i.e. you don't need an ADDRESS command). Example: type these lines (without left margin) and then select 'run as macro' to have them executed:

```
/* this is a test */  
  
'LOCK CURRENT'  
'REQUEST BODY="Hi!"'  
'UNLOCK'
```

1.130 macros/macro execute

macros/macro execute of: MACRO MENU

Execute a macro file. ARexx macro examples are placed in the "GoldED:ARexx" drawer. This kind of macro execution should be used if you don't intend to assign the macro to a menu or a key (see event definition).

1.131 macros/sequence record

macros/sequence record of: MACRO MENU

Macro recording - Sequences

Start (1st call) respectively stop (2nd call) recording of a keyboard/command sequence. During recording all key presses and menu selections are logged. Mouse movements/clicks are not recorded. Use macros/sequence play to replay a recorded sequence. Use macros/sequence save to write the sequence to disk, ready to be used at some other time. If you open a requester while recording you will be asked whether this requester should pop up in playback mode, too (unless it belongs to the config menu). If you disable the requester, GoldED will use the selections made at recording time (e.g. if you moved the cursor to line 100 during recording, it will be moved to line 100 in playback mode, too. No GOTO requester will appear). Macro recording is based on low-level events like keystrokes or menu selections. For example pressing of the F10 key is recorded as "F10 has been pressed", no matter what action has been assigned to that key. If you change key bindings or menus after recording a macro, the macro will behave differently. This command is assigned to the SHIFT-F10 key, too.

1.132 macros/sequence load

macros/sequence load of: MACRO MENU

Load a recorded sequence to be replayed by macros/sequence play (or by pressing the F10 key). In generally it is more convenient to assign often used sequences to keys or menu items (see MACRO command] instead of using

this function.

1.133 macros/sequence save

macros/sequence save of: MACRO MENU

Save a recorded command sequence, created by macros/sequence record . Sequences related to GoldED should be written to the GoldED:Macros drawer. File extension should be "*.seq".

1.134 macros/sequence play

macros/sequence play of: MACRO MENU

Replay a previously recorded keyboard/command sequence (use SHIFT+F10 or macros/sequence record to enter/leave recording mode). This command is assigned to the F10 key, too. If you want to replay the macro several times, use macros/play many .

1.135 macros/play many

macros/play many of: MACRO MENU

Replay a previously recorded keyboard/command sequence several times (use SHIFT+F10 or macros/sequence record to enter/leave recording mode). Replay of the sequence will stop if an error occurs during execution (e.g. if the find function reaches the end of a file).

1.136 macros/macros c

macros/macros c of: MACRO MENU

This menu offers several C-related ARexx macros (GoldED's ARexx port is described in the ARexx port section of this manual):

MARK

Mark all lines between nearest pair of curly brackets.

FUNCTION BODY

Insert empty function body ('C' style function). You will be asked for the function's name (e.g. "main") and the return type (e.g. UWORD). An empty

function body is inserted at current cursor position, an empty comment placed above the function.

ADD SWITCH

Insert switch body. You could use ADD CASE to add further CASE branches.

ADD CASE

Add a further CASE branch to the last SWITCH statement. The new branch is inserted as first CASE line.

DMAKE

Does look for a makefile called 'dmakefile' within the directory of the current text. If one is found, dmake of the DICE C compiler is evoked (won't work if you don't own DICE, of course). This menu command actually is a macro. It fails if the ARexx server RexxMast is not running in the background. Usually the ARexx server is installed during startup (s:startup-sequence): run >NIL: sys:system/RexxMast.

COMPILE & LINK

Compiles and links the text using DCC of the DICE C distribution (won't work if you don't own DICE). To be more precisely: a temporary copy of your text (T:TEST.c) is created, this is passed to DCC to create an executable called T:TEST. If DCC has compiled/linked your file (without error/warnings), you are asked whether you want to run it.

1.137 macros/macros others

macros/macros others of: MACRO MENU

This menu offers all-purpose ARexx macros (GoldED's ARexx port is described in the ARexx port section of this manual):

FOLD BLOCK

Fold marked lines (see block/mark on how to mark lines). You are asked for a comment to be used as fold header. Please read the Folding section of this manual if you are unfamiliar with GoldED's folding feature.

REVISION (by Marius Gröger)

Update version string, revise history: This function will scan your text for a version string according to the programmers' style guide (published by Commodore). If one is found, the revision number is increased by one. Versions strings (e.g. \$VER GED 1.0 (1.10.93)') are embedded into programs to provide required information for the AmigaDos command VERSION (VERSION scans files for the '\$VER:' keyword). Additionally, you are asked for a short comment about the latest version if a '\$HISTORY:' section has been detected within current text. The comment is added at the top of the history list. Example text header understood by the revision command:

```
char *Version = "$VER: revision 0.8 (21 Jul 1993)";
```

```
/*
```

```
  $HISTORY:
```

```
    18 Jul 1993 : 000.003 :  added commandline args
```

```
    18 Jul 1993 : 000.001 :  initial release
```

```
*/
```

This command actually is a macro. It won't work if the ARexx server REXXMAST is not running in the background. Usually the ARexx server is installed during startup (s:startup-sequence or s:user-startup): run >NIL: sys:system/REXXMAST

NUMBER LINES

Numbers a text. You are asked for the start value and the step value to be used. Choose 1000 followed by 10 if you want to get the sequence 1000, 1010, 1020, ... This command actually is a macro. It won't work if the ARexx server REXXMAST is not running in the background. Usually the ARexx server is installed during startup (s:startup-sequence or s:user-startup): run >NIL: sys:system/REXXMAST

EXECUTE LINE

Execute the current line as DOS command. Useful to execute compiler calls being part of the source code; example file header (place the cursor over the "dcc ..." line before calling this macro):

```
/* -----
```

```
ED v0.91 - GoldED quick starter, ©1993 Dietmar Eilert. DICE:
```

```
  dcc main.c -// -proto -mRR -mi -r -2.0 -o ram:ED
```

```
-----
*/
```

ASSEMBLE

Assemble the current file which is expected to be assembler source code: A temporary copy of the current file named "t:test.asm" is created and passed to the assembler in order to create an object file "t:test.o" (pass 1). The object file (if the assembler has completed successfully) is passed to the linker in order to create an executable "t:test". This macro depends on the A68K assembler (copyright 1985 by Brian R. Anderson, AmigaDOS conversion copyright 1991 by Charlie Gibbs) and the linker "Blink"; these programs are not shipped with GoldED.

USE PATH

Set default path to path of current text (the default path is considered by project/open new and several other functions).

1.138 CONFIG MENU

CONFIG MENU
menu tree of config menu

config/references	config/TABs
config/file hunter	config/display
config/api	config/gui
config/menus	config/syntax
config/mouse	config/layout
config/keyboard	config/printer
config/dictionary	config/misc
config/templates	config/save
config/indentation	config/load

Use these functions to adjust GoldED to your likings; don't forget to use config/save before you leave the editor; your definitions would be lost otherwise.

1.139 config/references

config/references of: CONFIG MENU

Open a requester to set up the reference system. Whenever the user asks for a reference (see find/reference), GoldED searches the reference database for a match. The database is an index file, consisting of keyword-filename pairs: one reference file (eg. graphics/rastport.h) for each keyword (e.g. struct RastPort) GoldED knows about. If an entry matching the request is found, the corresponding reference file is loaded.

Database creation

Use the string gadget to select a database. The editor is shipped without a database, you have to create the first one on your own. Suggested file name is 's:GoldED.refs'. A new data base initially is empty. All you have to do in order to fill the database is selecting some files or directories using the file/directory gadgets below the list. Then choose 'create' to make GoldED scan all selected files and directories (including subdirectories) for keywords and create an index file. Scanning mode depends on the file name: if the file name suffix is '.c', function names are extracted. If the suffix is '.h', structure definitions are extracted. Several other types are recognized, too (see find/functions). You may even change the default file extensions recognized by the scanner (see find/functions) or add your own scanners. The index file is examined every time you are going to look for a definition (find/reference); you may keep the index file resident (RAM gadget) for the sake of speed, though this might consume a lot of memory.

1.140 config/file hunter

config/file hunter of: CONFIG MENU

Open file hunter window. Used to set up default drawers where the editor is going to look for a file if requested by misc/search file. Subdirectories are examined, too, if the "RECURSIVE" gadget is selected. You may specify a default suffix for each directory. The editor will append this suffix to the file name if it isn't able to locate the file without the suffix (the suffix must be given in the form *.suffix). Example usage: add the include directory of your C compiler to the directory list; set the suffix to "*.h". Now place the cursor over the following file name (between the brackets - this is 'C' code) and use misc/search file :

```
#include <amiga20/exec/exec.h>
```

The editor will then search the include directory for a file called "amiga20/exec/exec.h". Note that "amiga20/exec/exec.h" is a relative path without drive specification, so GoldED wouldn't be able to resolve it without the file hunter.

1.141 config/API

config/API of: CONFIG MENU

Application Interface

Use this requester to select clients to be launched during startup of GoldED. API Clients are external programs, exchanging information with the editor using a message-based protocol. API clients are controlled by GoldED (as opposed to ARexx macros controlling GoldED). Launching clients is a flexible way of increasing the abilities of this editor. Four clients are shipped with GoldED. Example C source code is included:

Dock : user defined icon bar

Have a try and add GoldED:tools/GEDDock/dock as client: You'll get a ToolManager dock (icon bar) next to your text windows, providing many functions at a simple mouse click (requires ToolManager library 2.0; ToolManager is ©1990-1995 Stefan Becker). Experienced users may change position, appearance and functions of this dock by editing the dock configuration file "GoldED:API/dock/dock.prefs". Example settings file:

```
; dock settings
```

```
ADD AREXX COMMAND="'ADDRESS %s; FREEZE CURRENT'" ICON="icons:FREEZE.iff"
ADD AREXX COMMAND="'ADDRESS %s; FREEZE SWAP'" ICON="icons:EXCHG.iff"
```

```
DOCK X=0 Y=0 HORIZONTAL COLUMNS=1
```

A dock configuration file may consist of empty lines, comments (introduced by a semicolon) and command lines. Two commands, ADD and DOCK, are available: DOCK is used to specify the basic look of the dock (position and orientation), ADD is used to add dock entries. Dock entries are a combination of icon and action. Two action types are available: AREXX (a

command is sent to the ARexx servers if the user clicks at an icon) and EXEC (a shell command is executed). Syntax (compare internal commands):

command	option	description
ADD	AREXX/S	set action type to 'ARexx'
	EXEC/S	set action type to 'program'
	COMMAND/K/A	command (%s is replaced by host port name)
	DIR/K	current directory
	OUTPUT/K	output file
	ICON/K/A	iff icon file

Comment: Use single quotations marks to have the command string evaluated by the ARexx server. Use double quotation marks to make the server execute a script.

command	option	description
DOCK	X/N	x position of dock
	Y/N	y position of dock
	HORIZONTAL/S	orientation (default is vertical)
	COLUMNS/N	number of columns

Comment: Do not specify X/N to make the client position the dock at the rightmost screen position. Do not specify Y/N to make the client position the dock below the title bar.

Save the dock configuration file after having made your changes. Open GoldED's API requester and use OK to restart all clients (thus making the dock client reload its configuration).

Spellchecker (Spell)

Include the GoldED:API/spell/spell client to add online spell checking capabilities to GoldED: your input is spellchecked while you are typing if this client is active (the last word is checked every time you type a whitespace character). Detection of errors causes audible beeps. Add "GoldED:API/spell/spell ASK" to your list of clients if you want a list of suggestions upon error detection. This client is based on the ISpell freeware package (available on Fish disks). ISpell has to be installed before you can use this API client.

Spell is a programming example only. A more powerful spellchecker called SpellIT is available at the support BBS free of charge. The ready-to-use package includes SpellIT, an installer script and several German dictionary files. The complete package is called WORDS. The Words package is not available on disk.

Command set extensions

The API interface provides ways and means to extend the command set of GED: Have a try and include the GoldED:API/rexx/rexx client example to add two new commands, DISPLAYBEEP and ABOUT. Once installed, these commands may be used as any other built-in command (see internal commands), i.e. you may use them within menus, key bindings, ARexx macros or in the command requester: Choose misc/command to open the command requester and enter ABOUT.

1.142 config/menus

config/menus of: CONFIG MENU

You may have as many menu titles (left listview) as you like - up to Intuition's limit. Each menu may have as many menu entries (middle listview) or submenus (right listview) as allowed by the AmigaOS. Doubleclick at a menu item to set its action (see event definition). Use the arrow gadgets to move a listview entry one position up or down. Use the 'key' gadget to set a menu shortcut (i.e. a key to be used in conjunction with the right Amiga key). Shortcuts usually are not case sensitive. Uncheck the <ignore case> gadget if you want shortcuts to be case sensitive. Select the arrow gadget to get a list of "unused" shortcuts. Only ASCII characters (ie. ASCII codes below 128) are listed. Uppercase shortcuts and lowercase shortcuts are listed separately. The use of non-ascii "national" characters is discouraged if you want to share your menus with other users from other countries. Menu shortcuts are expected to be single characters. However, you may specify longer strings up to ten characters, too, if running OS3.0+. Long shortcut strings (e.g. "CTRL-V") are made part of the menu though they will not act as shortcuts. Recommended usage is to notify the user of keyboard bindings (see config/keyboard).

You may attach internal boolean variables to menus using the 'checkmark' gadget. The current state of these variables (on/off) will be represented by a checkmark in the final menu. Keep in mind that attaching variables is just a rendering operation. You'll have to assign appropriate commands (i.e. commands affecting the attached variable) to a menu if you want to change the state of a checkmark by selecting the menu (see event definition).

USER variables

Besides internal hard-coded variables (e.g. INSERT reflecting the current writing mode) there are 20 boolean user variables for your private use. Use the QUERY command to get their current value (e.g. QUERY USER20) and SET to set them (e.g. SET USER=20 VALUE=TRUE). Typical usage would be the management of compiler flags. Example: Create a menu item called "030-code". Attach the USER1 variable to it and set the action to "SET USER=1 VALUE=TOGGLE". Now you are able to toggle the state of USER1 from TRUE to FALSE by selecting the menu, the current state being represented by a checkmark. Finally, you would have to write a 'compile' macro, reading the state of USER1 (QUERY USER1) and taking appropriate action. User variables are saved as part of configuration files.

The 'hyper' string gadget is supposed to specify an AmigaGuide file offering menu descriptions. This database is used as default database by all commands related to the help handling (e.g. macros/help).

Leave out menu items

Activate the 'leave out' gadget if you want to leave out a menu item as window border gadget (see user defined gadgets). You should assign short names to these menu items since the number of user defined gadgets is limited by the available space within window titles.

File list

The editor will add the names of open text buffers to a menu if this option is enabled for the menu, thus offering a fast way of text switching. However, window management might slow down slightly if the file list is activated since menu updates are required each time a text is loaded or closed. Open windows and frozen buffers (control/freeze window) are listed. Current text and frozen text are exchanged if holding down the shift button while selecting a frozen buffer from the file list.

1.143 config/mouse

config/mouse of: CONFIG MENU

Open mouse configuration requester. This requester is used to map commands to the mouse buttons. You can edit the left button as well as the middle button if your mouse features one. You can not remap the right mouse button (i.e. the menu button). Single clicks, double clicks and qualifier combinations (SHIFT, ALT, CTRL) are ready to be remapped. Event definitions are described in the event definition section of this manual.

1.144 config/keyboard

config/keyboard of: CONFIG MENU

Open keyboard requester. The keyboard requester is used to map actions to keys or to key-qualifier combinations (GoldED recognizes the qualifiers ALT, CTRL and SHIFT). The global default keymap is used if you don't bind any action to a key: Pressing the 'A' key would insert an 'A' at the current cursor position. Non-character keys like the cursor keys are unset if you don't bind any action to them (e.g. you have to bind 'move cursor' commands to the cursor keys if you want them to move the cursor). GoldED is shipped with this stuff set up already. Setting up a key(-combination) is easy: Simply use the record gadget and press the desired key(s). A new requester will pop up, asking you for what action is to be assigned to this event (see Event definition below). However, some key combinations are consumed by the OS and thus are not available for remapping. These keys are called 'dead keys'. For example pressing ALT-G will not result in a character but influence the next event ("a" after ALT-G gives you an "à"). The following keys are dead keys:

`	ALT-H
ALT-F	ALT-J
ALT-G	ALT-K

1.145 Event definition

Event definition

You may assign any of the editor's internal commands to a given event. Or a DOS command. Or a macro. Or just a string. Supported events are a keystroke, a menu selection, a template or a mouse button. Write the command, script or string (use quotation marks) to the CMD gadget and set the event type; supported event types are internal, arexx, shell, text or dummy. Setting the event type to 'dummy' disables the event (i.e. nothing happens if the event is detected). The DIR gadget may be used to set the current directory while the event is processed. This is supported for events of type shell only. You may set the output handle (e.g. 'con:0/0/640/400') using the OUTPUT gadget; this is supported for events of type 'arexx' and 'shell' only. GoldED defaults to opening a default console window if no output device is specified (see config/gui). The contents of the CMD/OUTPUT/DIR gadgets are interpreted (see Magic codes) before usage unless the event is an 'internal' command.

