

Re-Splitting files:

This is easy. Hopefully, you have all the rough translated, separate, unedited files added to your project file already, with appropriate libraries added, and ready to “run.”

With the Merge.c file open, get to the top of the file. Once there, read the file name that the first section goes to (if the Pascal programmer didn’t put it there **CTools™** did). Remember that fileName.

Now, using the word “translation” as the search string, find the next occurrence of that word. It will be at the start of the second file block of Merge.c.

Put the insertion point at the start of the line that “translation” appears in, by clicking there.

Now, without clicking in the viewRect, use the vertical scroll thumb and scroll back to the top of the file.

Hold down the shift key and click just before the start of any text. Hit Command C to cut that file out of the Merge.c file. Be sure to Save the Merge.C file to manage memory as needed.

Now, open the file that cut source goes to and Select All and paste. You now have a brand new, shiny, C source file, in your newly ported version of the Pascal project! BEFORE you save the file, select Save As from the File menu and remove the “.p” from the file name. This will make the name added to the project be what it’s supposed to be and save the new file in the creator of YOUR editor, rather than that of **CTools™**, as I mentioned earlier.

Continue these steps until the Merge.C file is empty.

At this point, run the **CTools™ Source Code Formatter** on each of these files, if needed.