

NewTED V2.1 AmigaGuide® Documentation

COLLABORATORS

	<i>TITLE :</i> NewTED V2.1 AmigaGuide® Documentation		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		June 24, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	NewTED V2.1 AmigaGuide® Documentation	1
1.1	Ted Version 2.1	1
1.2	Introduction to Ted	1
1.3	What you need	2
1.4	Installation	2
1.5	Well, was it worth me downloading?	2
1.6	All New Preferences	3
1.7	Me	4
1.8	BUGS	5
1.9	Umlauts	5
1.10	In my crystal ball..	5
1.11	Versions	6

Chapter 1

NewTED V2.1 AmigaGuide® Documentation

1.1 Ted Version 2.1

TED VERSION 2.1

Introduction
Requirements
Installation
Whats New

The Author
Known Bugs
Foreign Users

The Future
Version Details

1.2 Introduction to Ted

Ted V2.1 is an update to the integrated text editor, Ted, which is supplied as part of the Blitz Basic 2 package.

The old version of Ted (OldTed) had many problems :
(I hope you dont take this personally Mark!)

- Hardware Level Blitter Usage
- Would not work on graphics cards
- Non-standard Cut/Copy/Paste
- Dated preferences requester
- Awkward file requesters
- Painfully slow at saving
- Restricted to 2 prese fonts
- 1.3 look Menus

Ted will work stand-alone (eg, without Blitz 2) but it is a bit of a waste of time - you should really use CygnusEd or GoldEd for writing your C or Assembler!

This version of Ted has been upgraded from the original assembler source provided by Acid Software, but significant portions of the program have been re-written or added.

Work was carried out at the request of Acid Software by Leading Edge Software (the company responsible for ShapeZ, Reflective Images Libraries, LES Debugger v1.21 & v2.1 and the LES MapEditor)

Blitz Basic 2 and the Old Ted was written by Mark Sibly and is published by Acid Software.

1.3 What you need

REQUIREMENTS

NewTed requires an Amiga with Kickstart/Workbench V2.0 or higher. To use ASL Font & Screen requesters, Kickstart/Workbench V2.1 or higher is needed.

NewTed has been tested on :

A1200 with Blizzard 1230 Turbo Mark II@50Mhz
A4000/040 with PicolloSD64 Graphics Card

Also, you should have a legitimate version of Blitz Basic 2 installed, and the assignment Blitz2: pointing to the directory where Blitz Basic 2 and Ted reside.

1.4 Installation

INSTALLATION

Either double-click on the Install icon, or, if you prefer manual installation, copy the files Ted and Ted.info into Blitz2:

If a file called Blitz2:TedOld does not exist, Blitz2:Ted will be renamed to Blitz2:TedOld (including the icon) before the new version of Ted is copied to Blitz2:

1.5 Well, was it worth me downloading?

WHATS NEW

Here is the list of changes/improvements to NewTed compared with the last release of OldTed :

- ASL FileRequesters for Loading/Saving
- Clipboard based Cut/Copy/Paste
- GadTools Preferences Requester
- GadTools Menus
- 100% OS Legal Drawing/Scrolling Routines
- Works On Graphics Cards
- Works In Any ScreenMode (min 640 pixels wide)
- Use any non-proportional font (max. 8 pixels wide)
- File Patterns inside filerequesters
- Font Requester
- Screenmode Requester
- Adjustable Mouse-Label Size
- Undelete last deleted line
- 'MODIFIED' flag displayed
- Save entire file as ASCII Text
- 500% Faster Saving
- Automatic-Indentation

1.6 All New Preferences

PREFERENCES

NewTED uses the file ENVARC:TED.prefs to hold current preferences.
To bring up the prefs requester, select the Prefs..item from the Project menu.

- Use WB Pal - Use the same palette as Workbench
- Clone WB - Use the same screen attributes as Workbench
- Auto Indent - Automatically move cursor to same position as first character on previous line
- File Patterns - Enable/Disable filepatterns inside the file requesters
- ASL Dimensions - Specify custom ASL x/y/width/height values for all ASL Requesters.
- X - X Position of ASL Requesters
- Y - Y Position of ASL Requesters
- Width - Width of ASL Requesters
- Height - Height of ASL Requesters
- R G B - Alter RED/GREEN/BLUE component value for current colour
- Text - Select colour to use for normal text
- Token - Select colour to use for token text
- Tokenise - Tokenise into Blitz commands
- Create Icons - Create icons with saved files
- Quick Save - Toggle turbo-saving

If you have OS2.1 or higher :

- Choose Font - Select font to use
- Choose Screen - Select screenmode to use

- Label Size - Set size of 'mouseable' labels
- Horiz Margin - Set size of horizontal scroll margin
- Vert Margin - Set size of vertical scroll margin

else

- Width - Screen Width
- Height - Screen Height
- ModeID - Screen ModeID (Decimal!)
- Font - Name Of Font
- Size - Font Size

1.7 Me

THE AUTHOR

As you have probably already read, the original Ted was written by Mark Sibly.