Shanghai

Select 'shanghai' if you want to make all windows use GoldED's screen during event processing. You have to specify how long shanghai mode is to be turned on; units are seconds. Turn Async ON to make events of type 'shell' asynchronous.

HyperGuide

You may assign a help text to menu events using the 'hyper' gadget: enter a node name of the menu's AmigaGuide database (see config/menus). The help text assigned to a menu event is displayed during processing of MenuHelp requests. GoldED defaults to M<menu number>.<item number> (e.g. M1.2) during help processing if no node name is specified. You may use the '@' character within the hyper gadget to select a database (i.e. to override the default database). Example usage: GOLDED:GOLDED.GUIDE@MAIN would make the editor look for a node 'MAIN' within the amigaguide file 'GOLDED:GOLDED.GUIDE'.

Multiple commands

You may assign any number of commands to a single event. You may mix command types (e.g. a shell command followed by one of GoldED's internal commands), too, but all commands will share the general settings of the item requester (e.g. all shell commands will be asynchronous if ASYNC is checked). Please keep in mind that ARexx processing is always asynchronous: GoldED won't wait for completion of commands sent to the ARexx server. Don't make assumptions about if or when the ARexx command has completed. In generally you should avoid mixing ARexx commands with other commands.

1.146 Magic codes

Magic codes

Interpretation of strings (see event definition) means that some predefined symbols like \DATE are replaced by their actual value if the string is finally referenced by GoldED; quote a string if you don't want it to be interpreted. The following keywords are supported:

```

"<characters>" ..... character constant
%<number> ..... inserts ASCII code <number>
\n ..... return
\t ..... tab
\b ..... move cursor left
\" ..... quote
\NAME ..... current file name
\CON ..... window dimension string
\DATE ..... current date
\TIME ..... current time
\SCREEN ..... screen name
\HOST ..... name of GoldED's ARexx port
$<name> ..... environment variable <name>

```

1.147 config/dictionary

config/dictionary of: CONFIG MENU

Open a requester to edit the dictionary. The dictionary is used during AutoCase processing and during APC processing (completion of expressions).

```

E dictionary ..... ©1994 Andreas Weiss
ARexx dictionary ..... ©1994 Andreas Weiss
C dictionary ..... ©1994 Dietmar Eilert
KickPascal dictionary ... ©1994 Stefan Kraus

```

AutoCase

The editor searches text lines for words present within the user dictionary if you enable the AutoCase feature. Checks are performed after the cursor has left a modified text line. Checks are not case-sensitive (i.e. Rastport and RastPort would be recognized as the same expression). Detected matches are replaced by the dictionary entry, thus possibly correcting case.

General hints

Don't let the dictionary grow too big - the smaller it is, the faster it will be. Add unique names only. The editor might try to correct the spelling of a word even if you don't want it to be corrected otherwise. Include trailing spaces if possible. For example, there is always a space after the "int" keyword as far as C sources are concerned, so don't add "int" to the dictionary but add "int " (this prevents the editor from replacing INTERNATIONAL by international).

Parenthesis check

Toggle the ()-check gadget to ON if you want the current line to be checked for correct use of braces as soon as the cursor leaves it (see find/check).

1.148 config/templates

config/templates of: CONFIG MENU

Open requester to set the templates recognized by the editor. Templates are actions attached to patterns the editor is looking for while the user is typing (if templates are turned on: layout/templates on/off). Only single words may be used as template patterns. The template pattern is removed from the text and template-specific operations are performed if a template pattern is detected in the input stream. You may assign either recorded sequences or events (arrow gadget; see event definition) to templates.

1.149 config/indentation

config/indentation of: CONFIG MENU

AutoIndentation , SmartIndentation

Open requester to set the indentation scheme. Turn AutoIndentation ON if you want the cursor to be indented the same amount as the previous line after a CR (see return key). Turn SmartIndentation ON if you want automatic indentation after user defined keywords (e.g. after IF). Use the listview gadget to edit or add keywords. Supported smart indentation types are:

```
-->      next line: cursor indentation
<--      next line: cursor outdentation
>>>      shift current line right
<<<      shift current line left
<<< ->   shift current line left; next line: indentation
```

1.150 config/TABs

config/TABs of: CONFIG MENU

Open TAB configuration requester. GoldED supports several modes as far as TABs are concerned: solid TABs as well as light TABs are available (see: control/toggle TAB mode . Additionally you may decide for distinctive TABs, regular ones or dynamic TABs: while regular TABs are set using the 'tab key' slider (e.g. to every 4th column), distinctive ("fixed") TABs are set using a listview; simply enter desired TAB positions. Last but not least dynamic TABs are available: In dynamic mode GoldED will examine the last line(s) to determine appropriate TAB positions. If none are found, regular TAB's are used.

GoldED doesn't use TAB codes (ASCII 9) internally: TAB codes are handled the way letters are handled. There is no indentation action attached to TAB characters inserted into the text by the user. However, some other editors do use TAB codes to indent a text (usually replacing eight spaces by a single TAB). GoldED substitutes these TAB codes by spaces while loading (see project/open). Usually one TAB code is replaced by eight spaces. Use the

'tab file' gadget to change this. Setting it to 4 would make GoldED use 4 spaces for each TAB.

1.151 config/display

config/display of: CONFIG MENU

Display mode Font

Open a requester to set display properties (screen resolution, fonts, window look and more). Some gadgets of this requester have to be used carefully since usage may require a screen reset: the editor won't be able to reopen the display if the system is short of memory. You may select different fonts to be used for the text, within requesters or for menus (if the editor is running on a custom screen). Fonts have to be fixed width fonts. Only the screen font may be a proportional font. Line spacing of the text font is variable; default is 0 (no extra spacing between lines).

Preview

Besides the standard text font you may specify a preview font. This font is used by GoldED if you switch a window to preview mode (control/preview). The preview font should be considerably smaller than the standard text font. Intended usage is increasing the overall view on the fly, thus avoiding to loose track while working on complex sections of a source code.

Icons

Enable/disable use of icons within requesters. Since the editor's icons have been designed with the OS2/OS3 color scheme they might not look that good if you use your own color scheme. Use this gadget to turn icons on/off.

Pens

You may set the pens used by the OS (and GoldED) to render the user interface. Some pens are not adjustable under OS2.1 or earlier. For example setting the menu background pen used to render menus requires at least OS3.0.

Shanghai

Turn shanghai mode ON if you want to force all windows usually opening on the default public screen (i.e. the workbench screen) to open on GoldED's custom screen. Use not recommended if GoldED's screen is a one-plane screen (many programs won't look that pleasing in a monochrome environment).

Depth gadget

Toggles usage of depth gadgets as far as GoldED's built-in requesters are concerned; you probably won't need depth gadgets if you prefer to arrange windows using the mouse (ClickToFront commodity).

Chunky pixel

Many external graphics boards don't use a bitplane representation of graphics (as the current Amiga chipsets do) but a chunky pixel organization. Use the 'chunky mode' gadget to configure GoldED according to your hardware. Usually (chunky pixel gadget not checked) GoldED will try to speed up the display by restricting output to single planes - this will give you a considerable speed increase as long as a native plane-based Amiga chipset (e.g. the ECS chipset) is used. But it won't give you a speed increase at all if your external graphics board is based on a chunky pixel organization. In fact write-protecting planes might even slow down output, so switching GoldED to chunky mode might be a good idea if you own such a board. Be careful to have this gadget set properly to avoid loss of performance. Better leave it untouched (unchecked) if you feel unsure about this option.

Full screen

Functions related to arranging windows (e.g. control/window arrange) usually determine the screen's visible display rectangle and try to arrange the windows within this area. Enable the full-screen option if you want to have the screen's real size considered instead. Quite useful if you own a graphics board not supporting the OS functions QueryOverscan() and VideoControl(), thus preventing the editor from reading the visible display size.

1.152 config/GUI

config/GUI of: CONFIG MENU

Open requester related to several features of GoldED's user interface:

CenterWin

If "center windows" is enabled, window positions are not read from the configuration file. Instead, GoldED attempts to center windows on screen (only visible section considered).

AutoArrange

Windows are rearranged after a window has been closed or a new one has been opened if "AutoArrange" is on (compare control/window arrange). If you want to have the windows rearranged after control/next window, too, add a WINDOW ARRANGE=0 command to this menu (menu definition: config/menus).

Weight

Used to assign extra space to the current window during window arrangement (e.g. caused by control/window arrange). Choose a weight of two in order to make the current window appear twice as big as the other windows.

Margins

Sets a top/right margin to be left free during window arrangement (e.g. caused by control/window arrange). Useful to prevent a (ToolManager-)dock

from being covered by text windows (ToolManager is ©1990-1995 Stefan Becker).

Fast scrolling

GoldED will speed up scrolling after the cursor has reached the borders of a text window if the FastScroll gadget is checked. You might want to turn this feature off in monochrome mode (provided you own a fast A4000) to slow down the display.

Brief messages

Use this gadget to make GoldED use the window status bar for displaying simple messages instead of using requesters.

Scroll borders

Set the minimum cursor-to-window-border distance when GoldED starts scrolling. Example: If you set the y scroll border to 3, the editor will ensure that (at least) the last three lines are visible.

White space

Tells GoldED what characters are to be regarded as white space characters (separating words). The list of white space characters is read by several functions; for example including "(" to the list will make the 'jump to next word' function (SHIFT CURSOR_RIGHT) consider the "attributes" section of the following text as a separate phrase: AnyFunction(attributes)

EOL wrap

Enable the EOL-wrap mode to make the cursor jump to the beginning of the next line if the cursor has passed the last character of a line (while the user is pressing the <cursor right> key).

Bottom slider

Toggle the bottom slider (horizontal slider) on/off. Turning the slider off yields in more free space for the text display.

Use ASL

Use ASL file requester instead of regtools file requester.

Console

Global default console ("default output device"): This device is used for output if you didn't specify an output path within a menu or keyboard event definition. The editor defaults to opening a window on the editor's screen if this gadget is empty, too. Contents of the console gadget are interpreted, you may use the magic codes within the console description. Example:

```
"CON:" \CON "/Output/SCREEN" \SCREEN
```

Exclude cursor

Determines whether the cursor is part of the block while marking. You might

want to adjust cursor color settings (config/display) after changing this option in order to visually separate block and cursor.

1.153 config/syntax

config/syntax of: CONFIG MENU

Syntax Highlighting

Syntax highlighting preferences: the editor is able to highlight sections of text lines and thus increase the overall view. Colors are set by this requester. Typical usage of syntax highlighting is to have reserved words of a programming language highlighted. Syntax parsing is done by external parsers selected using this requester: the editor is responsible for refreshing the display. The syntax parsers is responsible for parsing the text and for creating a syntax description (thus the highlighting scheme depends on the parser). C example source is included in case you want to write your own syntax parser.

Preparse option

Syntax highlighting is prepared either immediately after loading (preparing enabled) or "on-demand": on-demand parsing reduces load time and short-time RAM usage by restricting parsing to the visible lines. Invisible lines are not parsed until they are displayed for the first time. On-demand parsing will slow down the display refresh until all lines have been displayed at least once.

Parser names

Please consider that syntax parsers are standard libraries and that the AmigaOS doesn't support renaming of libraries: a syntax parser won't work after it has been renamed (parser names are case sensitive).

Hardware

Usage of color highlighting should be restricted to a few colors only with respect to speed. Performance depends on the graphics hardware: a fast external graphics board (e.g. Retina Z3) is required to ensure sufficient performance. Amiga chipsets are based on bitplanes and thus too slow. CPU speed is less important; suggested system is a 68030 CPU or better.

1.154 config/layout

config/layout of: CONFIG MENU

Set layout area. These settings are read by several functions of GoldED (Layout menu). Border values are related to formatting only. They do not restrict cursor movements. Two WordWrap levels are available: standard mode will insert linefeeds if the user input exceeds the right margin. Improved

mode (<reformat> enabled) additionally reformats the text until the end of the current paragraph. Enable <reformat hyphens> if you want to have hyphens at the end of lines removed if appropriate. This feature will avoid hyphens within lines: the word's parts are concatenated without a hyphen.

1.155 config/printer

config/printer of: CONFIG MENU

Printer definition requester. Used to define printing mode for project/print as well as block/print . Since all output of GoldED goes to the standard printer driver, this works with any printer (while misc/HiSpeed supports PCL printers only). Contents of the 'init' string gadget are send to the printer after all other initialization (e.g. quality selection) has been done. This gadget may be used to pass printer specific data, too: The gadget's contents are interpreted (see magic codes), you may easily pass a so called aRaw to the printer device: '27 [<bytes> 34 r'. To send a 7-bytes command (e.g. "0123456") to the printer, enter:

```
%27 "[7" %34 "r" "0123456"
```

1.156 config/misc

config/misc of: CONFIG MENU

Open main preferences requester. This requester is used to set several 'Auto' features as well as the backup handling, default protection bits, fold markers and XPK compression mode (see project/save as XPK):

Undo mode

Toggles the undo mechanism on/off (Undo & Redo) and sets the undo mode to normal or high. The high mode offers single step undo within each line for many operations at the expenses of higher memory consumption. The editor's need for memory and CPU time increases if undo is enabled.

Steps, bytes

The editor will remember operations and backup text lines you are about to change or delete them if undo has been turned on. Backup data is written to the undo buffer. The larger this buffer is, the more steps can be taken back using misc/undo . You can specify both, the undo buffer size and the maximum number of steps to be stored within the buffer. Old steps are deleted from the undo buffer if one of these limits is exceeded to allow storage of new information. The number of steps is a per-text limit while the undo buffer size is a global limit for the added undo memory consumption of all text buffers. Setting one or both of the limits to high values virtually disables the limit(s). Setting the size limit to low values has a bad effect on the editors performance. Avoid sizes below 100K. The undo buffer size is treated as suggestion. Short time memory usage may

exceed the limit. For example, a buffer overflow due to an undo is accepted in order to ensure a proper redo.

Undo warnings

The editor will notify you if the last operation has been too big to fit into the undo buffer if this option has been enabled. All undo information related to the current text already has been discarded if you get this warning. Increase the undo buffer size if undo warnings happen to appear frequently.

Fold start, fold end, fold position

These gadgets affect the fold marker handling (see `folding`). Besides setting the fold start marker and the fold end marker you may set the fold position (search depth) within text lines: Setting the fold position to say five would tell the editor to expect fold markers within the first five columns of lines only. The smaller this value is the faster folding will be.

AutoFold

If AutoFold is enabled, the editor looks for fold markers after loading; if some are found, the corresponding sections are folded (see `Folding`); happens before the text is displayed. Use the fold marker gadgets (start/end) to set the marker sequences for start respectively end of folds. The shorter these sequences are, the faster folding will be. Using the same sequence for marking start/end of sections to fold speeds up folding even more. However, this would prevent you from using nested folding: nested folding requires different markers.

AutoDesktop

The editor will attempt to load the default session file ("`golded:config/golded.env`") during startup if AutoDesktop is enabled and no file names are provided. Windows are opened according to the contents of the desktop preset file. Use `macros/session save` to save the current desktop layout.

XPK compression mode

The XPK listview presents a list of available XPK compressors, found within the `libs:compressors` subdirectory. Additionally you may enter a password (used by some XPK encryption libraries) and set efficiency for compression (0% to 100%). Please read the original XPK documentation.

Backup creation: AutoBackup

The editor attempts to backup old copies of a file before saving a new version if `'create *.bak'` is enabled (otherwise the old version is overwritten). Backups are written to any path you like (see `backup path` gadget). Enable `AutoSave` if you want backups of your windows every `x` minutes (use gadget below `AutoSave` to enter period). Toggle `'ask'` gadget to ON, if you want to be asked for confirmation of AutoBackup events.

Create *.info

If 'create *.info' is ON, the editor generates an icon for each file saved to disk (unless an old one exists). The default tool of icons created by the editor is GoldED.

File protection bits

These gadgets (read/del/write/script) are used to set the default bits for a new text (e.g. created by project/new window). Use project/bits to set the actual bits of a document.

Startup macro

The startup ARexx macro is executed once (asynchronously) after the editor has been launched, windows already open. Have a look at the section about the editor's ARexx port as far as ARexx programming is concerned. You could use the macro to customize the GoldED environment according to the type of files loaded during startup (e.g. switch to a C programming environment). Leave the startup gadget empty if you don't need automatic execution of a startup macro.

