

Working With Files

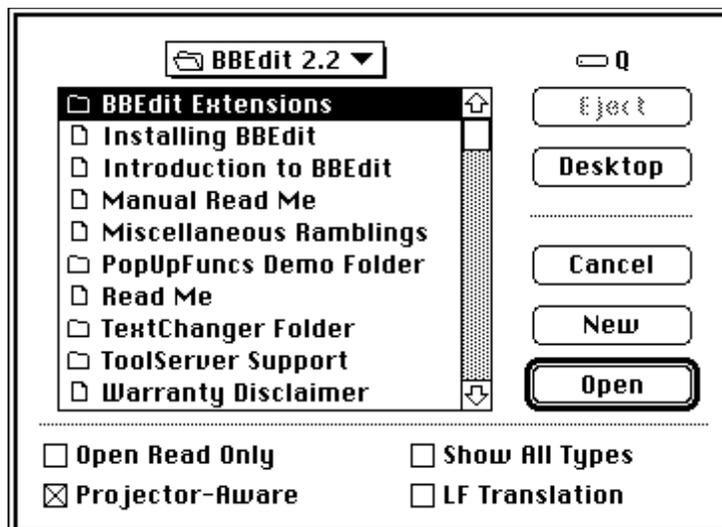
Introduction

This chapter discusses how to use BBEdit to manipulate text files, in particular:

- Creating and saving new documents
- Opening existing documents
- State information and file creators
- Printing
- Stationery
- Backing Up
- More on “Open Selection”
- Memory Considerations

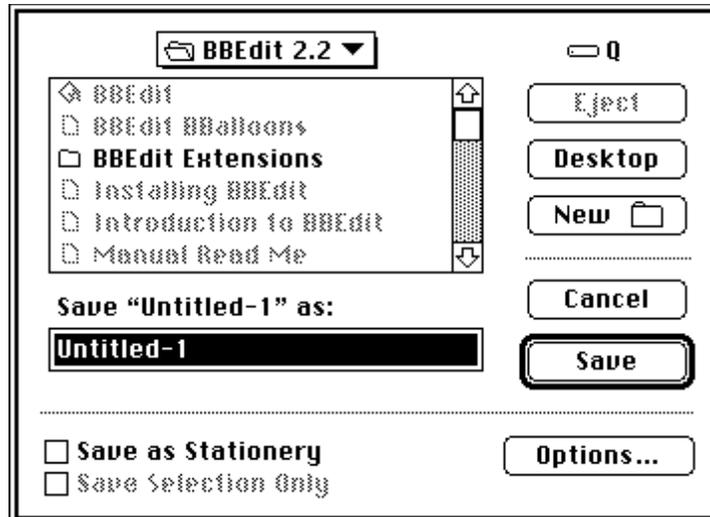
Creating and Saving New Documents

There are two basic ways to create a new document within BBEdit. You can either choose “New” from the **File** menu, or click the “New” button in the dialog that BBEdit displays when it starts up:



When you create a new document, an empty editing window will be opened on the screen. You can type in this window, paste text from another document or application, use the “Paste File...” or “Paste Folder Listing...” commands, or do anything else which causes text to be placed in this window. See the “Editing” chapter for information on how to enter and edit text.

Once you've opened a new window and done some basic editing, you can save your new document. To do this, choose the "Save" or "Save As..." command from the **File** menu. The following dialog box will appear:



This dialog is the standard Save dialog box, with a few extra items added.

The "Save As Stationery" check box, when checked, will make the document that you save a stationery document (see the **Stationery** section, below, for details).

The "Save Selection Only" check box, when checked, will place only the currently selected text in your file. If there is no selection in the window you're saving, this check box will be disabled.

The "Options..." button will bring up a dialog box for setting the saved state information, file creator, and line breaks to be saved in the document (see the **State Information and File Creators** section, below, for details).

Note: The dialog boxes shown above are the dialogs you'll see when running under System 7. The dialog boxes under System 6 are slightly different, but the additional check boxes and buttons are in the same positions.