The NewTed has been written by Steven Matty of Leading Edge Software.

HOWEVER, All intellectual property & distribution rights belong to Acid Software.

To contact me, you can email me at the following address :

steven.matty@gecm.com (until Sept 96)
stevem@ldngedge.demon.co.uk (from Nov 95)
sis3147@sis.port.ac.uk (from Oct 96)

or via Snail Mail :

67 Farringdon Road
Havant
Hants
PO9 2LP
ENGLAND

or telephone (after 5.30pm please)

+44 1705 641462 (outside UK)
01705 641462 (UK only)

Should you desire to contact Leading Edge Software, you can email Nigel Hughes on,

ngh94@aber.ac.uk

or telephone:

+44 1972 622453 (outside UK)

01972 622453 (UK only)

1.8 BUGS

KNOWN BUGS

- When inside a highlighted area, if you try to join to lines together, the highlighting will be incorrect
- Sometimes, cuts/copies to the clipboard have a couple of extra characters on the end

1.9 Umlauts

FOREIGN USERS

If your language has characters additional to the English A-Z, you will find that any 'umlauts', for example Ë and Ü will not be accepted by Ted. This is due to the fact that all characters with ASCII values of 128 or higher are treated as tokens (Blitz commands) and will not be displayed correctly. At present, nothing can be done to avoid this.

I understand the importance of such a feature, and I am working on a solution - so stay tuned!

1.10 In my crystal ball..

THE FUTURE

What will happen to Ted now? Well, the features that Leading Edge hope to add, include :

- External,configurable menus
- Multiple document-editing
- Open on Workbench Screen
- Umlautes!
- Scrollable label-list
- Faster loading times
- ANY size font
- AREXX port
- Toolbox (ala FinalWriter etc)
- Faster text operations (find etc)
- Faster importing of ASCII text files

However, all this depends on the response we get from YOU, the user!

Please report ANY bugs (except those listed in the bugs section to either our Leading Edge address or to me directly. (Isee The Author

In addition, we hope to obtain the rights to update Blitz 2 into the 21st century, including a PC version as well as multiple-platform-compiler modules (and other great stuff such as Linker, ARexx, Editor-independent)