HotKey support (stay-in-ram gadget)

GoldED supports HotKey activation: if hotkey activation is enabled (stay-in-ram gadget checked) the editor will not be removed from memory even after the last window has been closed. Instead it will wait for a hotkey combination (right SHIFT & right ALT & RETURN) before it attempts to reopen its screen again. HotKey activation will give you a quick response time though it will consume some memory, too. You might want to disable this feature if you are short of RAM. Use the QUIT UNLOAD command (see misc/command) to remove the editor completely from RAM (you could use the commodities exchange program of your workbench, too).

overwrite

Existing files are overwritten (e.g. by Project/Save) without warnings if this gadget is checked.

load twice

Disable <load twice> to make GoldED look for existing, ram-resident copies of text files before loading the file from disk (considering frozen buffers without windows, too); you are asked whether you want to use the RAM copy if one is found.

save tabs

Leading spaces of each line are replaced by tabs while saving if this option is enabled: the file consumes less disk space. Since GoldED is able to load files without tabs much faster than files containing tabs (see Project/open fast) usage of this option is discouraged. The number of spaces replaced by a single tab code is set using the config/tabs requester (file slider).

1.157 config/save

config/save of: CONFIG MENU

Save configuration to a preferences file. Has to be used after GoldED's settings have been changed if you don't want to lose your definitions. Default settings file is golded:config/golded.prefs (this file is used during the editor's startup if no other configuration is specified).

1.158 config/load

config/load of: CONFIG MENU

Load a configuration file & adjust to the new settings. This operation includes closing down and reopening all windows; might be a dangerous call if not enough memory is available (i.e. if the editor isn't able to reopen the windows).

1.159 User defined gadgets

User defined gadgets

GoldED offers user-definable gadgets within window titles: useful to gain quick access to often used functions. You may 'leave out' any menu item as gadget (see config/menus).

1.160 Keyboard

Keyboard

Please read this chapter carefully if you want to take full advantage of this editor's features. Keys usually perform different tasks depending on what qualifier key(s) is/are pressed simultaneously. Qualifier keys are SHIFT, ALT or CTRL. For example the cursor keys map to seven different functions. Key bindings are not fixed; use config/keyboard to adjust them to your likings. This manual describes the default setup. The following descriptions are available:

Cursor keys	TAB key
HELP key	ESC key
RETURN key	F-keys
DEL key	

1.161 Cursor keys

Cursor keys
Speeds of scrolling

UP/DOWN + ALT

This sequence provides fast scrolling (up or down) - it is one of GoldED's most useful key combinations. The cursor won't move during fast scrolling (i.e. it will stay in the middle of the screen if it was there before you switched to fast scrolling).

UP/DOWN + SHIFT

Go to next (DOWN) or previous (UP) page. Pages do overlap to make navigation more comfortable.

UP/DOWN + CTRL

Fast jump: the cursor moves to the next quarter of your text. Useful to roughly set a new position before using fast/normal scrolling for fine tuning.

LEFT/RIGHT + ALT

Shifts the display area to the left or right. Usually display is shifted automatically if the cursor reaches the right/left window borders. This function is useful if you want to shift the display without moving the cursor at all.

LEFT/RIGHT + CTRL

This is a shifting function: mark same lines using block/mark, then use this key combination to shift (indent) the block. Mainly used by programmers to ensure a proper indentation scheme. Usually the marked lines are shifted by one column; use the SHIFT key simultaneously to set shifting distance to TAB distance.

LEFT/RIGHT + SHIFT

Moves cursor to the beginning of the next (RIGHT) or the previous word (LEFT).

LEFT/RIGHT + SHIFT + ALT

Moves cursor to the end of the current/next (RIGHT) respectively previous (LEFT) word.

1.162 HELP key

HELP key

HELP

Fold/unfold current section: Unfold if cursor is placed over a fold header (see Folding), otherwise look for fold markers & fold lines between markers (cursor must be placed between a fold start marker and a fold end marker).

HELP + CTRL

Fold/unfold the whole text: Unfold all folded sections if cursor is placed on a fold header (see Folding), otherwise fold all sections surrounded by fold markers.

1.163 TAB key

TAB key

TAB (+ SHIFT)

Move cursor to next TAB position. This editor supports simple/regular TABs (e.g. every 4th column) as well as fixed TABs (any column you want) and dynamic TAB's. Use config/tabs to set mode & TAB positions. Press the SHIFT key simultaneously if you want to jump to the previous instead of the next tab position (backtab). TABs are either solid (i.e. they behave as if they were a sequence of spaces) or light (i.e. they simply move the cursor without inserting any character); use either control/toggle tab mode or config/tabs to switch from light to solid and vice versa.

Dynamic TABs

GoldED supports dynamic TAB's (suggested by David Göhler): in dynamic TAB mode (set by config/TABs the editor will examine the previous line(s) to determine appropriate TAB positions. Quite useful if you are about to edit assembler sources. Dynamic TABs default to regular TABs, if the lines above the current line are empty.

TAB + ALT (+ SHIFT)

Usually either distinctive or normal TABs are active. However, you can switch to distinctive tabs on the fly by holding down the ALT key while using TAB or TAB SHIFT.

1.164 RETURN key

RETURN key

RETURN

Split current line at cursor position & move cursor to next line. This editor supports AutoIndention : if you press the RETURN key, the current line's indentation is used as default indentation for the next line (i.e. if the current line is indented by four columns, pressing <CR> will move the cursor to the fourth column of the next line).

RETURN + SHIFT

Same as RETURN but the current line is not splitted no matter where the cursor is positioned so far.

RETURN + CTRL

Inserts an empty line: the cursor is not moved at all but a new line is inserted before the current line.

1.165 DEL key

DEL key

DELETE (+ SHIFT)

Delete character at current cursor position, shift rest of line one position to the left. Press the shift key simultaneously if you want to delete until the end of line.

DELETE + CTRL

Delete the current line. You can recall up to 50 deleted lines using misc/line push since lines are not actually lost but put to the pick/push buffer.

DELETE + ALT

Delete the current word. Up to 100 deleted words are put to a pick-push puffer; use DEL-ALT-SHIFT to recall them.

DELETE + ALT + SHIFT

Reinsert previously deleted word (see above).

1.166 ESC key

ESC key

Trys to 'complete' the word your cursor is placed over. Example usage: type 'TIG', then press the ESC key. 'TIG' would be replaced by 'TAG_IGNORE' if the C-dictionary is present (see config/dictionary on how to load/edit/create a dictionary). GoldED uses a (simple) pattern matching algorithm to find appropriate dictionary entries, so you might use other abbreviations than 'TIG', too (e.g. 'TAGI'). This will work as long as the first letter of the short form is the first letter of the full form. However, the larger your dictionary grows the more detailed your abbreviations have to be to ensure

unique identification.

1.167 F-Keys

F-Keys

Use the config/keyboard menu to assign strings, shell commands, ARexx macros or one of the editor's internal commands to any key including the function keys. However, some commodities do their own function key mapping. If such a commodity is installed, the editor won't notice function key events. Default mappings of the function keys are:

key	decription	see

F1	open file	project/open
F2	merge file	project/insert
F3	print file	project/print
F4	hide block	block/hide mark
F5	mark line	block/mark
F6	find next	find/find next
F7	next page	cursor keys
F8	set insert mode	control/insert
F9	toggle TAB mode	control/toggle TAB mode
F10	play macro	macros/sequence play
SHIFT		
& key	decription	see

F1	save as	project/save as
F2	save as XPK	project/save as XPK
F3	quit	project/quit (window)
F4	clear text	project/clear text
F5	mark line	block/mark
F6	replace	find/replace
F7	page up	cursor keys
F8	overwrite mode	control/insert
F9	project setup	misc/source files
F10	record macro	macros/sequence record

1.168 ARexx port

ARexx port

ARexx macros vs. recorded sequences

GoldED offers two kinds of macros for automated control: ARexx scripts and recorded sequences. ARexx scripts are programs quite similar to programming languages like BASIC. They are evoked by GoldED (e.g. by setting up a menu item of type 'ARexx'; see config/menus), but actually executed by the ARexx

master server (part of the Amiga operating system). The ARexx server will examine the script and send messages to GoldED as well as receive messages from GoldED during execution. For example the ARexx server could ask GoldED to jump to a special line if it detects a GOTO command within a script. GoldED would tell the ARexx server whether the operation has been successful. Due to the flexibility of ARexx this is a very powerful method to automate control of GoldED. However this approach requires at least some basic knowledge of ARexx. If you need automated control but are not interested in ARexx you might want to use GoldED's ability to record command sequences instead: Enable recording using macros/sequence record and perform a sequence of commands. In other words: make the editor 'learn' how to do it. Once you have recorded a sequence you may replay it as many times as you like (see macros/sequence play). You may save sequences macros/sequence save) or assign them to events like menus or keystrokes using GoldED's MACRO command. Sequences are far less powerful than ARexx script. But they are far more handy, too.

This section describes the editor's ARexx interface. You are expected to be familiar with ARexx basics, i.e. you should know about the purpose of ARexx, how to write scripts, how to talk to applications, ...

ARexx basics

ARexx control of this editor is somewhat complicated since you never know how many editor tasks are running, how many windows are open or what the user is doing when ARexx wants to take over control. It is therefore quite important to obey to certain rules which are to be discussed now:

1. Select a host
2. Lock a window
3. Do your job
4. unlock GUI

1.169 Select a host

Select a host

If you run ARexx scripts from within the editor (i.e. if you set up menu items of type 'ARexx' or if you execute the current text as macro using macros/macro start), any script commands which are not part of ARexx itself are sent to the editor (the 'host') automatically. However, if your script is evoked from a different program (e.g. rx), it will have to select a port for communication: use ADDRESS <port name> for this purpose.

Port name

The editor's ARexx port is called "GOLDED.1" if the editor is run only once. The ARexx port of a further editor task would be "GOLDED.2". Select project/about GoldED if you want to know the current port/screen name. Or use the QUERY command (with the HOST argument) from within a script. As long as you use the QuickStarter to run GoldED, you usually won't have to deal with port names different from 'GOLDED.1'.

1.170 Lock a window

Lock a window

Your script has to tell the editor what window is going to be affected – use the `LOCK` command (e.g. `'LOCK CURRENT'` to lock the current window). After locking a window, the GUI is locked, too, to prevent the user from disturbing the macro. If you don't use the lock command, your macro might still appear to work perfectly, but it will break under special circumstances (e.g. if the user closes a window while a script is executed). Once you have locked a window successfully (ARexx return code RC is 0), you have to take care of unlocking it again on termination of your script (see `Unlock GUI`).

1.171 Do your Job

Do your Job

You can use any of the editor's internal commands within your macro. Please keep in mind that commands sent from ARexx to GoldED are parsed twice: first by the ARexx server while executing the script, second by GoldED using the `ReadArgs()` function of the `dos` library. This sometimes screws things up a bit – especially as far as quotes are concerned. Suggestion: Write the lines of your script as if you were talking directly to GoldED: quote strings, command names uppercase (step 1). Then put the lines to be sent to GoldED into single quotation marks to mark them as commands (step 2). Finally double single quotation marks within these lines to prevent ARexx from regarding them as string delimiters (step 3). Example:

```
step 1: REQUEST BODY "Hi, I'm an empty macro"
step 2: 'REQUEST BODY "Hi, I'm an empty macro"'
step 3: 'REQUEST BODY "Hi, I''m an empty macro"'
```

Usually GoldED passes command results to your script using the special ARexx variable `RESULT` – at least if you have asked for results using `OPTIONS RESULTS`. Some commands like `QUERY` support specification of a variable name, too, using the `VAR/K` option. Example: `'QUERY ABSLINE VAR LINE'`

No result is returned if a command fails – instead the special variable `RC` is set to the error level: 5 = warning, 10 = error, 20 = fatal error. `RC` would be 0 if a command has been successful. You have to use the `OPTION FAILAT` command of ARexx to prevent ARexx from stopping execution if `RC` is not NULL, i.e. to receive `RC` return codes at all. The special variable `RC2` will keep an error text if a command has failed (i.e. if `RC` is not 0).

1.172 Unlock GUI

Unlock GUI

An ARexx script must unlock the GUI before it terminates, if a prior call to `Lock` (see `Lock a window`) has been successful. It mustn't use `unlock` if

a prior attempt to lock has failed. Omitting unlock will leave the editor dead-locked, so take care to unlock the GUI even if your script breaks (maybe due to a syntax error). This can be achieved using the error handling facilities of ARexx (e.g. SIGNAL or OPTION FAILAT). Just have a look at the scripts in the GoldED:ARexx drawer. As a last resort the Unlock macro is provided: simple doubleclick at its icon - all editors will be unlocked (which is a dangerous operation if one of those tasks is processing an ARexx script).

1.173 Internal commands

Internal commands

GoldED offers a set of about 420 commands/options (see Command list), supported by all interfaces of GoldED: you may use them in ARexx macros, bind them to menu items (see config/menus), attach them to keys (config/keyboard) or execute them directly using misc/command. It is possible to combine several functions (see multiple commands). As far as arguments are concerned, the DOS rules apply since GoldED uses the ReadArgs function of OS2.0 just like most CLI commands: strings containing spaces must be quoted, option and keywords may be uppercase or lowercase. Command templates/options are described in the same way as CLI commands are described. Example:

```
PRINT FORCE/S,ITALICS/K,ALL/S,LPI/N,CONFIG/K
```

This PRINT command obviously accepts five options: force, italics, all, lpi and config. The option force is a switch (/S): it makes the print command behave in a special way described in this manual if this option is specified. The second option introduces a keyword (/K) - value pair; e.g. print italics=true. The equality sign may be omitted. Due to ReadArgs() parsing, you will have to use *" instead of " when embedding quotation marks into strings to prevent the parser from considering a quote as start/end of a string (** results in a single *). Options of type '/K' - just like any other options apart from /A ones - do not have to be specified. If they are specified, a further argument (like TRUE) is expected. Supported arguments depend on the command: If one of the commands below offers an option described as BOOL, it would accept the strings true, false and probably toggle, too. If a command's option is marked as STRING, any text string is accepted as argument (e.g. print config "S:prt.prefs"). The 4th keyword in the example above (lpi) introduces a numerical (/N) argument; example: print lpi=10. The equality sign may be omitted once more. The valid argument range depends on the command (e.g. byte, word, unsigned word or long). Further option types are "\F" (accepts rest of line as string), "\M" (accepts multiple strings) and "\A" (means: this argument must be specified).

1.174 Command list

Command list (use: see internal commands):

API	ELSE	HELP	MORE	QUERY	SYNTAX
-----	------	------	------	-------	--------

BACK	ENDIF	HUNTER	MOUSE	QUIT	TAB
BEEP	ENDWORD	IF	NAME	REDO	TABS
BIND	EXALL	INDENT	NEW	REFRESH	TASK
BITS	EXTRACT	INFO	NEXT	REMAP	TEXT
BLOCK	FDOWN	INSERT	NOTIFY	REPLACE	TMPLATE
BRACKET	FILE	KEY	OPEN	REQLIST	UJUMP
CLIP	FIND	LAYOUT	PATH	REQUEST	UNDO
CMD	FIRST	LEFT	PHRASE	RIGHT	UNLOCK
CODE	FIX	LINES	PING	RUN	UP
COLON	FOLD	LOCK	PONG	RX	UPAGE
CR	FORMAT	MACRO	POP	SAVE	USE
DEL	FREEZE	MARK	PREFS	SCREEN	VIEW
DELETE	FUNC	MAXDOWN	PREV	SESSION	VLEFT
DIR	FUP	MAXUP	PREVEND	SET	VRIGHT
DJUMP	GOTO	MENUS	PRINT	SHIFT	WINDOW
DOWN	GREP	MISC	PROJECT	SMARTCR	WORD
DPAGE	GUI	MODE	PUSH	SUFFIX	XREF

1.175 API

API

Description of internal commands

command	option	description
API	ASK/S	open config/API preferences window
	ADD/K	API client: load and start (STRING: executable)
	START/K	API client: restart (STRING: executable)
	REMOVE/K	API client: remove client (STRING: executable)
	STOP/K	stop running client (STRING: client's name)
	FIND/K	check if running (STRING: client's name)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file
	PORT/N	add client's reply port (struct MsgPort *)
	CLASS/N	notify mask (ULONG)

Comment: Be careful about the naming scheme. Some commands require the executable's name, other commands need the client's name. PORT/N and WAIT/N are reserved for use by external API clients. API documentation and API examples are available in the GoldED:API drawer.