Opening Existing Documents

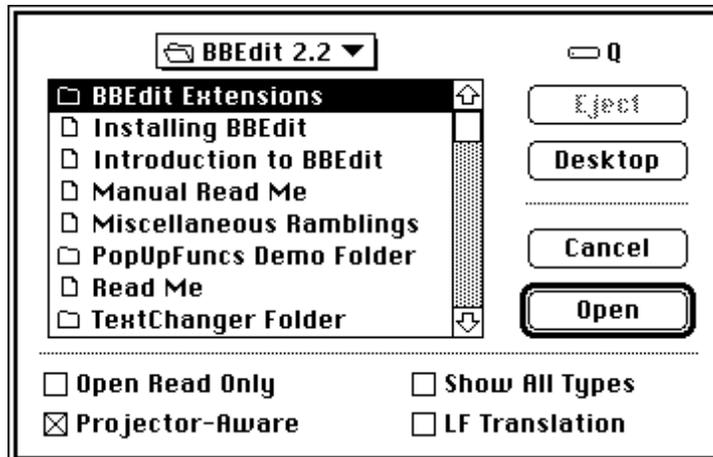
There are a number of ways to open existing files with BBEdition:

- If you're using System 7, you can use "Drag And Drop" to open files. Select the files you wish to open in the Finder, and drag them onto BBEdition's icon, or onto an alias that points to BBEdition. You can also drop a folder or disk on BBEdition; when you do, all text files in the folder or disk will be opened, provided that there's enough memory to do so.

Note: There's a bug in the Finder that can cause Drag and Drop not to work if you try to drop icons onto an alias of BBEdition. This behavior is usually triggered by moving BBEdition to another disk or rebuilding your desktop. If this happens, throw away your alias to BBEdition, and create another one.

- If you're using System 6, you can use the Finder to open files created by BBEdition by double-clicking on them.
- You can choose "Open..." or "Open Several..." from the **File** menu.
- You can make a selection in an open editing window and choose "Open Selection" from the **File** menu. The text in the selection will be used as the name of the file to be opened; if the file with that name can't be found in the same folder (or a sub-folder) as the file you're viewing, BBEdition will ask where to search for that file.

If you choose "Open...", the following dialog will be presented:



The upper part of the dialog is a standard Open... dialog. The check boxes in the bottom part of the dialog control the behavior of BBEdition when opening files.

- When “Open Read Only” is turned on, any file that you choose in this dialog will be opened as Read Only. A file opened Read Only cannot be edited; you may search through the file, copy text from it, and you can use the Wrap... command to make the text in the file more readable. However, you cannot Cut, Clear, Replace, or perform any other operation that changes the content of the file.
- Normally, the Open dialog displays only text files (files of type ‘TEXT’). When “Show All Types” is turned on, all files will be shown in this dialog. This includes files that don't contain text, such as Desktop data files, or other files that it may not make sense to open with a text editor. This option is most useful for opening files that have the wrong file creator.
- The Projector source-control system used by Apple's Macintosh Programmer's Workshop places information in text files that are checked out from Projector projects. When the “Projector-Aware” check box is turned on, BBEdition will look for Projector information in files that it opens, and if the information indicates that the file is checked out read-only from a Projector project, the file will be opened read-only.

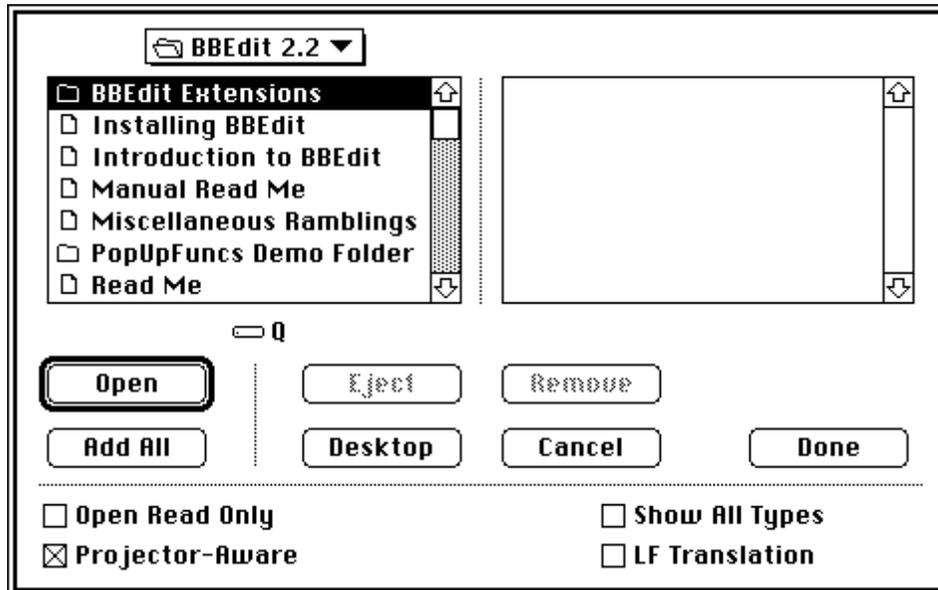
Note: If you don't use MPW, don't use Projector, or don't know what MPW is, then the setting of “Projector-Aware” is irrelevant and can be ignored.