1.11 Versions

Here is the version history (oldest first) pulled straight from the source code (except all swearing as been replaced by <OOPS!> :)

```
; $VER: TED v2.1 (1.11.95)
;
; TED, Blitz2 text editor.
; Original version (V1.1) written by Mark Sibly of Acid Software
;
; Revised and updated by Steven Matty of Leading Edge Software
;
;
; Revision History
; ~~~~~
;
; 23/8/95      - Just got source from Acid. Changed all
;               OS calls to standard (_FunctionName) format
;
;               - Tidied up calcscreen code
;               - ASL Library is now used for ALL file requests
;               - Replaced NEW/ABOUT with EasyRequest() calls
;               - Fixed 3D Look for FIND/GOTO requesters
;               - Added 'UNDO LINE DELETE' OPTION
; 24/8/95      - Disabled UNDELETE line due to crashes
;               Removed Copper coloursplit at top of screen
;
;               - Fixed bug in load/save operations which
;               resulted in crash upon exit. Mouse Pointer
;               operations now do NOTHING.
;
;               - Blitter operations no longer performed
;               on screens bitmap. Function bitmaptowindow
;               added. (set osblits to 1)
;
;               - Removed all hardware hitting Blitter code!
;               Now performs scrolling on the RastPort
;               (only works if using screens bitmap!)
;
;               - Should now work in *ANY* screenmode!
;
;               - Re-enabled UNDELETE line (it wasnt that
;               at fault)
```

```
;      - Enabled ESCAPE/RETURN keyboard shortcuts
;      in easyreq() function.
;      - Fixed BLOCK menu <OOPS!>-ups
;      - Fixed (AGAIN) UNDELETE/DELETE line
;      - Added PASTE FILE menu option which
;      pastes last FILE BLOCK without bringing
;      up another filerequester
;      FILESIZE=41368 bytes!

; 25/8/95      - Fixed scrolling up when screen half way down
;              (modified getmousexy,invertarea to check for -y)
;      - Added FilePatterns to load/save/block requesters
;              (uses different patterns for Ted/BlitzTed)
;      - Renamed included files to begin with prefix TED_
;
;      - Started to replace Find/Replace with my own
;      routine. (Doesnot work as yet)
;      Set newfind to 0 to disable it

; 27/8/95      - Fixed bug in scroll/up down. Ported some blitter
;              code in from old Ted to fix it.
;              (NOTE:This was not blitting gfx, but data of
;              some kind)

; 28/8/95      - Replaced Busy/Normal pointer calls to SetPointerA
;              **WARNING** this is an OS3.0 function so will need
;              to be replaced/have alternate function for lower
;              OS revisions
;
;      - Attempted to replace soft-return with hard return
;      Did not work correctly. (see commented out lines
;      at return: routine)
;      - Attempted to add function to 'backspace' two lines
;      together - crashes. Routine commented out (see
;      charnot30: routine)

; 30/8/95      - Fixed ANOTHER bug in scroll routines.
;              (apparently, I need to fill the next new line
;              with Spaces with blitter..)

; 1/9/95      - Began to utilize off-screen bitmap for text
;              rendering.
;              PROBLEM: Unable at present to replace the
;                      AllocBitMap() call with InitBitMap()
;                      and (AllocMem or AllocRaster)
;              also, unable to get cursor to appear..
;
;      - Fixed bug in Acid's macros (their openlibrary
;      MACROs called OldOpenLibrary (hence version
;      ignored) whereas for my ASL open, I forgot
;      to set D0->NULL and I was calling OpenLibrary)

; 2/9/95      - Cursor now appearing, also fixed vertical
;              scrolling.
;              PROBLEM: Since we are drawing onto a bitmap
;              which is never scrolled, we need to clear
```

```
;          unused areas.....hmmm SLLOOOOWW

; 5/9/95    - Fixed vertical scrolling (AGAIN!)
;          - Need to fix horizontal scrolling with blocks
;          - Replace commands which print a single line
;          of text to use PrintIText()

; 7/9/95    - Coding resumed after death of my dog, Snoopy.
;          - REALLY fixed vertical scrolling (AGAIN!!)
;          - Horiz. block scrolling then worked
;          - Fixed bug in showthisitem. (Had my intuitext
;          structure inside some code!)

; 8/9/95    - PrintIText almost fully in (TO BE TESTED!)
;          - Problems with highlight block
;          (text overwriting, and horiz scrolling with
;          block, needs to call invertarea)
;          - BUGS: Tokens are not printed in correct
;          colour - need to find out if current letter
;          is part of a token...
;          - Started to introduce new prefs GUI
;          - BUG: showaline() does not handle empty lines properly
;          (copies to much to buffer...how do I stop?)
;          ANSWER: call DETOK only when we hit a token!

; 9/9/95    - Text printing sped up in 2 ways..
;          Replaced PrintIText() with Text()
;          tokprint: no longer calls findtoken
;          - Added more of preferences gui.
;          - Altered TED to use new prefs file
;          (TED now uses new variables for...
;          Custom ASL file requester size
;          Tokenising
;          Horizontal Scroll Margin
;          Vertical Scroll Margin
;          Create Info files
;          - TED now handles any 8x? font (to be tested!)

; 10/9/95   - Added keyboard shortcuts to Prefs requester
;          - If V38 ASL library is not available, then
;          the ScreenMode and Font buttons are replaced
;          with width/height/modeid integer gadgets,
;          fontname string gadget, and fontsize integer
;          gadget
;          - All gadgets (except ScreenMode & Font) are used
;          in Ted.
;          - Fixed cleanup bug : was trying to do window
;          operations after window was closed

; 11/9/95   - Fixed BIG text storage <OOPS!> up as a result of