1.176 BACK

BACK

Description of internal commands

command	option	description
---------	--------	-------------

BACK	(no options)	backspace operation
	SMART/S	backspace over marked word will delete word

1.177 BEEP

BEEP

Description of internal commands

command	option	description
<hr/>		
BEEP	(no options)	audible beep

1.178 BIND

BIND

Description of internal commands

command	option	description
<hr/>		
BIND	ASK/S	open keyboard requester (command assignment)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	OVERLAY/S	merge preset file
	SAVE/S	save preset file

1.179 BITS

BITS

Description of internal commands

command	option	description
<hr/>		
BITS	ASK/S	open a requester to edit protection bits/comment
	R/K	set readable bit (BOOL)
	W/K	set writable bit (BOOL)
	D/K	set deletable bit (BOOL)
	S/K	set script bit (BOOL)
	COMMENT/K	set comment (STRING)

1.180 BLOCK

BLOCK

Description of internal commands

command	option	description

BLOCK	UPPER/S	make block uppercase
	LOWER/S	make block lowercase
	SORT/S	sort block
	COPY/S	copy block to cursor position
	MOVE/S	move block to cursor position
	HIDE/S	hide marker after operation

1.181 BRACKET

BRACKET

Description of internal commands

command	option	description

BRACKET	MATCH/S	move cursor to matching bracket
	CHECK/S	check use of () in current line
	TWINS/K	bracket type (STRING, default: "()")

1.182 CLIP

CLIP

Description of internal commands

command	option	description

CLIP	CUT/S	move block to clipboard
	COPY/S	copy block to clipboard
	PASTE/S	insert clipboard contents at cursor position
	VPASTE/S	vertical clipboard paste
	UNIT/N	clipboard unit to use (UBYTE); defaults to 0

1.183 CMD

CMD

Description of internal commands

command	option	description

CMD	(no options)	open command requester

1.184 CODE

CODE

Description of internal commands

command	option	description

CODE	SHOW/S	show ASCII code of character under cursor
	SET/N	insert code (UBYTE)
	ASK/S	ask for ASCII code to be inserted
	TABLE/S	open character set table requester
	TOGGLE/S	toggle case of character under cursor
	UPPER/S	convert character under cursor to uppercase
	LOWER/S	convert character under cursor to lowercase

Comment: The SET option is influenced by current writing mode: in insert mode a character is inserted, in overwrite mode the character under the cursor is overwritten.

1.185 COLON

COLON

Description of internal commands

command	option	description

COLON	(no options)	insert semicolon and possibly a CR (return)

Comment: Suggested use is mapping to the ;-Key. Useful for C/C++ programmers. The editor tries to figure out whether a CR should be inserted (e.g. no CR is inserted if the semicolon is part of a 'for' statement). Press CTRL simultaneously to disable CR insertion temporarily.

1.186 CR

CR

Description of internal commands

command	option	description

CR	(no options)	<RETURN> command; splits line at cursor position

Comment: This function is influenced by the current setup (e.g. by the indention mode settings).

1.187 DEL

DEL

Description of internal commands

command	option	description
DEL	(no options)	deletes character under cursor

1.188 DELETE

DELETE

Description of internal commands

command	option	description
DELETE	WORD/S	delete next word
	EOW/S	delete until end of word
	SMART/S	consider white space settings
	EOL/S	delete until end of line
	LEFT/S	delete until beginning of line
	LINE/S	delete current line
	BLOCK/S	delete block
	COLUMN/S	delete column (see AT/N) from block
	AT/N	column to be deleted (UWORD); defaults to current

Comment: the last 100 deleted words (WORD/S) may be reinserted using INSERT (INSERT WORD).

1.189 DIR

DIR

Description of internal commands

command	option	description
DIR	ASK/S	open requester to set 'current directory'
	NEW/F	set 'current directory' (STRING)

Comment: the current directory is passed to any program run by GoldED (e.g. a shell using misc/shell). It is used by many of GoldED's internal functions, too.

1.190 DJUMP

DJUMP

Description of internal commands

command	option	description
---------	--------	-------------

DJUMP	(no options)	jump to end of screen / next page
-------	--------------	-----------------------------------

Comment: Cursor jumps to last line of screen if placed above that line so far. Jumps to next page otherwise. Compare: DPAGE .

1.191 DOWN**DOWN**

Description of internal commands

command	option	description
---------	--------	-------------

DOWN	(no options)	move cursor one line down
------	--------------	---------------------------

1.192 DPAGE**DPAGE**

Description of internal commands

command	option	description
---------	--------	-------------

DPAGE	(no options)	show next page (compare: DJUMP)
-------	--------------	----------------------------------

1.193 ELSE**ELSE**

Description of internal commands

command	option	description
---------	--------	-------------

ELSE	(no options)	introduces alternative IF section
------	--------------	-----------------------------------

1.194 ENDIF

ENDIF

Description of internal commands

command	option	description
ENDIF	(no options)	terminates IF

1.195 ENDWORD

ENDWORD

Description of internal commands

command	option	description
ENDWORD	(no options)	move cursor to end of word

1.196 EXALL

EXALL

Description of internal commands

command	option	description
EXALL	(no options)	Examine text

Comment: To be used within ARexx macros only. Used to update variables related to text statistics (see QUERY).

1.197 EXTRACT

EXTRACT

Description of internal commands

command	option	description
EXTRACT	(no options)	Extract file name under cursor
	VAR/K	where to put the result: ARexx variable (STRING)
	LEFT/K	left delimiter(s) (STRING); e.g. "<[("
	RIGHT/K	right delimiter(s) (STRING); e.g. ">]"

Comment: left & right delimiter strings must be of paired and of the same length. Priority is from left to right.

1.198 FDOWN

FDOWN

Description of internal commands

command	option	description
FDOWN	(no options)	scroll down in fast mode

1.199 FILE

FILE

Description of internal commands

command	option	description
FILE	NAME/K	file to delete/search (STRING)
	DELETE/S	delete file
	FORCE/S	don't ask for confirmation
	SEARCH/K	search this path for specified file (STRING)
	VAR/K	where to put the result: ARexx variable (STRING)
	NEWDIR/K	create directory (STRING)

Comment: Delete-protected files are not deleted unless the FORCE mode is used.

1.200 FIND

FIND

Description of internal commands

command	option	description
FIND	STRING/K	pattern to search for (STRING)
	BLOCK/S	search for marked text
	WILD/K	set wildcard mode (BOOL)
	COUNT/S	count pattern (doesn't affect cursor position)
	PREV/S	jump to previous occurrence
	NEXT/S	jump to next occurrence
	FIRST/S	jump to first occurrence
	ASK/S	open requester
	CASE/K	case (in)sensitive (BOOL)
	QUIET/S	don't complain about missing pattern ('not found')
	WORDS/K	look for whole words only ? (BOOL)

1.201 FIRST

FIRST

Description of internal commands

command	option	description

FIRST	(no options)	move to beginning of line (see GOTO)

1.202 FIX

FIX

Description of internal commands

command	option	description

FIX	VAR/K/A	ARexx variable name (STRING)

Comment: To be used within macros only. Fixes the contents of the given ARexx string variable to make it "parser-proof" (e.g. handles embedded '"'); compare internal commands).

1.203 FOLD

FOLD

Description of internal commands

command	option	description

FOLD	OPEN/K	open fold or (ALL/S specified) folds (BOOL)
	ALL/S	consider all lines
	TOGGLE/S	toggle fold (open/close)

1.204 FORMAT

FORMAT

Description of internal commands

command	option	description

FORMAT	LINES/S	select current paragraph for formatting
	MARK/S	select block for formatting
	LEFT/S	make selected area left -aligned
	RIGHT/S	make selected area right-aligned

BLOCK/S	make selected area block-aligned
CENTER/S	center selected area

1.205 FREEZE

FREEZE

Description of internal commands

command	option	description
FREEZE	CURRENT/S	freeze current window
	ASK/S	ask for text to unfreeze
	SWAP/S	swap current/frozen window
	ADD/M	load file(s) directly to frozen list

1.206 FUNC

FUNC

Description of internal commands

command	option	description
FUNC	C/S	set mode to C
	BASIC/S	set mode to BASIC
	A68K/S	set mode to Assembler
	PASCAL/S	set mode to Pascal
	AUTODOC/S	set mode to AutoDoc
	STRUCT/S	set mode to C-Header
	SMART/S	automatic mode setting according to file name
	CURRENT/S	extract function name from text (below cursor)
	UNFOLD/K	examine folds (BOOL)

Comment: scans text for structures, functions, ... (depending on selected mode) to make up an index. If no mode is specified (and SMART is not used) the current mode is used.

1.207 FUP

FUP

Description of internal commands

command	option	description
FUP	(no options)	scroll upwards in fast mode

1.208 GOTO

GOTO

Description of internal commands

command	option	description
GOTO	LINE/N	line number to go to (ULONG: 1, ...)
	COLUMN/N	column to go to (UWORD: 1, ...)
	UNFOLD/K	unfold if necessary ? (BOOL)
	TOP/S	go to first line of text
	BOTTOM/S	go to last line of text
	OTHEREND/S	toggle position
	CHANGE/S	go to last change
	ASK/S	ask for line number to go to
	EOL/S	move cursor after last character of line
	INDENT/S	move cursor to first character of line
	BFIRST/S	go to beginning of block
	BLAST/S	go to end of block
	STEP/N	move cursor left/right (WORD)
	TOF/S	move cursor to first line of screen
	BOF/S	move cursor to last line of screen
	BYTE/N	byte offset to go to (LF's included)

Comment: line numbers are expected to be absolute numbers if UNFOLD=TRUE is set. Folded blocks count as a single line in UNFOLD=FALSE mode.

1.209 GREP

GREP

Description of internal commands

command	option	description
GREP	STRING/K	string to search project files for (STRING)
	ASK/S	ask for string to search for
	CASE/K	case sensitive search ? (BOOL)

1.210 GUI

GUI

Description of internal commands

command	option	description
GUI	ASK/S	open GUI configuration window
	CENTER/K	center windows ? (BOOL)
	X/N	vertical scroll border (UWORD: 0, ...)

Y/N	horizontal scroll border (UWORD: 0, ...)
OVERWRITE/K	overwrite files without warning ? (BOOL)
ARRANGE/K	AutoArrange windows ? (BOOL)
WEIGHT/N	arrange windows: window weight (UWORD 1...4)
CLOCK/K	clock ? (BOOL)
FAST/K	fast scrolling ? (BOOL)
TINYMSG/K	use status bar instead of requesters ? (BOOL)
SPC/K	white space characters (STRING)
DATE/K	date format (STRING); requires OS3.0+
CONFIG/K	name of a preset file (STRING)
LOAD/S	load preset file
SAVE/S	save preset file

Comment: the list of white space characters (SPC) may consist of ASCII codes, code ranges or strings, separated by colons. Example: 0-" ",128-160,".,;()". You'll have to ensure that quotation marks actually reach GoldED; see internal commands. The date format string may consist of the following formatting codes (besides normal characters):

```
%a - abbreviated weekday name
%A - weekday name
%b - abbreviated month name
%B - month name
%d - day number with leading 0s
%D - same as "%m/%d/%y"
%e - day number with leading spaces
%j - julian date
%m - month number with leading 0s
%U - week number, taking Sunday as first day of week
%W - week number, taking Monday as first day of week
%w - weekday number
%x - same as "%m/%d/%y"
%y - year (two digits)
%Y - year (four digits)
```

1.211 HELP

HELP

Description of internal commands

command	option	description
HELP	CATALOG/K	set database (STRING)
	TOPIC/K	node to look for (STRING)

Comment: if no database (i.e. help file) is specified, the menu's database is used (see config/menus).

1.212 HUNTER

HUNTER

Description of internal commands

command	option	description

HUNTER	ASK/S	open configuration window of file hunter
	CURRENT/S	hunt (i.e. search & open) filename under cursor
	NAME/K	hunt this file (STRING)
	DEEP/K	scan subdirectories ? (BOOL)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

1.213 IF

IF

Description of internal commands

command	option	description

IF	VAR/K	internal variable (STRING); see QUERY
	MATCH/K	pattern (STRING)
	NOT/S	negate result

Comment: Disables menu/mouse/keyboard related command execution until the next ENDEF if the contents of VAR/K doesn't match the pattern.

1.214 INDENT

INDENT

Description of internal commands

command	option	description

INDENT	ASK/S	open indentation requester
	AUTO/K	set automatic indentation (BOOL)
	SMART/K	set smart indentation (BOOL)
	IN/K	add keyword for smart indentation (STRING)
	OUT/K	add keyword for smart outdentation (STRING)
	CLR/S	clear smart indentation keyword list
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

1.215 INFO

INFO

Description of internal commands

command	option	description

INFO	VERSION/S	show version
	USER/S	show copyright requester
	TEXT/S	show statistics
	ERROR/S	show last error

1.216 INSERT

INSERT

Description of internal commands

command	option	description

INSERT	LINE/S	insert a line
	BLOCK/S	insert into block (see the following options)
	COLUMN/S	BLOCK/S: insert empty column; see AT/N
	STRING/K	BLOCK/S: insert text; see AT/N (STRING)
	AT/N	BLOCK/S: column where to insert (UWORD)
	APPEND/S	BLOCK/S: append text to marked lines
	WORD/S	reinsert deleted word (see DELETE)
	PATH/S	ask user for file name to insert

1.217 KEY

KEY

Description of internal commands

command	option	description

KEY	EVENT/K	input event description (STRING)
	RAW/S	event is a plain character sequence
Comment: see input events for details		

1.218 LAYOUT

LAYOUT

Description of internal commands

command	option	description

LAYOUT	LEFT/N	set left margin for formatting (UWORD)
	RIGHT/N	set right margin for formatting (UWORD)
	WRAP/K	set WordWrap (BOOL)
	ASK/S	open requester to set layout
	AUTO/K	use current indentation as left border (BOOL)
	REFORMAT/K	reformat during WordWrap ? (BOOL)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

1.219 LEFT

LEFT

Description of internal commands

command	option	description

LEFT	(no options)	move cursor one position to the left

1.220 LINES

LINES

Description of internal commands

command	option	description

LINES	JOIN/S	join current line & next line
	SWAP/S	swap current line <-> next line
	DOUBLE/S	double current line

1.221 LOCK

LOCK

Description of internal commands

command	option	description

LOCK	CURRENT/S	lock current window
	NAME/K	window to lock (STRING)
	QUIET/S	don't activate window

Comment: To be used within ARexx macros. An UNLOCK command must follow later on to prevent deadlocks (ensure a clean exit even after errors using the SIGNAL/OPTION FAILAT commands of ARexx). Exit your script if the LOCK call fails (error code

RC=20). This call doesn't nest: a single UNLOCK unlocks any number of locks. This call moves GoldED's screen to the front.

1.222 MACRO

MACRO

Description of internal commands

command	option	description
MACRO	RECORD/S	toggle sequence recording mode
	PLAY/S	play previously recorded sequence
	LOOPS/N	number of playback loops (UWORD); defaults to 1
	ASK/S	ask for number of loops
	FILE/K	sequence file to load/write (STRING)
	SAVE/S	save previously recorded sequence
	LOAD/S	load a sequence

Comment: Sequence playback is disabled during execution of ARexx macros.

1.223 MARK

MARK

Description of internal commands

command	option	description
MARK	HIDE/S	hide mark
	SET/S	set mark
	FLOW/K	do cursor movements size block ? (BOOL)
	BEGIN/S	set beginning of block
	END/S	set end of block
	EXCLUDE/K	cursor part of block ? (BOOL)
	LINE/S	resolution = lines
	COLUMN/S	resolution = characters
	WORD/S	mark word under cursor
	STRICT/S	only SPC (ASCII 32) is regarded as word delimiter

Comment: EXCLUDE overrides config/GUI options. Example FLOW/K usage: MARK SET COLUMN FLOW=TOGGLE.

1.224 MAXDOWN

MAXDOWN

Description of internal commands

command	option	description

MAXDOWN	(no options)	move to next quarter of document

1.225 MAXUP

MAXUP

Description of internal commands

command	option	description

MAXUP	(no options)	move to previous quarter of document

1.226 MENUS

MENUS

Description of internal commands

command	option	description

MENUS	ASK/S	open menu requester
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	APPEND/S	merge preset file
	SAVE/S	save preset file

1.227 MISC

MISC

Description of internal commands

command	option	description

MISC	ASK/S	open misc preferences requester
	AUTOBAK/K	set AutoBak mode (BOOL)
	PERIOD/N	set backup interval (UWORD); units are minutes.
	CONFIRM/K	set confirm-backup mode (BOOL)
	PATH/K	set backup path (STRING)
	INFOS/K	set creation of info files (BOOL)
	AUTOLOAD/K	set AutoDesktop mode (BOOL)
	AUTOFOLD/K	set AutoFold mode (BOOL)
	FOLDSTART/K	set fold-start marker (STRING)
	FOLDEND/K	set fold-end marker (STRING)
	BACKUP/K	set backup creation (BOOL)
	CONFIG/K	name of a preset file (STRING)

LOAD/S	load preset file
SAVE/S	save preset file

1.228 MODE

MODE

Description of internal commands

command	option	description

MODE	INSERT/K	set insert/overwrite mode (BOOL)
	AUTOCASE/K	set AutoCase mode (BOOL)
	AUTOBRACKET/K	set automatic parenthesis check (BOOL)
	NUMPAD/K	enable/disable NumPad assignments (BOOL)
	EOLWRAP/K	end-of-line wrap (BOOL)

1.229 MORE

MORE

Description of internal commands

command	option	description

MORE	(no options)	open further window
	SMART/S	open window if current window is not empty

1.230 MOUSE

MOUSE

Description of internal commands

command	option	description

MOUSE	ASK/S	open mouse preferences requester
	SET/S	move cursor to mouse position
	MARK/S	mark block (to be used in conjunction with SET/S)
	LINE/S	mark whole lines only
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

Command: SET/S, SET/S and LINE/S reserved for mouse bindings

1.231 NAME

NAME

Description of internal commands

command	option	description

NAME	ASK/S	ask for a new text name
	NEW/F	set new text name (STRING)

1.232 NEW

NEW

Description of internal commands

command	option	description

NEW	(no option)	clear text; user is asked for confirmation
	FORCE/S	clear text at any rate
	NONAME/S	reset name to 'unnamed'

1.233 NEXT

NEXT

Description of internal commands

command	option	description

NEXT	(no options)	move cursor to next word within current line

1.234 NOTIFY

NOTIFY

Description of internal commands

command	option	description

NOTIFY	FILE/K/A	file to be monitored (STRING)
	START/S	start monitoring
	STOP/S	stop monitoring
	CHECK/S	number of write accesses since last check (UWORD)
	MACRO/K	macro to be executed upon write access (STRING)

Comment: Provides access to the notification mechanism of AmigaDOS. The file name is passed as argument to the macro.