- The “LF Translation” check box controls whether line feeds in text files are translated for viewing or not. If a file is being imported from a DOS or UNIX file system, the lines in the file will be terminated with line feed characters. The “LF Translation” checkbox, if on, will determine how the line feeds are used to end the lines, and will delete them or replace them, as appropriate, so that BBEdition can display the file. When the file is saved again, the line endings will be restored to their former state.

Note: If you do not import files from other computer systems, then you can leave this check box off. When it's turned on, it will take extra time to determine the line endings -- when the file is large, it will take quite a long time.

Easter Egg: If you have the XTND translation system installed, non-text files that you open with BBEdition will be imported. See the “BBEdit and XTND” chapter for more information.

If you choose “Open Several...”, BBEdit will display the following dialog:



The check boxes in this dialog have the same meaning as in the “Open...” dialog. However, there are extra buttons in this dialog for specifying which files to open.

- The scrolling list on the right of the dialog shows the list of files which will be opened when the “Done” button is clicked.
- The “Add” button will move the selected file from the list on the left to the list on the right. If a folder is selected, this button will be titled “Open”.
- The “Add All” button will move all files shown in the list on the left to the list on the right.
- The “Remove” button will remove any selected files from the list on the right. If any of the files are in the folder displayed on the left-hand list, they will re-appear in that list.
- The “Cancel” button will dismiss the dialog without opening any files.
- The “Done” button will dismiss the dialog, and the files shown in the right-hand list will be opened.

Note: There may not be enough memory to open all the files shown. If this is the case, only those files that fit in memory will be opened.

State Information And File Creators

The term “State Information” refers to information that’s placed in a text file to remember attributes of the file such as the placement and size of its window, the font and size used to display the text in the file, the position of the scroll bars in the window, and other information. The following applications store state information in the text files that they create:

	MPW Shell	THINK C	Macintosh Pascal	BBEdit
Window Position & Size	X		X	X
Font & Tab Scroll Bar Settings	X	X	X	X
Printing Options				X

Subject to the settings in the Options... dialog, you can select what state information gets saved with the file:

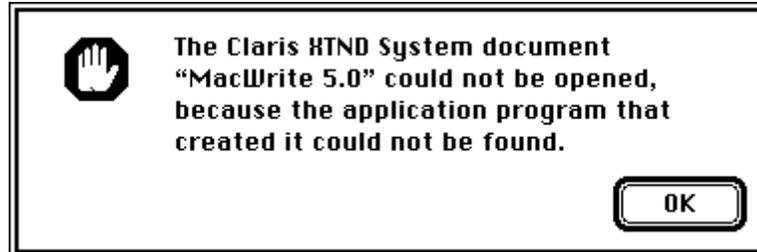
The dialog box is titled "Save State:" and contains the following controls:

- Save State:** A dropdown menu with "BBEdit" selected.
- File Creator:** A dropdown menu with "BBEdit" selected.
- Line Breaks:** A dropdown menu with "Macintosh" selected.
- Buttons:** "Cancel" and "OK" buttons are located on the right side of the dialog.

The “Save State:” pop-up controls which state information gets saved with the file. If the “None” setting is chosen, then no state information will be saved; otherwise, the state information will be saved in the file according to the table above.

The term “File Creator” refers to the information stored with the file that determines what application created the file. The default file creator setting is the BBEEdit file creator (naturally), but you can choose other types from this pop-up. An assortment of types is built in; you can use the Preferences dialog to change items in the list, or to add or delete items from the list.