;          new text printing/handling. APPEARS to be fixed
;          - Fixed bug when setting def_tokenising in TED.
;          (was moving 1 instead of -1)
;          - Mouseable labels are now Text()'d
;          - Removed illegal scrolling of line when
```

```
;      inserting/deleting characters....
;      - TED will now use the font specified in the prefs file
;      (defaults to topaz if none specified)
;      - Fixed bug in printing mouseables (if a mouseable
;      label was bigger than the limit, it would crash)

; 12/9/95      - Added FULL support for custom fonts. Now uses
;              ASLFontRequester (or the gadgets in V36/V37).
;      - Added FULL support for custom screenmode. Now uses
;              ASLScreenRequester (or the gadgets in V36/V37).
;      - Fixed bug in mouseables - it wasnt possible to click on
;      them!
;      - Custom font not always used!
;      - The stats window nolonger returns line#<0
;      - The cursor has changed colour!!???
;      - Got my 030 back....yyeehhhaaarrr!!
;      - AAARRGH!! SA_LikeWorkbench is V39!!
;      - Now clone the WB Screen by copying width/height/modeID
;      - Font bug now fixed (perhaps SA_LikeWorkbench clones
;      the font?)
;      - Added palette config buttons
;      - PROBLEM: Unable to get it to update as I drag
;      the slider
;
;      - PROBLEM: TED crashes after 16 runs...
;      - FIXED: TED crashes ; the rawed.obj is at fault
;      (the original TED crashes), now use my own raw2asc code
;      - FIXED: TABs
;
;      - PROBLEM: The font is not always being used.....
;      - FIXED: I have to open the font myself before I openscreen.

; 13/9/95      - Added basic support for Clipboard.
;      - Altered menu options to use cut/copy/paste
;      - Need to modify Blitz2 Compile shortcut, since 'X' is
;      used for Cut.
;      - CUT implemented
;      - COPY implemented
;      - PASTE implemented
;      - Replaced menus with GADTOOLS MENUS
;      (Blitz menus are inside TED, until I can alter
;      Blitz's menus structures..)

; 14/9/95      - Added OS friendly block highlighting (NIGHTMARE)
;              (does not handle HORIZ scrolling correctly yet)
;      - Fixed Clipboard problem
;      - AARGGH..Clipboard CUT/COPY not fixed..

; 15/9/95      - Sorted problem with CUT/COPY (I was forgetting
;              to set io_Data for the IFF header...)
;      - Added About LES to the About requester...
;      - Added a toggle for detoking cuts/copies to clipboard
;      - Added NEWCLI (which works)
;      - Added SAVE-ASCII (to be tested)
;      - Added enabling/disable of block.. menu items

; 16/9/95      - Sorted out inserting/deleting text inside block
```

```
;          as well as when a line is changed and reprinted
;          - Rewrote save ascii, now works
;          - Fixed bug when cancelling prefs (does not
;            show the old palette)

; 19/9/95   - Fixing a few highlighting bugs
;          - Insert/Delete chars inside block should now work (TEST)
;          - Scroll screen up should now highlight bottom line
;            if necessary. (TEST)

; 20/9/95   - Vertical scrolling now works with blocks of text

; 21/9/95   - "Save As..." now checks for existence of file and
;            requests confirmation if necessary.
;          - Added "Change Dir..." menu option to CD into required
;            directory before running programs (external menu)...
;            (no actual code yet...)

; 25/9/95   - Fixed bug where bottom line is not cleared
;
; 26/9/95   - Fixed block highlighting bug
;
; 27/9/95   - Fixed bug in showthisitem
;          - Clips are now optionally detoked
;          - Change Dir now works
;          - AutoScroll attribute is now copied (if clonewb set)
;
; 30/9/95   - Fixed major bugs in ClipBoard cutting
;            (option to detoke clips had to be removed)
;
; 1/10/95   - Fixed bug with typing inside highlighted block
;          - Fixed bug in showall
;          - Fixed bug in copy/cut (was not adjusting for curstop)
;          - Put Delete-EOL menu item back in
;          - KillEOL now prints tokens correctly
;          - Fixed bugs in file requester routines
;          - Fixed bug in single-line block scrolling (left/right)
;          - Added auto-indent
;          - Fixed bugs in cut/copy (with TED standalone)
;          - Fixed bug when status-bar was active window (missing IDCMPs)
;
; 8/10/95   - Fixed bug (def_labelsize was not copied to mousecols)
;          - Fixed bug (mouselabels area was created even if no mouseables)
;          - Fixed bug (filerequester checked fpatt!=0 instead of fpatt<0)
;          - Fixed bug in mainedit (blflg was tested, but not set to 0 b4)
;
; 10/10/95  - Added toggle filepatterns option
;          - Fixed bug with filepatterns
;
; 11/10/95  - Fixed MAJOR bug in findtoke (crash if token not found!)
;
; 16/10/95  - Fixed bug when inserting lines inside a block
;
; 20/10/95  - Fixed bug when file was empty, showall would still try
;            to print a page of text..
;          - Fixed layout problem if ASL<38
;          - Adjusted version information to indicate V2.1
```

```
;
; 24/10/95    - Added FAST saving. Now saves Blitzbombers102 in 1 second!
;              Worked FIRST time...or did it?
; 27/10/95    - Changed TED screen version string to 2.1...
;
; 28/10/95    - Fixed bug in FAST saving.. :)
;              <OOPS!> idiot I was, putting 2 dc.l's inside some code..
;
;              - Fixed that <OOPS!> bug in Cut/copy where top/bottom x
;              are over text that does not exist
;              (eg, top line A has 10 chars and top of block is at column
;              15..)
; 01/11/95    - REALLY fixed the cut/copy bug...
;              - Bug when starty is same is cursy in cut/copy fixed
;
; 02/11/95    - REALLY REALLY fixed the cut/copy bug...
;
; 21/11/95    - Fixed <OOPS!> god-awful bug with Fonts.. Was not copying
;              def_fontsize to ysize when opening font!
```