1.235 OPEN

OPEN

Description of internal commands

command	option	description
OPEN	NAME/M	file(s) to open (STRING or STRINGS)
	FAST/S	use fast loading (no TAB substitution)
	NEW/S	open new window for each file
	AGAIN/S	reload current file
	APPEND/S	append file(s) to current text
	INSERT/S	insert file(s) into current text
	ASK/S	ask for file(s)
	QUIET/S	don't complain about missing files
	PATH/K	default path to be used by file requester (STRING)
	OLDPATH/S	use path of current text as default path
	SMART/S	use current window unless window is not empty
	RAW/S	don't convert TABs to spaces

Comment: returns window handle in ARexx mode. The window handle may be used to activate a window later on (see window).

1.236 PATH

PATH

Description of internal commands

command	option	description
PATH	ASK/S	open requester to set reference file(s)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

1.237 PHRASE

PHRASE

Description of internal commands

command	option	description
PHRASE	CURRENT/S	try to complete current word
	ASK/S	open dictionary requester
	ADD/K	add keyword to dictionary (STRING)
	CLR/S	clear dictionary
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

1.238 PING

PING

Description of internal commands

command	option	description

PING	SLOT/N	write cursor position to named slot
<p>Comment: GoldED offers ten slots ('bookmarks', 0-9) for each window to be recalled by PONG . Slot 0 usually is reserved for use within ARexx scripts.</p>		

1.239 PONG

PONG

Description of internal commands

command	option	description

PONG	SLOT/A/N	recall one of 10 bookmark positions (UWORD 0-9)
<p>Comment: GoldED offers ten bookmarks (0-9) for each window. Slot 0 usually is reserved for use within ARexx scripts (see PING).</p>		

1.240 POP

POP

Description of internal commands

command	option	description

POP	(no options)	move line from text to pick/push buffer
<p>Comment: the pick/push buffer can hold up to 50 entries (lines). It is a last-in-first-out buffer.</p>		

1.241 PREFS

PREFS

Description of internal commands

command	option	description

PREFS	CONFIG/K	name of a preferences file (STRING)
	LOAD/S	load preferences file
	SMART/S	don't load preferences if in use already
	SAVE/S	save preferences file
	SPLIT/K	split preferences file: output prefix (STRING)

Comment: SPLIT - splits the current configuration into several files (menu definition file, dictionary, ...).

1.242 PREV

PREV

Description of internal commands

command	option	description

PREV	(no options)	move cursor to previous word

1.243 PREVEND

PREVEND

Description of internal commands

command	option	description

PREVEND	(no options)	move cursor to end of previous word

1.244 PRINT

PRINT

Description of internal commands

command	option	description

PRINT	FORCE/S	don't ask for confirmation
	WINDOW/S	print hardcopy of window's contents
	ALL/S	text printing: print complete file
	BLOCK/S	text printing: print block
	LPI/N	set lines per inch (UWORD): 0=6 lpi, 1=8 lpi
	LQ/K	set letter quality (BOOL)
	ITALICS/K	set italics printing (BOOL)
	PROP/K	set proportional mode (BOOL)
	DOUBLE/K	set double width mode (BOOL)
	RESET/K	reset printer before output (BOOL)
	ASK/S	open printer configuration requester

CONFIG/K	name of a preset file (STRING)
LOAD/S	load preset file
SAVE/S	save preset file

1.245 PROJECT

PROJECT

Description of internal commands

command	option	description
PROJECT	ASK/S	open project requester
	ADD/K	add source file (STRING)
	DEL/N	remove a source file (UWORD: 0, ...)
	CLR/S	clear list of source files
	LIST/N	set list (struct List *)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

1.246 PUSH

PUSH

Description of internal commands

command	option	description
PUSH	(no options)	insert last line of pop /push buffer into text
	KEEP/S	do not remove line from buffer

1.247 QUERY

QUERY

Description of internal commands

command	option	description
QUERY	NAME/M	variable(s) you are interested in (STRING)
	VAR/K	Env/ARexx variable to hold the result (STRING).

Comment: Used to query the state of one or more of GoldED's internal variables. This function may be used in interactive mode (see misc/command). In interactive mode a requester is used to display the result including the variable name. The variable name will not be part of the result if QUERY is used within a macro file (after a LOCK command or if the VAR/K option is used). You may specify the name of an ARexx variable

(defaults to RESULT) or an environment variable (first letter of VAR/K = '\$') to hold the result. It is possible to combine several options (e.g. QUERY DIR DOC); the results will be separated by spaces. Valid variable names are:

ABAK..... AutoBackups enabled ? (BOOL)
 ABSLINE..... current absolute line number (ULONG)
 ABSLINES..... absolute number of lines (ULONG)
 ACENTER..... CenterWin mode (BOOL)
 AFOLD..... AutoFold mode (BOOL)
 ALEFT..... Layout: use old border ? (BOOL)
 ALOAD..... AutoDesktop mode (BOOL)
 ANSI..... number of non-ASCII characters (*)
 ANYCHAR current line not empty ? (BOOL)
 ANYFOLDS..... does text contain folds ? (BOOL)
 ANYTEXT..... any text in current window ? (BOOL)
 ASKBAK..... ask for backups ? (BOOL)
 BACKUP..... create backups ? (BOOL)
 BAKDIR..... backup path (STRING)
 BITS..... default protection bits (ULONG)
 BLOCK..... marker type (UWORD): 0=none 1=lines 2=characters
 BLOCKX..... block start column (UWORD: 1, ...)
 BLOCKY..... block start line (ULONG: 1, ...)
 BLOCKR..... block end column (UWORD: 1, ...)
 BLOCKB..... block end line (ULONG: 1, ...)
 BOLD..... bold mode used for printing (BOOL)
 BRACKET..... automatic parenthesis check ? (BOOL)
 BUFFER current line (STRING)
 BYTES..... text size (number of bytes) (ULONG) (*)
 CAT..... catalog name/language (STRING)
 CHKCASE..... automatic case check ? (BOOL)
 CODE..... ASCII code of character under cursor (UBYTE)
 COLUMN..... current column (UWORD: 1, ...)
 COLUMNS..... window width (UWORD)
 CON..... window dimension string (STRING)
 CURRENT..... pointer to memory area of current line (char *)
 DIR..... path used by file requester (STRING)
 DOC..... window title = file name (STRING)
 DOUBLE..... use doublestrike printing ? (BOOL)
 DTABS..... use distinctive TABs ? (BOOL)
 ERR..... last error (STRING)
 FILE..... name of current text without path (STRING)
 FIND..... search pattern (STRING)
 FOLDA..... fold start marker (STRING)
 FOLDB..... fold end marker (STRING)
 FOLDS..... number of folds in text (ULONG) (*)
 FONTX..... width of text font (UWORD)
 FONTY..... height of text font (UWORD)
 FUNC..... mode of QuickFunc list (UWORD: 0, ...)
 HANDLE..... window handle of current window (ULONG)
 HMI..... horizontal motion index/printer (UWORD)
 HOST..... name of ARexx port (STRING)
 INBLOCK..... cursor within block (BOOL)
 INDENT..... AutoIndention ? (BOOL)
 INFOS..... create *.info files ? (BOOL)
 INSERT..... insert mode used ? (BOOL)
 ITALICS..... italics printing ? (BOOL)

LEFT..... layout: left margin (UWORD)
LEN..... length of current line
LEVEL..... syntax level of character under cursor (UWORD)
LINE..... number of current line; not absolute (ULONG)
LINES..... number of lines; not absolute (ULONG)
LPI..... lines per inch (UWORD: 0 = 6lpi, 1 = 8lpi)
LQ..... letter quality printing ? (BOOL)
MARKED..... any block marked ? (BOOL)
MAXLEN..... length of longest line (UWORD) (*)
MODIFY..... has text been modified ? (BOOL)
ORDINAL..... ordinal number of current window (UWORD: 0,...)
PARSER..... syntax parser name (STRING)
PATH..... path of current text (STRING)
PICKED..... number of lines in pick/push buffer (UWORD)
PREVIEW..... current window: preview mode used ? (BOOL)
PROG..... program's name - usually GoldED (STRING)
PRJLIST list of project files (struct List *)
READONLY..... is window read-only ? (BOOL)
REM..... (file-)comment of current text (STRING)
REMAP..... character translation file (STRING)
RESET..... reset printer before output ? (BOOL)
RIGHT..... layout: right margin (UWORD)
ROWS..... window height (UWORD)
RPLC..... replace text (STRING)
SCREEN..... screen name (STRING)
SCREENW..... screen width (UWORD)
SCREENH..... screen height (UWORD)
SCRMODE..... screen mode ID (ULONG)
SCRTYPE..... screen type: public/custom (UWORD)
SHANGHAI..... shanghai mode set ? (BOOL)
SINDENT..... smart indention enabled ? (BOOL)
SOLID..... solid TABs ? (BOOL)
SPC white space characters (STRING); see config/GUI
STDLINE..... is current line a 'normal' line ? (BOOL)
SYNTAX..... syntax parser activated ? (BOOL)
TAB..... TAB distance keyboard (UWORD)
TABFILE..... TAB distance for TAB substitution (UWORD)
TEMPLATES..... templates rurned on ? (BOOL)
TIMER..... backup interval - minutes (UWORD)
TOPLINE..... line number of window's first line (ULONG)
UNFOLD..... unfold during GOTO ? (BOOL)
USECASE..... case sensitive search/replace ? (BOOL)
USER..... user name (STRING)
USER1-USER20.. user variable 1-20 (BOOL)
VER..... version string (STRING)
VERSION..... version ID code (ULONG)
WILDCARDS wildcards enabled ? (BOOL)
WINDOWS..... number of open text windows (UWORD)
WINH..... window height (UWORD)
WINW..... window width (UWORD)
WORDS..... number of words (ULONG) (*)
WORD..... current word (STRING)
WRAP..... word wrap mode used ? (BOOL)
X..... window's left edge (UWORD)
XPK..... XPK compression mode (STRING)
Y..... window's top edge (UWORD)

(*) : These variables are valid after an EXAll command only.

1.248 QUIT

QUIT

Description of internal commands

command	option	description

QUIT	(no option)	close current window (ask for confirmation)
	FORCE/S	don't ask for confirmation
	UNLOAD/S	close window, unload editor (see HotKey)
	ALL/S	close all open text buffers
	NOSAVE/S	do not save modified text buffers

1.249 REDO

REDO

Description of internal commands

command	option	description

REDO	LAST/S	undo last undo

1.250 REFRESH

REFRESH

Description of internal commands

command	option	description

REFRESH	PAGE/S	redraw current text
	LINE/S	redraw current line

1.251 REMAP

REMAP

Description of internal commands

command	option	description

REMAP	TABLE/K	remap text; use this translation file (STRING)
	ASK/S	open remap requester

1.252 REPLACE

REPLACE

Description of internal commands

command	option	description
REPLACE	STRING/K	pattern to look for (STRING)
	WILD/K	set wildcard mode (BOOL)
	BY/K	replacement for pattern (STRING)
	PREV/S	replace previous occurrence of pattern (*)
	NEXT/S	replace next occurrence of pattern only (*)
	ALL/S	replace all occurrences of pattern (*)
	BLOCK/S	replace pattern within marked lines (*)
	ASK/S	open find/replace requester
	CASE/K	set case sensitive mode (BOOL)
	QUIET/S	don't complain about missing pattern ('not found')
	WORDS/K	look for whole words only ? (BOOL)
	CONFIRM/K	ask for confirmation ? (BOOL)

(*) only one of these options may be specified.

1.253 REQLIST

REQLIST

Description of internal commands

command	option	description
REQLIST	ENTRY/M/A	strings to be displayed as listview (STRINGS)
	VAR/K	ARexx variable; where to put the result (STRING)
	TITLE/K	requester title (STRING)

Comment: To be used within ARexx macros only. Presents a listview and asks the user for a selection. The number of the selected entry is returned. An error code (RC > 0) is returned if no entry has been selected.

1.254 REQUEST

REQUEST

Description of internal commands

command	option	description
REQUEST	HIDE/K	turn requesters off (BOOL)
	DEFAULT/K	set default if requesters are off (UWORD)
	BODY/K	body text, lines separated by ' ' (STRING)
	BUTTON/K	text for button(s), separated by ' ' (STRING)
	TITLE/K	requester title (STRING)
	LONG/S	ask for a number
	MIN/N	lower limit for number (WORD)
	MAX/N	upper limit for number/characters (WORD)
	OLD/K	default value (STRING)
	FILE/S	ask for a file
	SAVE/S	put ASL file requester into SAVE mode
	PATH/K	default path if asking for a file (STRING)
	MASK/K	file requester mask (e.g."#?.c") (STRING)
	VAR/K	ARexx variable; where to put the result (STRING)
	STRING/S	ask for a string
	STATUS/K	text to display in status line (STRING)
	STAY/S	turn off automatic status line refresh
	KEY/S	ask for key (returns code and qualifier)
	PROBLEM/K	error message to be displayed (STRING)

Comment: Don't use the hide option outside of ARexx macros. Enable requesters before leaving the macro. Turning requesters off is useful to suppress messages like 'pattern not found' (wich might annoy the user during macro execution); you'll be responsible for checking whether an operation was successful by examining the return code RC.

1.255 RIGHT

RIGHT

Description of internal commands

command	option	description
RIGHT	(no options)	move cursor one position to the right

1.256 RUN

RUN

Description of internal commands

command	option	description
RUN	CMD/K	external program to run (STRING)
	LINE/S	execute current line of text
	PRIO/N	priority to be used (WORD: -3...3)
	STACK/N	stack to be used (ULONG)

ASYNCS	run program asynchronously
OUTPUT/K	output (STRING)
SHANGHAI/N	temporary shanghai time: seconds (UWORD)
WAITPORT/K	wait for appearance of this port (STRING)
SECONDS/N	WAITPORT timeout; defaults to 5 seconds (UWORD)

1.257 RX

RX

Description of internal commands

command	option	description

RX	CMD/K	command to be send (STRING)
	SYNC/S	send in synchronous mode (default: asynchronous)
	ASK/S	ask for command
	PORT/K	receiver; defaults to "AREXX" (STRING)
	MACRO/K	macro to execute if PORT is not valid (STRING)
	OUTPUT/K	output (STRING)

Comment: The macro is called with the command string as first argument. Basically same usage as the AmigaDos command RX if you set the port to AREXX: Use single quotation marks to have the command string evaluated by the ARexx server (e.g. rx 'info user'). Use double quotation marks or no quotation marks at all to make the server execute a script (e.g. rx golded:arexx/empty.ged).

1.258 SAVE

SAVE

Description of internal commands

command	option	description

SAVE	BLOCK/S	save block only
	ALL/S	save complete file
	SMART/S	don't save unless file has been changed
	NAME/K	set file name to be used for saving (STRING)
	ASK/S	open save-as requester
	EXIT/S	close window if save operation is successful
	CRUNCH/S	compress file (XPK) while saving it
	XPKMODE/K	XPK compression mode (STRING, e.g. IMPL)
	PASS/K	XPK password (STRING)
	NOLF/S	don't save linefeeds after text lines

Comment: NOLF should be used carefully since the editor's line length is limited. Loading a text without linefeeds may cause a line length overflow.