Note: If you save a file with a file creator other than “BBEedit”, then double-clicking the document will launch the application that matches the selected file creator. If that application is not available, you will get a message from the Finder:

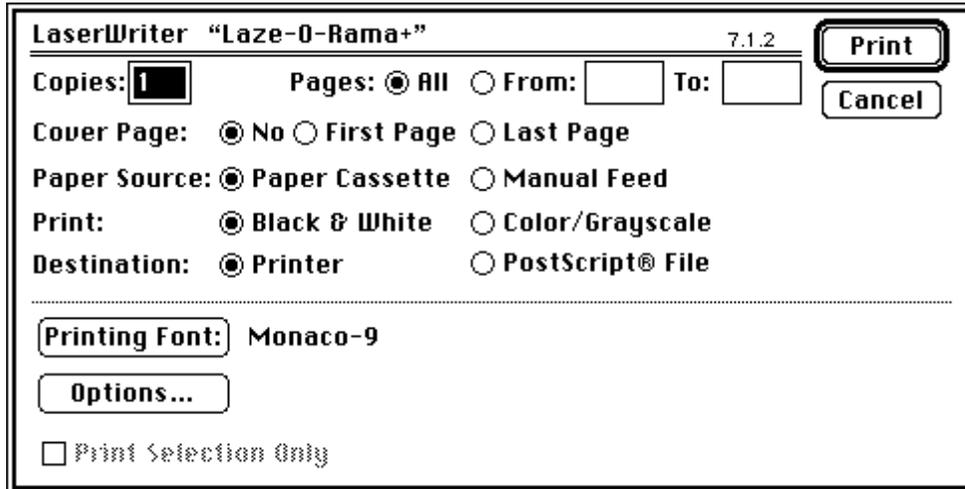


The “Line Breaks” setting determines how lines in the file on disk will be separated. The Macintosh convention is to separate lines with a carriage return (ASCII 13); however, the UNIX and MS-DOS operating systems use different line endings; UNIX uses a line feed (ASCII 10), and DOS uses a carriage return followed by a line feed. You may choose whichever setting suits your purpose. If the file you’re saving will be used exclusively on a Macintosh, then there’s no need to use the “UNIX” or “DOS” settings.

Note: Using a setting other than “Macintosh” will require extra time and memory while the line endings are converted. The memory required to convert line endings is equal to the size of the text in memory, plus one byte per line if you use the “DOS” conversion setting.

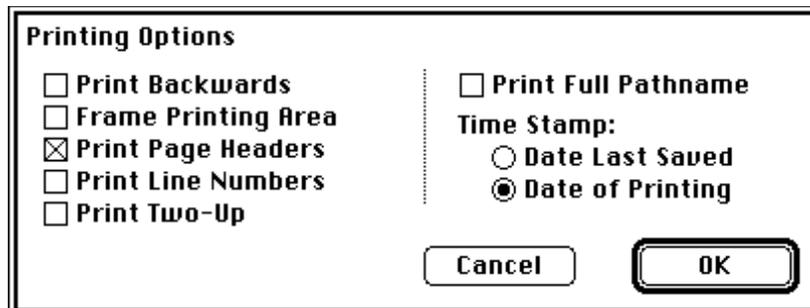
Printing

BBEdit offers a variety of options for varying your printed output. These options are available from the dialog that appears when you choose “Print...” from the **File** menu:



The portion of the dialog above the gray line is the normal set of controls that is provided by whichever printer driver you use. Below the gray line are controls provided specifically by BBEdition.

- The “Printing Font:” button will bring up a dialog that allows you to set the font, size, style, and tab attributes for the text when it’s printed (as opposed to when it’s displayed). For a description of the controls in this dialog, see the “Editing” section of this document.
- The “Options...” button will present a dialog box for setting various formatting options:



Most of the options in this dialog only affect the appearance of the pages that are printed out, and can therefore be set according to your individual taste.

- “Print Backwards”, if turned on, causes the pages to be printed in reverse order. This is useful if you have a printer which outputs the pages facing up, such as an original Apple LaserWriter. Print Backwards saves the trouble of sorting the pages after they've been printed out. Recently produced printers, such as the Apple LaserWriter II, the GCC PLP II, BLP II and BLP Elite, and most other laser printers, print out pages face down, so Print Backwards can be turned off.
- “Frame Printing Area” will place a double border around the printing area. This is purely cosmetic, and is mainly for the benefit of people who are used to the printed output from the MPW Shell.
- “Print Page Headers” will place a page header at the top of each printed page. This header includes the name of the file being printed, the page number, and the total of printed pages (in the form “Page 1 of 10”). A date and time are also in the page header; the date and time used depend on the setting of “Date Last Saved” and “Date of Printing” (see below).
- “Print Line Numbers” will print the line number on the left-hand edge of the page, next to each printed line. (If “Print Two-Up” is selected, another column of line numbers will go down the center of the page.)
- “Print Two-Up” will split the page in two and print on both halves of the page; this has the practical effect of requiring half as many pages to print a document.