1.259 SCREEN

SCREEN

Description of internal commands

command	option	description

SCREEN	ASK/S	open display mode requester
	USE/K	name of public screen to use (STRING)
	ICONIFY/K	(un)iconify (BOOL)
	FRONT/S	move GoldED's screen to the front
	BACK/S	move GoldED's screen to the back
	CLOSE/S	close screen (wait for HotKey activation)
	NOSIZE/K	no fixed screen dimensions ? (BOOL)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

1.260 SESSION

SESSION

Description of internal commands

command	option	description

SESSION	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file
	QUIET/S	save modified buffers without user confirmation
	NOSAVE/S	do not save modified text buffers

1.261 SET

SET

Description of internal commands

command	option	description

SET	USER/N	user variable to set (UWORD 1..20)
	VALUE/K	new value (BOOL)

1.262 SHIFT

SHIFT

Description of internal commands

command	option	description
SHIFT	COLUMNS/N	number of columns to indent (UWORD)
	TAB/S	set shifting distance to TAB size
	ASK/S	open requester (left/right shifting)
	LEFT/S	shift to the left
	RIGHT/S	shift to the right (indent)
	LINE/S	indent line under cursor (default: block)

1.263 SMARTCR

SMARTCR

Description of internal commands

command	option	description
SMARTCR	(no options)	'smart' return (no splitting of line)

1.264 SUFFIX

SUFFIX

Description of internal commands

command	option	description
SUFFIX	VAR/K	ARexx variable to be updated (STRING)
	SUFFIX/K	desired suffix (STRING, e.g. ".c")

1.265 SYNTAX

SYNTAX

Description of internal commands

command	option	description
SYNTAX	ASK/S	open syntax highlighting requester
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file
	USE/K	enable/disable syntax highlighting (BOOL)

1.266 TAB

TAB

command	option	description
TAB	BACK/S	perform a backtab (else a normal tab)
	SOLID/K	make it a solid TAB (BOOL)
	FIXED/S	make it a distinctive TAB
	DYNAMIC/S	make it a dynamic TAB (see dynamic TABs)
	REGULAR/S	make it a regular (standard) TAB

Comment: options of this command may be used to change TAB mode temporarily. They do not affect global TAB settings (use TABS instead).

1.267 TABS

TABS

Description of internal commands

command	option	description
TABS	FIXED/S	set TAB mode to distinctive TAB's
	REGULAR/S	set TAB mode to regular TAB's
	DYNAMIC/S	set TAB mode to dynamic TAB's
	FILE/N	number of SPC's used for TAB substitution (UWORD)
	KEY/N	TAB distance on screen (UWORD)
	ASK/S	open TAB preferences requester
	SET/N	add distinctive TAB position (UWORD)
	CLR/S	clear all distinctive TAB positions
	SOLID/K	make TABs solid (BOOL)
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

1.268 TASK

TASK

Description of internal commands

command	option	description
TASK	PRI/N	set task priority of GoldED (WORD, -3 to 3)
	DEBUG/K	set debug mode (BOOL)
	WAIT/N	wait interval (1/50 sec) (UWORD)
	BENCH/S	run graphics benchmark

Comment: Incoming ARexx commands are printed to standard output in debug mode (DEBUG/K).

1.269 TEXT

TEXT

Description of internal commands

command	option	description
TEXT	T/K	text to be inserted at cursor position (STRING)
	VAR/K	variable to be inserted; see QUERY (STRING)
	STAY/S	don't move cursor while inserting text
	CR/S	append linefeed to text

Comment: use "*" within T/K to insert quotation marks (single quotation marks are considered as string delimiters).

1.270 TMLATE

TMLATE

Description of internal commands

command	option	description
TMLATE	ASK/S	open templates requester
	USE/K	enable/disable templates (BOOL)
	CHECK/S	check word under cursor
	CONFIG/K	name of a preset file (STRING)
	LOAD/S	load preset file
	SAVE/S	save preset file

1.271 UJUMP

UJUMP

Description of internal commands

command	option	description
UJUMP	(no options)	jump to beginning of screen / previous page

Comment: Cursor jumps to first line of screen if placed below that line so far. Jumps to previous page if placed in line one already. Compare: UPAGE .

1.272 UNDO

UNDO

Description of internal commands

command	option	description

UNDO	LAST/S	undo last operation

1.273 UNLOCK

UNLOCK

Description of internal commands

command	option	description

UNLOCK	(no option)	unlock GUI after a previously call to LOCK
	DELAY/S	unlock GUI, delay until exit of GoldED
	STICKY/S	unlock GUI, delay until current window is closed

Comment: The DELAY/STICKY options are reserved for use by external applications (e.g. the QuickStarter ED). They provide ways and means to synchronize with GoldED.

1.274 UP

UP

Description of internal commands

command	option	description

UP	(no options)	move cursor one line up

1.275 UPAGE

UPAGE

Description of internal commands

command	option	description

UPAGE	(no options)	move to previous page (compare UJUMP)

1.276 USE

USE

Description of internal commands

command	option	description
USE	(no options)	accept current line

Comment: To be used within ARexx macros only. After having written directly to the memory area of the current line (which is *dangerous*) you have to call this function to make GoldED accept your changes. Use QUERY CURRENT (see QUERY) to get a pointer to the current line's buffer. It is not possible to change the length of the current line by poking into the line buffer.

1.277 VIEW

VIEW

Description of internal commands

command	option	description
VIEW	LEFT/S	shift view left
	RIGHT/S	shift view right
	COLUMNS/N	number of columns to shift (UWORD); defaults to 5

Comment: VLEFT and VRIGHT provide a better performance and thus should be preferred.

1.278 VLEFT

VLEFT

Description of internal commands

command	option	description
VLEFT	(none)	shift view 5 columns left

1.279 VRIGHT

VRIGHT

Description of internal commands

command	option	description
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VRIGHT (none) shift view 5 columns right

1.280 WINDOW

WINDOW

Description of internal commands

command	option	description
WINDOW	MAX/S	blow up current window
	CENTER/S	center current window on screen
	ARRANGE/N	arrange windows (0: vertical, 1: horizontal)
	ZIP/S	zip window
	USE/K	activate named window/file (STRING)
	FORCE/S	load named file if necessary (see USE/K)
	WIDTH/N	resize window width (UWORD)
	HEIGHT/N	resize window height (UWORD)
	X/N	set window's x position (UWORD)
	Y/N	set window's y position (UWORD)
	NEXT/S	activate next window
	PREV/S	activate previous window
	RECOVER/S	redraw window
	HANDLE/N	activate window using its handle (ULONG)
	ORDINAL/N	activate 1st , 2nd, ... window (ULONG: 0, ...)
	QUIET/S	NEXT/USE/ORDINAL: leave window in the background
	SNAP/S	Use current window's dimensions as default size

Comment: A window handle is returned by the OPEN function. You may query the current window's handle, too (see QUERY /handle).

1.281 WORD

WORD

Description of internal commands

command	option	description
WORD	UPPER/S	convert word under cursor to uppercase
	LOWER/S	convert word under cursor to lowercase

1.282 XREF

XREF

Description of internal commands

command	option	description
XREF	CURRENT/S	find/open reference file related to current word
	PHRASE/K	find/open file related to this phrase (STRING)
	ASK/S	ask for topic
	CHECK/S	just determine whether a reference is available

1.283 Input events

Input events

Input event insertion (suggested by Markus Aretz):

GoldED's KEY command may be used to insert "events" (e.g. keystrokes) into intuition's global input stream. Inserting events makes the current application (the active GoldED window) behave as if the user had performed the described action. A key event description string EVENT/K may consist of plain text or plain text mixed with "event descriptions" in angle brackets (e.g. "<shift>"). You would have to specify the RAW/S option if you want to insert plain text containing angle brackets. Examples:

```
KEY EVENT="hello world"
KEY EVENT="hello world<return>"
KEY EVENT="--->" RAW
```

If you do not specify RAW, event descriptions like "<return>" are not treated as plain text but translated into input events (<return> would act as if the return key were pressed). The following expression outlines the format of description strings: <CLASS QUALIFIER(S) KEY>

A) CLASS may be one of the following (assuming <rawkey> if none is given):

```
rawkey ..... this is a keyboard event
rawmouse ..... this is a mouse button event
```

B) QUALIFIER(s) may be one or more of ...

```
shift ..... shift
control ..... ctrl
capslock ..... capslock
alt ..... alt
lcommand ..... left Amiga
rcommand ..... right Amiga
numericpad ..... numeric pad
leftbutton ..... left mouse button
rbutton ..... right mouse button
```

C) KEY may either be a plain character or ...

```
space ..... space
backspace ..... backspace
tab ..... tab
enter ..... enter
```

```
return ..... return
esc ..... esc
del ..... delete
up ..... cursor up
down ..... cursor down
right ..... cursor right
left ..... cursor left
f1 - f10 ..... function key
help ..... help
```

```
Examples: KEY EVENT="<rawkey shift A>"
          KEY EVENT="<rawkey f1>"
          KEY EVENT="<rawkey shift down>"
          KEY EVENT="<rawkey rcommand o>"
```

1.284 GENERAL HINTS

GENERAL HINTS

Never change display mode if you are short of memory - the editor might not be able to reopen screen/windows.

Turn AutoFold (see config/misc) OFF if you do not need folding. This will speed up loading since the editor won't have to examine each line after loading a text from disk (looking for fold markers).

Use the same marker strings for beginning/end of folded sections (see config/misc) to increase the speed of folding: the editor won't have to look for two different strings. However, using the same strings doesn't allow nested folding.

The backup path should point to the same device as your main text directory, otherwise backup generation is slowed down because file copies have to be used instead of a fast DOS rename (which is not available accross devices).

Don't use soft/hardlinks with text files. If a file is renamed by the editor (happens during backup creation) the link doesn't change, i.e. it would point to the backup instead of the new file.

Do not use fast loading if you are short of RAM or for huge files since fast loading requires a huge buffer of exactly the original file's size. Attempting to load a 400 KB file would allocate a 400 KB IO buffer as well as about 450 KB to store the text (however the 400 KB IO buffer is freed immediately after loading). Slow loading is much more efficient in terms of memory consumption: a 16K buffer is required, no matter how large a file is.

The editor itself is not able to read the position of the 'sleep' icon (reading an AppIcon's position is not supported by the OS), so it is not able to remember the icon's position after you have moved it. Nevertheless it is possible to snapshot the preferred position: Open the 'golded:config' directory. Move the 'AppIcon' icon from within that directory to desired location, than snapshot it (icon menu of workbench). Finally move the icon back to its drawer. The editor will read the new position the next time it is

evoked.

The Amiga OS supports font/library caching: Fonts or libraries opened by GoldED usually are not removed from memory when GoldED is closed - instead they are marked as 'unused'. The OS is able to flush these resources if required (in low memory situations), so the memory occupied by libs/fonts is not lost (you may verify this by using the 'avail flush' command).

1.285 TOOLS

TOOLS

GoldED is shipped with a couple of useful tools supporting your daily work with this package; some of them are described on the next pages:

```
HiSpeed      ..... Printer utility for LaserJet and DeskJet printers
Recover      ..... Recover lost text buffers after a system crash
```

1.286 HiSpeed

Tools : HiSpeed

The HiSpeed printer utility has been designed for PCL printers like Hewlett Packard's DeskJet and LaserJet family. It can be used to reduce the amount of paper when printing large files since it is able to print with small typefaces and to multiple columns on both sides of a sheet. Up to 8 A4 pages are redirected to a single A4 sheet. It is fast. Speed depends on your DeskJet model; DeskJet+: about 4 pages/minute if you switch to HiSpeed mode. You will like this program if you have to do a lot of printing. HiSpeed is shareware. The registered version is not part of GoldED Light but it is part of the GoldED Pro(/NET) package; see how to register. Some of HiSpeed's features are:

- | | |
|-----------------------------------|-------------------------------|
| o workbench interface | o spooler (job list) |
| o AppWindow/AppIcon support | o HiSpeed mode: fast printing |
| o shell interface | o preview (WYSIWYG) |
| o ARexx port | o many fonts supported |
| o single or double sided printing | o page headers |
| o descending printing available | o numbering of lines |
| o free layout - e.g. two columns | o index/appendix creation |
| o ANSI ESC sequences supported | o portrait/landscape |
| o Linefeed adjustable | o book mode to print A5 books |

hardware requirements
configuration
page header
printing
settings & units
page layout
page preview
files

book
cover
single/doublesided
perforate
output device
shell interface
ARexx port HiSpeed
ARexx commands HiSpeed

esc-sequences
character height
landscape

macros
filter
sleep-icon

1.287 HARDWARE REQUIREMENTS

HiSpeed : HARDWARE REQUIREMENTS

Amiga, at least 512K, OS2.04, DeskJet/Laser. You'll need a softfont cartridge (a RAM expansion card) for your DeskJet if you want to use all functions of this program - otherwise you are limited to the printer's ROM fonts.

1.288 CONFIGURATION

HiSpeed : CONFIGURATION

HiSpeed has to be configured according to your printer - just choose your model from the list of supported printers. Set the RAM gadget to 'RAM' if your printer is equipped with a RAM expansion cartridge (DeskJet) or doesn't require additional RAM in order to use softfonts. The number of available typefaces depends on Printer/RAM selection - while a standard DeskJet without RAM is limited to one typeface, a DeskJet 550C with RAM will offer 4 portrait fonts and 3 landscape fonts. If your printer is not supported by HiSpeed so far, you'll have to use the SetUp option to register your printer with HiSpeed:

HiSpeed may be adjusted to any PCL printer and its fonts. If your printer supports softfonts (DeskJet printers don't unless they are equipped with an additional RAM cartridge) you may use your own fonts with HiSpeed, too. Unfortunately setup isn't that easy. You should have read your printer's manual at least once. You have to be familiar with the use of PCL ESC codes. A bad setup will cause TROUBLE. Example session

Select the SETUP gadget. The setup requester will appear, giving you the opportunity to set up a printer and its fonts. On the left side available printers are listed. Select NEW (next to the list of printers) if your model isn't available so far: A new printer 'unnamed' will be added to the list. Use the string gadget below the list to change this name to whatever you like. Toggle the 'DeskJet tray' gadget to ON if your printer's paper tray looks like that of a DeskJet (HiSpeed will use this information to give you some hints if it asks you to reinsert ejected pages). Toggle the 'faces down' gadget to ON if the sheets are ejected faces down by your printer. Some printers (especially laser printers) are not able to use the first 5 to 7 mm of a page for output - turn OFFSET HEADER on in these cases. Finally you should select a file pattern used when selecting cover files (e.g. if you don't want HiSpeed to list color files). A pattern like '#?' would display all files while "~(#?.CYMK)" would suppress cover files made for the DeskJet 550C. The following extensions are supported:

CYM files (color, used by DJ500C/DJ550C) #?.CYM
CYMK files (color, used by DJ550C) #?.CYMK

B&W files (PCL level 3) no suffix

After having selected a printer, its fonts are displayed in the font listview on the right side. This list initially is empty if you have added a new printer. Use NEW (next to the font list) to add a new font (i.e. to register one of the printer's font with HiSpeed). New fonts are named 'unnamed'; use the string gadget below the list to edit the name. Having done this you have to enter a description of the font - HiSpeed needs to know the font's basic characteristics (e.g. its size). Only fixed width fonts are supported. Have a look at your printer's manual to determine all required values. Example:

If you own a DeskJet 550C, look for a manual section called 'Specifications'. There you'll find a list of available fonts supported by your printer. Among many other entries a 'LetterGothic' font with a font size of 6 points is described. According to the manual this fixed width font is available in portrait/landscape mode. Spacing is 24 cpi (characters per inch):

```
Typeface:    LetterGothic
Point size:   6p
Spacing:      24 cpi (fixed width)
Orientation:  portrait or landscape
```

Use these specifications to set up HiSpeed's font entry: Toggle the type gadget to 'any direction' since portrait as well as landscape mode are supported. The HMI gadget is used to set the font's spacing. Units are 1/1200", so you would enter 50 ($1200/24 = 50$). Specify the LPI (lines per inch) value for single linefeeds using the LPI gadget. Suggestion: Set the LPI value to $72/\text{<point size>}$ (e.g. $72/6 = 12$). While the HMI value has to be chosen as precisely as possible, the LPI may be set more roughly. If your font isn't a built-in one but a softfont file, enter the file name(s) using the NORM/ITAL gadgets (upright respectively italics version). Leave these gadgets empty if the font is a ROM font. Softfonts have to use the ECMA latin character set; the printer will refuse your fonts if they use a different character set (e.g. PC8). Finally we have to provide a PCL ESC sequence used by HiSpeed to activate the font. Have a look at your printer's documentation as far as PCL sequences (PCL = printer command language) are concerned. The sequence will have to set typeface, spacing and character height (point size). It mustn't set any other attribute. Example:

```
ESC(s6v24h6T
```

ESC introduces a PCL sequence. The last character of a PCL command has to be uppercase ('T') while all other characters (except ESC) have to be lowercase. The font height is set to 6 points by '(s6v'. '24h' sets spacing to 24 cpi. Finally '6T' selects a typeface called LetterGothic. Don't use spaces within PCL sequences. Pay attention to case.

1.289 PAGE HEADER

HiSpeed : PAGE HEADER

It is possible to change the text (or the style) of page headers using the setup requester, too. The header text is not printed directly. Instead, it is interpreted before output: after scanning it for keywords (like \DATE), found

keywords are replaced by their 'current value' (e.g. the date). Put a text into quotation marks if you don't want to have it interpreted. HiSpeed does support the following keywords:

keyword	example	description
"<Text>"	"Hi!"	print quoted text
\DATE	"Date: " \DATE	insert date
\TIME	"Time: " \TIME	insert time
\NAME	"File: " \NAME	insert file name
\PATH	"Path: " \PATH	insert fully qualified name
\PAGE	"Page: " \PAGE	insert page number
\$<name>	\$USER	insert environment variable (*)

(*): see AmigaDos manual (SETENV command)

1.290 PRINTING

HiSpeed : PRINTING

The files ("jobs") to be printed are displayed as "job list" (bottom left). Scroll through that list using the arrow gadgets. Use 'Add' to add new jobs. A file requester will appear. You may add more than one file at once by holding down the shift key during selection. There are other methods to add files to the job list, too: Just drag a file's icon over the HiSpeed window. Or set up a file via Arexx. Or let a file drop on HiSpeed's sleep icon (however, if you do so, it will be printed at once but not included into the job list).

Use job <menu/clear list> to clear the complete list respectively the 'del' gadget to remove a single file. Select "SORT A" if you want to have the list sorted alphabetically. Use "sort #" to sort by size.

Start printing by clicking at the print gadget. Jobs are processed from top to bottom. If none has been set up so far, you will be asked for a file. You may stop printing by closing the progress window (HiSpeed will ask for confirmation). Downloads mustn't be interrupted for this would confuse the printer.

It is possible to print single sheets, too, using the 'page' gadget. This option is useful to reprint some lost passages of a large job (e.g. if ink cartridge went empty during printing).

If you want a page header (file name, page number), activate "PAGE HEADER". See 'SetUp' on how to set up the header text (for example it is possible to have time/date strings or environment variables inserted). If you print more than one file, you might want an index: switch to header & index.

1.291 SETTINGS & UNITS

HiSpeed : SETTINGS & UNITS

Usually you won't have to change paper dimensions. Default settings are valid for output to A4. The left border should be sufficient for perforating. Paper dimension settings offered by the main window of HiSpeed only describe the area used for printing (e.g. if you want to restrict output to the upper half of a sheet, do it here). The actual physical paper size is set by a different requester (setup requester): usually to A4 in Europe respectively to US-Letter/US-Legal in the US.

Use "RESET ALL" to get the defaults. All settings are written to HiSpeed's configuration file by <project menu/save config>. Be careful as far as the dimensions setup is concerned - wrong values (especially insufficient borders) will confuse HiSpeed.

HiSpeed v5.0 or better does write its configuration file to "ENVARC:HISPEED" unless a different directory is specified. Former releases used to write to 's:' or directly to 'envarc:'. Those files should be removed.

Units are 'mm' with exception of the block size display - which uses <characters> to display text block dimensions. The block size depends on border/paper settings as well as font selection (font width).

1.292 PAGE LAYOUT

HiSpeed : PAGE LAYOUT

Layout definition (the number/arrangement of text blocks on a page) is of great importance for a pleasing result: The more block columns you order, the less characters will fit into a block line. If the block width is too small, lines have to be splitted.

Block width depends on the selected font, too. If you select Courier 6 (this is the only font offered by the standard DeskJet), no more than 75 characters will fit into a single line provided you use a layout of two columns. In general 75 characters is not enough. You might use the Adjust-LF option in this case: It will remove LF (line feed) codes. However, don't use this option with formatted data (tables or source codes).

Edit contents of the dx/dy gadgets to set the distance between columns/rows. Enable the 'separate' option if you want to have a line drawn between two block rows. Blocks are linked from left to right and from top to bottom.

1.293 PAGE PREVIEW

HiSpeed : PAGE PREVIEW

HiSpeed offers two ways of quality/volume precalculation without having to waste a single page of paper: Use 'preview' to order a WYSIWYG preview. Or

use 'scan' to get some statistics (e.g. required number of sheets). While scanning is faster than a preview, the latter is more useful to get a general impression of the output. Use the cursor keys to flip through pages in preview mode. Use the help key to open the statistics requester.

The distortions value of the statistics display is related to text lines that were too long to fit into a single block line (i.e. lines that had to be splitted). Possible values are from 0% to 100%. This value should be as low as possible since splitted lines don't look that well. Decide for a smaller font, use less columns or decrease margins to avoid distortions.

1.294 FILES

HiSpeed : FILES

HiSpeed has been designed to process ASCII files with or without ANSI codes. Lines have to be terminated by LF codes. Additional CR codes (used by MS-DOS software) are recognized and removed. Turn the MS-DOS option ON if you want to print MS-DOS files (maybe received from a BBS system) - HiSpeed will use a different character set to cope with these files. Softfonts are not available in MS-DOS mode because they have been developed with the Amiga character set (ecma latin) in mind.

1.295 ESC-SEQUENCES

HiSpeed : ESC-SEQUENCES

Switch to HiSpeed mode or turn PERFORM ESC off if you want to have ESC-Sequences ignored (and thus speed up output). If you enable FFs (form feeds), every detected FF-code (12 dez) results in a new text block. You better have a prescan to estimate paper needs - some files (especially library manuals using the AutoDoc format) send FF codes after each paragraph.

HiSpeed mode does imply draft printing/normal stroke. Other modes use LQ printing, EDV printing or bold printing. These settings stay valid until they are turned off by appropriate ANSI ESC sequences being part of the file(s) to print. They are not affected by ESC sequences if 'perform ESC' is off.

1.296 CHARACTER HEIGHT

HiSpeed : CHARACTER HEIGHT

Several fonts are available (number depends on your printer model), e.g. LinePrinter-5, LinePrinter-6, Courier-6 and LetterGothic-5. You should use LinePrinter-5 or LGothic-6, if the average line width of your text files is greater than 80 characters. LinePrinter-6 looks better but block width might

become too small (e.g. 80 characters if you choose a layout of two columns). Courier-6 is the worst choice: no more than about 75 characters will fit into a line if you decide for a layout of two columns.

1.297 LANDSCAPE

HiSpeed : LANDSCAPE

All DeskJet models apart from the original DeskJet do support landscape printing. The number of fonts available in landscape mode depends on your printer model.

1.298 BOOK

HiSpeed : BOOK

Output is sorted in a way to support manual creation if you enable book mode: simply fold printed sheets to get A5 manuals. HiSpeed relies on the user's settings: if you set the block width to 120 columns but the actual (average) line width of a text is 60 characters, output won't look good (columns are not centered). Simply run the AdjustBook macro after switching to book mode to have the layout adjusted automatically. Since book mode usually implies landscape printing (not supported by the original DeskJet), this mode should only be used with a DeskJet+ or better.

1.299 COVER

HiSpeed : COVER

Select 'cover' to order printing of A5 covers. Several templates are available. Quality of cover printing depends on the LQ/NLQ gadget. This function requires the XPK library. Coverfiles actually are PCL files (i.e. files usually sent to a printer). They have been crunched using xDrop of the XPK package. Recommended file extension for color files is *.CYM (DeskJet 500C) or *.CYMK (DeskJet 550C). Have a look at the templates directory if you are looking for the PageStream documents used to create the original HS cover files.

1.300 SINGLE/DOUBLESIDED

HiSpeed : SINGLE/DOUBLESIDED

Single sided as well as double sided printing is available. Don't get

confused if HiSpeed appears to eject empty pages in double sided mode - those pages are required by the second pass of printing. Consider HiSpeed's advice if the program asks you to reinsert ejected pages in order to print the backsides. Handling depends on printing mode !

1.301 PERFORATE

HiSpeed : PERFORATE

Enable 'perforate' if you want to have perforation considered during double-sided output, i.e. to make HiSpeed swap left/right borders if necessary to ensure a sufficient left margin.

1.302 OUTPUT DEVICE

HiSpeed : OUTPUT DEVICE

Use the port gadget to select desired output device respectively output file. If output goes to a file, HiSpeed will create two files (even/odd pages) using file extension 1 respectively 2. File 1 has to be sent to your printer before file 2 later on since (only) this file will keep softfont data.

1.303 SHELL INTERFACE

HiSpeed : SHELL INTERFACE

HiSpeed can be used from a shell or be run by any program providing a shell startup. Supported arguments are according to the template scheme used by the AmigaDos manual (the following options perform the same action as the gadgets of HiSpeed's GUI, so please have a look at the explanations above for details):

FILE/M, S=SLEEP/S, D=DOUBLE/K, RESET/S, H=HEADER/K, N=NUMBER/K, H=HISPEED/K, P=PREVIEW/S, C=SCAN/S, L=LANDSCAPE/K, B=BOOK/K, F=FEED/N, I=INDEX/S, LQ/S, EDV/S, BOLD/S, ADJUSTLF/K, SORTNAME/S, SORTSIZE/S, ASL/S, SCREEN/K, PERFORATE/K, CMDFILE/K, MSDOS/K, UNI/K, ANSI/K, PARSEFF/K, FILTER/K, PAR:/S, SER:/S

1.304 AREXX PORT HISPEED

HiSpeed : AREXX PORT HISPEED

HiSpeed offers an ARexx port. Using ARexx it is possible to add headers to

files before printing them, to format a text, to generate an appendix or to move HiSpeed to a different (public) screen. Usually you can operate the program from WB and ARexx (AREXX COMMANDS HISPEED) simultaneously.

1.305 ARexx commands HiSpeed

HiSpeed : ARexx commands HiSpeed

Group 1 - set variables (SET); Syntax: SET <variable> <value>

```

SET LAYOUTX <columns>..... set columns
SET LAYOUTY <rows>..... set rows
SET LEFT <mm>..... left border
SET RIGHT <mm>..... right border
SET TOP <mm>..... top border
SET BOTTOM <mm>..... bottom border
SET DX <mm>..... space between columns
SET DY <mm>..... space between rows
SET COPIES <number>..... copies (max. 99)
SET FEED <0...12>..... linefeed
SET PORT '<PAR:>'|'SER:>'|FILE>..... output port
SET OUTFILE '<full path>'..... output file
SET QUALITY <HISPEED|LQ|EDV|BOLD|BOLDEDV>... style
SET FILE '<full path>' ..... add file to list
SET PERFORMESC <ON|OFF> ..... perform ESC codes ?
SET PERFORMFF <ON|OFF> ..... perform FF codes ?
SET NUMBER <ON|OFF> ..... number lines ?
SET HEADER <OFF|NOHEADER|ON|INDEX> ..... header type
SET SIZE <Fontname> ..... font
SET DOUBLE <ON|OFF> ..... double sided ?
SET SINGLE <ON|OFF> ..... dito.
SET SEPARATE <ON|OFF> ..... draw lines ?
SET ADJUSTLF <ON|OFF> ..... ignore LF ?
SET KEEPLF <ON|OFF> ..... perform LF ?
SET REQUESTER <ON|OFF> ..... no requesters ? (1)
SET ASK '<Text>' ..... show YES/NO requester
SET WARN '<Text>' ..... show I SEE requester
SET BOOK <ON|OFF> ..... toggle book mode
SET COVER <coverfile> ..... print a cover
SET KEYLIST <file> ..... keyword file (*)
SET KEYCODE <character|OFF> ..... set keyword qualifier
SET PAPERX ..... set paper width
SET PAPERY ..... set paper height
SET PERFORATE <ON|OFF> ..... prepare perforation ?
SET ORIENTATION <PORTRAIT|LANDSCAPE> ..... paper orientation
SET MSDOS <ON|OFF> ..... toggle MS-DOS mode
SET UNIDIR <ON|OFF> ..... uni/bidirectional
SET SCREEN <PubScreenName> ..... select a screen

```

Group 2 - subroutines

```

QUIT ..... quit HiSpeed
SLEEP ..... iconify
OPENWIN ..... open main window
SORTNAME ..... sort jobs by name

```

SORTSIZE	sort jobs by size
NEW	clear job list
CLR	dito.
REQUESTFILE	ask for files
PRINT	print jobs
SCAN	scan jobs
VSCAN	dito. (visualize)
RESET	get default settings
INFO	show scan results
SAVECONFIG	save settings

Group 3 - read variables (QUERY)

Syntax: QUERY <variable> <qualifier> (result is placed in RESULT)

QUERY LAYOUTX	layout (columns)
QUERY LAYOUTY	layout (rows)
QUERY LEFT	left border
QUERY RIGHT	right border
QUERY TOP	top border
QUERY BOTTOM	bottom border
QUERY DX	space between columns
QUERY DY	space between rows
QUERY COPIES	number of copies
QUERY FEED	linefeed
QUERY PORT	port
QUERY OUTFILE	output file (port=FILE)
QUERY QUALITY	style of printing
QUERY PERFORMESC	perform ESC codes ?
QUERY PERFORMFF	perform FF codes ?
QUERY NUMBER	number lines ?
QUERY HEADER	header type
QUERY SIZE	font
QUERY DOUBLE	printing mode
QUERY SINGLE	dito.
QUERY SEPARATE	draw lines ?
QUERY ADJUSTLF	adjust-LF setting
QUERY KEEPLF	dito.
QUERY BLOCKX	characters/line
QUERY BLOCKY	lines/block
QUERY PAGES	required pages (*)
QUERY SHEETS	required sheets (*)
QUERY DISTORTIONS	get distortions (*)
QUERY BYTES	output size (bytes)
QUERY JOBS	# of files to print
QUERY VERSION	get version string
QUERY JOBNAME <slot>	get a job's name
QUERY STATE	read HiSpeed's state
QUERY JOBPAGE <slot>	get job's page (*)
QUERY BOOK	book mode set ?
QUERY MAXLINE	longest line (*)
QUERY KEYCODE	keyword qualifier
QUERY PERFORATE	border handling
QUERY ORIENTATION	paper orientation
QUERY MSDOS	MS-DOS mode ?
QUERY UNIDIR	uni/bidirectional ?

- (1) supported only within ARexx scripts
- (*) these variables become valid after a SCAN (or VSCAN)

1.306 MACROS

HiSpeed : MACROS

ARexx macros found within the HISPEED/AREXX directory during startup are gathered as MACRO menu. Please read the 'ARexxEDoc' manual for more details about ARexx.

1.307 FILTER

HiSpeed : FILTER

Toggle 'FILTER' ON if you want the '@' character to be regarded as keyword qualifier. It will be removed before output. Have a look at the MakeAppendix macro.

1.308 SLEEP-ICON

HiSpeed : SLEEP-ICON

Use the 'Zzz' gadget to iconify HiSpeed. You may drag files over the icon to have them printed - it's an AppIcon. Doubleclick the icon to wake HiSpeed up again. Since the Amiga OS does not support reading AppIcon coordinates, HiSpeed won't be able to remember the icon position after you have moved it to another location. Nevertheless it is possible to snapshot the preferred position: Open the 'hispeed:config' directory. Move the 'AppIcon' icon from within that directory to desired location, than snapshot it (icon menu of workbench). Finally move the icon back to its drawer. HiSpeed will read the new position the next time it is evoked.

1.309 RECOVER

Tools : RECOVER

A program to recover text buffers after your system has crashed. Recover will scan all available memory locations (the free memory pool as well as memory allocated by other task), looking for lost buffers. Since freed memory is not protected by the OS, lost buffers may become trashed. Recover will still try to restore trashed buffers but they may contain garbage lines. You'll have to verify that restored buffers are intact before you copy them over your old

files. Recover will try to figure out how many lines are corrupt to give you a rough idea of whether additional work is required. Be warned: these figures are not exact since it's hard to determine whether a line is corrupt or not. To increase your chances, run this program as soon as possible. Interrupt your startup sequence (type CTRL-D) and run recover IMMEDIATELY. Recover disables multitasking while scanning memory to prevent other tasks from allocating memory - this means that your mouse pointer freezes temporarily. Recover should be run from a shell window. The following arguments are supported:

RECOVER DRIVE/K,ALL/S,TEST/S,MAXLEN/N,MAXLINES/N

DRIVE

Drive where to write restored files (e.g. df0:). Don't use a ram disk (might overwrite the text to recover) or a hard disk (program might fail while writing since it has to do some non-system-friendly stuff).

ALL

Recover file even if it appears to be unchanged (Recover defaults to ignoring a text if it has never been modified).

TEST

Just scan memory for text buffers to recover but don't write to a disk. Recover tries to figure out how many lines can be restored respectively are corrupt. A line is considered corrupt if it contains ASCII-Codes below 32 or from 128 to 160. Nevertheless, even corrupt lines are restored since parts of them may still be usable.

MAXLEN

Maximum line length to be considered valid. If Recover happens to encounter a longer line while scanning memory it will refuse to restore the line (might be corrupt). Defaults to 255.

MAXLINES

Maximum number of lines (per text) to restore. Recover will stop recovery as soon as a text exceeds this limit (text might be corrupt). Defaults to 10000 lines.