Note: If the document has lines which are too long to fit on half of the page, they will be cut off.

- “Print Full Pathname” places the full path of the file in the page header; the full path is the sequence of folders that the file resides in. This control is disabled if “Print Page Headers” is turned off.
- If “Date Last Saved” is selected, BBEEdit will place the the date the file was last written to disk in the page header. This control is disabled if “Print Page Headers” is turned off.
- If “Date of Printing” is selected, BBEEdit will place the date and time that printing was started in the page header . This control is disabled if “Print Page Headers” is turned off.

Stationery

A “stationery” document is a document that serves as a template for newly created documents. Just as a piece of letter stationery contains a basic template of information (name, return address, and so forth), a piece of BBEEdit stationery can contain default text and formatting information that you want all new documents to contain. There are two ways to create BBEEdit stationery:

- Use the “Save As Stationery” check box in the “Save As...” dialog to designate a file as a stationery file. Whenever you open that file, either by using BBEEdit’s “Open...”, “Open Selection”, or “Open Several...” commands, the contents and formatting of that file will be used to create a new untitled document.
- Create a document called “BBEEdit Stationery” in your Preferences folder. Whenever any new document is created, the contents and formatting of this document will be used as the defaults for the newly created document.

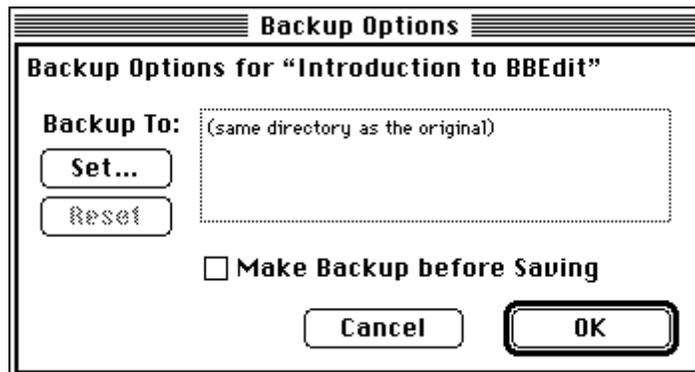
Under System 6, only the second method for using stationery is available, since System 7.0 or later is required for integrated stationery support. Under System 7.0, you can use either or both methods to create stationery documents; you may find it desirable to create different kinds of stationery for different purposes, and you may want to have a standard stationery for general-purpose use.

Backing Up

BBEdit provides a means for automatically making a backup copy of a document before you save it, and also for manually taking a snapshot of a document at any given state.

To set a document up for automatic backup, make sure that its saved state is “BBEdit”; the other types of saved state will not remember the necessary information to automatically back up the document. If you're creating a new document, save it with “Save As...” first.

Choose “Backup Options...” from the **File** menu. You'll get the following dialog:

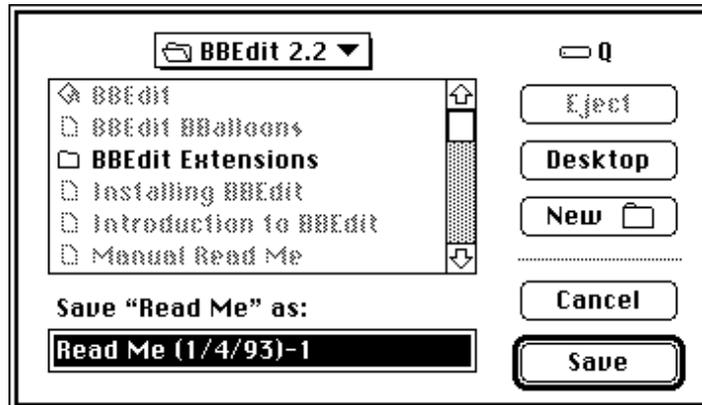


The area to the right of “Backup To:” shows the name of the directory where the backups will be placed. By default, backups are placed in the same directory as the original document. You can cause backups to be placed in another folder or volume (a file server volume is a particularly useful place to put backups) by clicking the “Set...” button and choosing the destination folder. If at any time you wish to redirect backups to the same directory as the original, click the “Reset” button.

If “Make Backup Before Saving” is checked, a backup of the document will be placed in the designated location whenever you choose “Save” from the **File** menu. The backup contains the document's state and text as it existed in the instant **before** the Save took place.

The backup files are named using the following convention: the name of the original is followed by the date the backup was made, and a sequence number. For example, the first backup made on August 10th, 1992 of “My Text File” would be named “My Text File (8/10/92)-1”. The name of the original may be shortened if the date and sequence number would make the name of the backup file too long.

You can manually back up the file at any time by choosing “Make Backup Now...” from the **File** menu.



The directory that the dialog box will be showing is the same directory designated in the “Backup Options...” dialog.

More on "Open Selection"

The "Open Selection" command under the **File** menu is particularly useful for programmers; often, C and Rez source files make reference to other text files, either in commentary or in text-include directives. For example:

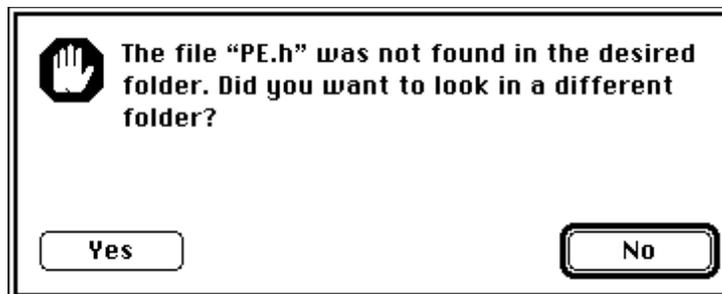
```
#include <stdio.h> /* in a C program */
```

or, in a comment,

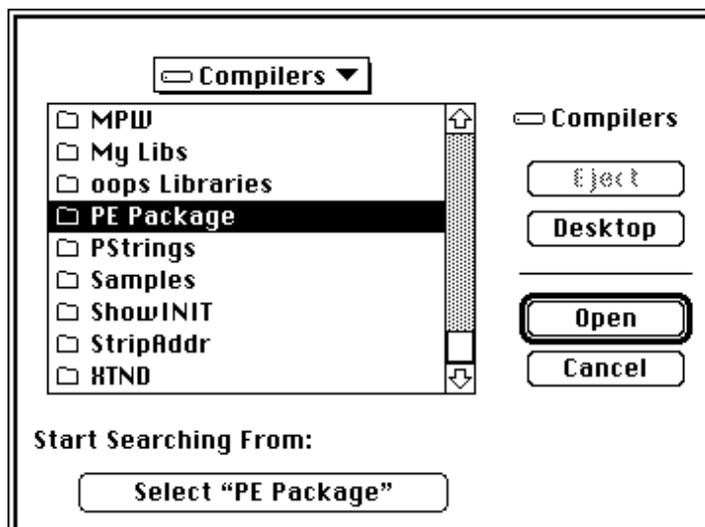
```
/* This function provides a nice front-end for drawing icons.  
See <IconSuites.h> for more details" */
```

In either case, you can simply double-click somewhere on the file name and choose "Open Selection". The double-click will only select the root of the file name, but when you choose "Open Selection", BBEdit will behave as THINK C does, and intelligently extend the selection to include the suffix.

If the front document is a file which exists on disk, Open Selection will first look for the named file in the folder where the document resides, and then in the sub-folders of that folder. If a file with the right name is found, BBEdit will open it. Otherwise, BBEdit will ask you what to do next:



If you click "Yes", BBEdit then poses a folder-selection dialog asking where to resume searching:



Select a starting folder, and click the large button at the bottom of the dialog. BBEdit will start searching the selected folder for the file. If it's not found, BBEdit will again ask if you wish to choose a different folder, and so on, until you cancel the search or the file is located.

If the front document is a newly created window that hasn't been saved, BBEEdit has no idea where to begin searching, and simply brings up the folder-selection dialog.

Memory Considerations

When running under System 7.0 or later, BBEEdit uses system memory (often referred to as "temp memory" or "MultiFinder memory") for documents, so that you can open large files without having to turn up BBEEdit's memory partition size. If you have a large document open, you may not be able to launch other applications until you close it.

Under System 6, documents reside in BBEEdit's application memory space, so you'll need to set BBEEdit's partition size to a minimum of 300K, plus the size of the largest document you plan to open.

Under either system, BBEEdit uses its own memory for the Clipboard and for maintaining Undo information. You should increase BBEEdit's memory partition size if you're planning on cutting, copying, or pasting large amounts of text.