1.310 CREDITS

CREDITS

* DICE * Regtools * XPK * ARexxBox * GadToolsBox *

This program has been developed using Matt Dillon's Dice. Most of the requester design has been done using Jan van den Baard's GadToolsBox. Thanks to Nico François for his regtools library and to the developers of the XPK (de)compression system. The ARexx routines of GoldED have been inspired by source code created by Michael Balzer's ARexxBox (though less sophisticated). Thanks to Stefan Zeiger for Boopsi example source code. And thanks to Joerg

Gutzke, Dario Fava & Thomas Lechner, sysops of the Mowgli BBS, Mailway BBS and Tomate BBS (sources of most of the tools mentioned above). GUIMake has been developed by Rico Krasowski. Finally, I would like to thank these people for their invaluable suggestions, translations, ideas & support: Giovanni Addabbo, Henric Andersson, Markus Aretz, Cristian Castellari, Martin Fay, David 'Edi' Göhler, Christian Gottschling, Serge Hammouche, Andreas Harrenberg, Mick Hohmann, Henning Hucke, René Laederach, Lieven Lema, Maarten Ter Mors, Rodolphe Sanderson (French translations) and Stefan Schor. Further acknowledgements go to the following people who created many useful GoldED ARexx scripts: Eric Burghard, Oliver Clouth, Leu Simon Gris, Francois Helsen, Tattoo Mabonzo, Krzysztof P. Jasiutowicz, Fin Schuppenhauer and Markus Zahn.

1.311 HOW TO REGISTER

HOW TO REGISTER

If you are currently using the unregistered version (saving/printing limited to 1000 lines) you may want to register. Registered users receive a keyfile, providing unrestricted access to the program(s). Please allow up to 8 weeks for delivery. This is the worst case. Average is three weeks. The following sites provide registration services (prices may differ; some manual translations are not available at all sites):

Registration site Germany
Registration site Belgium
Registration site France

1.312 Registration site Germany

Registration site Germany

The German registration site (address) offers the packages listed below. To register for GoldED, send an EUROcheck or cash. I can not accept ANY OTHER kind of payment than eurochecks or cash with exception of the GoldED NET distribution. No foreign checks, no postal money orders. Please type your letter. Supply a valid and fully qualified address for shipment, including country name. All offers valid until September 1995:

GoldED Light (29.90 DM Germany, 35 DM Europe, 25\$ international)

Mailing consists of one disk. Includes a keyfile for GoldED (only). The latest versions of the GoldED package as well as standard disk-based documentation is shipped. Please state whether you own a 1.7 MB HD disk drive.

GoldED Pro (39.90 DM Germany, 45 DM Europe, 35\$ international)

Mailing consists of one or two disks and a printed manual of about 70 pages. Please state whether you own a 1.7 MB HD disk drive. Includes a single user licence for the latest versions of GoldED & HiSpeed. Please choose the

manual translation you would like to receive (French translations are available at the Registration site France):

- o English (default)
- o German (if requested)

GoldED NET (25 DM worldwide)

The net distribution: you'll receive a keyfile for GoldED and HiSpeed upon orders sent to DIETMAR@TOMATE.TNG.OCHE.DE (a German domain). Z-Net/Internet access required. Once your keyfile is installed, you can use your currently installed unregistered GoldED/HiSpeed (0.99 or better) without restrictions. Since keyfiles are shipped PGP encrypted, your PGP key has to be part of your order (pgp -kxa); orders without a PGP key are not processed. Payment is expected to be transferred to the following account within two weeks: Dietmar Eilert, account 5129 92-505, Postbank Köln, BLZ 370 100 50

In generally FD support tools and libraries are not part of the distribution unless we get permission from the authors. We do provide disk(s)/postage, covered by slightly higher prices for international orders. Special conditions are available if you order more than one copy; don't forget to provide a user name/address for each of them (required for registration):

2 packages -20% each
more (just joking :-) -30% each

1.313 Registration site Belgium

Registration site Belgium

AUGFL offers a Belgian registration site by the services of Lieven Lema, Sint-Amandsstraat 61, 1853 Strombeek, Belgium. Bank Account ASLK 001-1869832-39. He can be joined on Compuserve 100343,241 (Internet: 100343.241@compuserve.com). The rates listed below will be applied for customers, the exchange rate for 1 DM = 22 BEF will be applied. Should significant changes occur (for better or for worse) they will be taken into account after consulting. The following packages are available; offers valid until September 1995:

GoldED Light: AUGFL 550 BEF, Belgium 650 BEF, Europe 750 BEF, World 850 BEF

Mailing consists of one disk. Includes a keyfile for GoldED (only). The latest versions of the GoldED package as well as standard disk-based documentation is shipped. Please state whether you own a 1.7 MB HD disk drive.

GoldED Pro: AUGFL 750 BEF, Belgien 850 BEF, Europa 950 BEF, Welt 1150 BEF

Mailing consists of one or two disks and a printed manual of about 70 pages. Please state whether you own a 1.7 MB HD disk drive. Includes a single user licence for the latest versions of GoldED & HiSpeed. Please choose the manual translation you would like to receive (French translations are available at the Registration site France):

- o English (default)
- o German (if requested)
- o Dutch (not yet available)

GoldED Pro/NET: AUGFL-members 450 BEF, worldwide 550 BEF

The net distribution: you'll receive a keyfile for GoldED and HiSpeed upon orders sent to Compuserve 100343,241 (Internet: 100343.241@compuserve.com). Once your keyfile is installed, you can use your currently installed unregistered GoldED/HiSpeed (0.99 or better) without restrictions. Since keyfiles are shipped PGP encrypted, your PGP key has to be part of your order (pgp -kxa); orders without a PGP key are not processed. Payment is expected to be transferred to the following account within two weeks: Lieven Lema, Sint-Amandsstraat 61, 1853 Strombeek. Bank Account ASLK 001-1869832-39

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2 packages -20% each
more (just joking :-) -30% each

1.314 Registration site France

Registration site France

The French company FFD France Festival Distribution offers registered GoldED PRO packages in France. These packages include a printed professional-made French translation of the manual (about 100 pages). French manuals are exclusively distributed by FFD and not available at the other sites. A GoldED PRO package is available for 250 FF TTC; taxes and shipping included. Please send your orders to:

France Festival Distribution
3, rue Anatole France
13220 Chateauneuf Les Martigues
FRANCE
Fax: +33.42.76.18.70

1.315 HOW TO GET UPDATES

HOW TO GET UPDATES

Recommended sources for GoldED updates are the support BBS (listed below), AmiNet and the AmiNet CD series. Updates are not provided by the GoldED distributor(s): please do not send disks, we can't handle update requests. Registered users have received a keyfile and thus may use demo versions

without restrictions for the time being. However, purchase of GoldED doesn't include unlimited access to free updates: the author may cease to provide free updates or updates at all without prior notice. You will find demo versions of new GoldED releases in many major BBS systems and in the official support BBS (where you can reach the GoldED developer, too; see address):

TOMATE BBS
 52076 Aachen-Schleckheim
 Germany
 Sysop: Thomas 'Tom' Lechner
 Phone: +49-(0)2408-7788
 ZyXEL (19.2K), 8N1

1.316 ADDRESS

ADDRESS

Feel free to e-mail or fax bug reports, comments or suggestions. Please do not send normal letters unless you want to register. We aren't able to answer your written questions unless you provide a self-addressed envelope, postage paid (international reply coupons, no foreign stamps). In generally you can reach the support by writing to one of the addresses below. These addresses are not valid for requesting updates (see: How to get updates).

Dietmar Eilert	Dietmar Eilert
Mies-v-d-Rohe-Str. 31	Kampstraße 28
52074 Aachen (Germany)	59269 Beckum (Germany)
Phone: +49-(0)241-81665	Phone: +49-(0)2525-7776
FAX: +49-(0)241-81665	
+49-(0)241-81665-(pause)-22	

E-Mail: DIETMAR@TOMATE.TNG.OCHE.DE

Please call to find out the current address. Or send your registration to one address, a short note to the other (this may slow down delivery a bit).

1.317 GoldED

ADDRESS	FILES	MISC/UNDO
APC	FILTER	MODE
API	FIND	MORE
APPICON	FIND MENU	MOUSE
APPLICATION INTERFACE	FIND/ASCII INSERT	MOUSE HANDLING
APPWINDOWS	FIND/ASCII TABLE	MULTIPLE COMMANDS
AREXX COMMANDS HISPEED	FIND/CHARACTER SET	MULTISELECTION
AREXX PORT	FIND/CHECK	NAME
AREXX PORT HISPEED	FIND/COMPLETE	NEW
AREXXBOX	FIND/COUNT	NEXT
ARGUMENTS	FIND/FIND	NOTIFY
AUTOARRANGE	FIND/FIND NEXT	OPEN
AUTOBACKUP	FIND/FIND PREVIOUS	OUTPUT DEVICE

AUTOCASE	FIND/FUNCTIONS	OVERWRITE
AUTODESKTOP	FIND/INSERT CODE	PAGE HEADER
AUTOFOLD	FIND/MATCHING BRACKET	PAGE LAYOUT
AUTOINDENTION	FIND/REFERENCE	PAGE PREVIEW
BACK	FIND/REFERENCE...	PARAGRAPH VS. BLOCK
BEEP	FIND/REPLACE	PARENTHESIS CHECK
BIND	FIND/REPLACE NEXT	PATH
BITS	FIND/SHOW CODE	PERFORATE
BLOCK	FIND/TOGGLE CASE	PHRASE
BLOCK MENU	FIRST	PING
BLOCK/APPEND TEXT	FIX	PONG
BLOCK/BCOPY	FOLD	POP
BLOCK/BDELETE	FOLDING	PREFS
BLOCK/BMOVE	FONT	PREV
BLOCK/COLUMN TEXT	FORMAT	PREVEND
BLOCK/COPY	FORMATTER	PREVIEW
BLOCK/CUT	FREEZE	PRINT
BLOCK/DELETE COLUMN	FULL SCREEN	PRINTING
BLOCK/HIDE MARK	FUNC	PROJECT
BLOCK/INDENT	FUP	PROJECT MENU
BLOCK/INSERT COLUMN	GADTOOLSBOX	PROJECT/ABOUT GOLDED
BLOCK/LOWERCASE	GENERAL HINTS	PROJECT/ABOUT USER
BLOCK/MARK	GETTING STARTED	PROJECT/APPEND
BLOCK/MARK LINE	GLOBAL SEARCH	PROJECT/BITS
BLOCK/PASTE	GOTO	PROJECT/CLEAR TEXT
BLOCK/PASTE VERTICAL	GREP	PROJECT/CURRENT DIR
BLOCK/PRINT	GUI	PROJECT/INSERT
BLOCK/SAVE AS	HARDWARE REQUIREMENTS	PROJECT/NEW NAME
BLOCK/SORT	HELP	PROJECT/NEW WINDOW
BLOCK/UPPERCASE	HELP KEY	PROJECT/OPEN
BOOK	HISPEED	PROJECT/OPEN FAST
BOTTOM SLIDER	HOTKEY	PROJECT/OPEN NEW
BRACKET	HOW TO FOLD LINES	PROJECT/OPEN ORIGINAL
BRIEF MESSAGES	HOW TO GET UPDATES	PROJECT/PRINT
CENTERWIN	HOW TO REGISTER	PROJECT/QUIT & UNLOAD
CHARACTER HEIGHT	HUNTER	PROJECT/QUIT (WINDOW)
CHARACTER SET REMAP	IF	PROJECT/SAVE
CHUNKY PIXEL	INDENT	PROJECT/SAVE & EXIT
CLIP	INDEX	PROJECT/SAVE AS
CLIPBOARD	INFO	PROJECT/SAVE AS XPK
CMD	INPUT EVENTS	PUSH
CODE	INSERT	QUERY
COLON	INSERTION OF COLUMNS	QUICKFUNC
COMMAND LIST	INTERNAL COMMANDS	QUICKREFERENCE
COMMAND SET EXTENSIONS	INTRODUCTION	QUICKSTARTER
CONFIG MENU	KEY	QUIT
CONFIG/API	KEYBOARD	RECOVER
CONFIG/Dictionary	LANDSCAPE	REDO
CONFIG/DISPLAY	LANGUAGE	REFRESH
CONFIG/FILE HUNTER	LAYOUT	REGISTRATION SITE BELGIUM
CONFIG/GUI	LAYOUT MENU	REGISTRATION SITE FRANCE
CONFIG/INDENTION	LAYOUT/AUTOCASE	REGISTRATION SITE GERMANY
CONFIG/KEYBOARD	LAYOUT/BLOCK CENTER	REMAP
CONFIG/LAYOUT	LAYOUT/BLOCK LEFT	REMOVAL OF COLUMNS
CONFIG/LOAD	LAYOUT/BLOCK LEFT/RIGHT	REPLACE
CONFIG/MENUS	LAYOUT/BLOCK RIGHT	REQLIST
CONFIG/MISC	LAYOUT/EOL WRAP	REQTOOLS

CONFIG/MOUSE	LAYOUT/SECTION BLOCK	REQUEST
CONFIG/PRINTER	LAYOUT/SECTION CENTER	REQUIRED SYSTEM
CONFIG/REFERENCES	LAYOUT/SECTION LEFT	RETURN KEY
CONFIG/SAVE	LAYOUT/SECTION RIGHT	RIGHT
CONFIG/SYNTAX	LAYOUT/SET RIGHT MARGIN	RUN
CONFIG/TABS	LAYOUT/TEMPLATES ON/OFF	RX
CONFIG/TEMPLATES	LAYOUT/USE CURRENT MARGIN	SAVE
CONFIGURATION	LAYOUT/WORD WRAP ON/OFF	SAVE TABS
CONSOLE	LEFT	SCREEN
CONTROL MENU	LICENCE	SCROLL BORDERS
CONTROL/FOLD ALL	LINES	SEARCH/REPLACE HISTORY
CONTROL/FREEZE WINDOW	LOAD TWICE	SELECT A HOST
CONTROL/GO TO LINE	LOCK	SEQUENCES
CONTROL/ICONIFY	LOCK A WINDOW	SESSION
CONTROL/INSERT	MACRO	SET
CONTROL/NEXT WINDOW	MACRO MENU	SETTINGS & UNITS
CONTROL/NUMPAD = MOVEMENT	MACRO RECORDING	SHANGHAI
CONTROL/PREVIEW	MACROS	SHELL INTERFACE
CONTROL/PREVIOUS WINDOW	MACROS/HELP	SHIFT
CONTROL/RECALL POSITION	MACROS/MACRO EDIT	SHIFTING
CONTROL/STORE POSITION	MACROS/MACRO EXECUTE	SINGLE/DOUBLESIDED
CONTROL/SYNTAX	MACROS/MACRO START	SLEEP-ICON
CONTROL/TO LAST CHANGE	MACROS/MACROS C	SMARTCR
CONTROL/TOGGLE TAB MODE	MACROS/MACROS OTHERS	SMARTINDENTION
CONTROL/TOP-BOTTOM	MACROS/PLAY MANY	SPEEDS OF SCROLLING
CONTROL/UNFOLD ALL	MACROS/SEQUENCE LOAD	SPELLCHECKER
CONTROL/WINDOW ARRANGE	MACROS/SEQUENCE PLAY	STARTUP MACRO
CONTROL/WINDOW ENLARGE	MACROS/SEQUENCE RECORD	SUFFIX
CONTROL/WINDOW ZIP	MACROS/SEQUENCE SAVE	SYNTAX
COVER	MACROS/SESSION LOAD	SYNTAX HIGHLIGHTING
CR	MACROS/SESSION SAVE	TAB
CREDITS	MAGIC CODES	TAB KEY
CURSOR KEYS	MAIN	TABS
DEL	MARGINS	TASK
DEL KEY	MARK	TEMPLATES
DELETE	MAXDOWN	TEXT
DEPTH GADGET	MAXUP	TMPLATE
DESCRIPTION OF MENUS	MENU TREE OF BLOCK MENU	TOOLS
DICE	MENU TREE OF CONFIG MENU	UJUMP
DIR	MENU TREE OF CONTROL MENU	UNDO
DISPLAY MODE	MENU TREE OF FIND MENU	UNDO & REDO
DJUMP	MENU TREE OF LAYOU MENU	UNDO MODE
DO YOUR JOB	MENU TREE OF MACRO MENU	UNLOCK
DOCK	MENU TREE OF MISC MENU	UNLOCK GUI
DOWN	MENU TREE OF PROJECT MENU	UP
DPAGE	MENUHELP	UPAGE
DYNAMIC TABS	MENUS	USE
ELSE	MISC	USE ASL
ENDIF	MISC MENU	USER DEFINED GADGETS
ENDWORD	MISC/CALCULATOR	USER VARIABLES
EOL WRAP	MISC/COMMAND	VIEW
ESC KEY	MISC/FILES	VLEFT
ESC-SEQUENCES	MISC/FILTER	VRIGHT
EVENT DEFINITION	MISC/HISPEED	WEIGHT
EXALL	MISC/INSERT DATE	WHITE SPACE
EXCLUDE CURSOR	MISC/INSERT PATH	WILDCARDS
EXTRACT	MISC/INSERT TIME	WINDOW

F-KEYS	MISC/LINE DOUBLE	WORD
FAST SCROLLING	MISC/LINE PICK	WORDWRAP
FASTLOAD	MISC/LINE PUSH	XPX
FDOWN	MISC/LINE SWAP	XPX SUPPORT
FEATURE LIST	MISC/REDO	XREF
FILE	MISC/SEARCH FILE	
FILE HUNTER	MISC/SHELL	
FILE LIST	MISC/SOURCE FILES	
FILES	MISC/STATISTICS	
