in

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	TITLE : in		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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Contents

Chapter 1

in

1.1 main

```
                 CedBar.gc - (c) D.Keletsekis - 1999
      --------------------------------------------
      A ButtonBar for the CygnusEd Editor
      --------------------------------------------


           The Purpose
             What is it ?

           Installation
             Where to put it

           The Buttons
             What they do

           The Editor
             Edit Amiga Guide files

           The Requester
             How to switch to ASL requester

           The Functions
             Indent, Wrap..

           The Guis
             Calculator, Search..

           The Author
             He who done it


           Gui4Cli
             Gui4Cli's command set
      Gui4Cli Guide     If you have it..


      --------------------------------------------
      email   dck@hol.gr
      www     http://users.hol.gr/~dck/gcmain.htm
```

1.2 aguide

```
----------------------------------------------------------
          T h e   A m i g a G u i d e   E d i t o r .
----------------------------------------------------------
```

The idea behind the Amiga Guide editor is the following:

You create a directory into which you keep the Nodes of
the guide, each in a separate file, named as the node
will be named inside the guide.

          Creating a new guide :

The first icon, the white page with the AG at the corner,
will ask you for the name of a directory to create. If you
give one, a dir will be created, and :
- a gui will pop up to allow you to add @AUTHOR etc header
  information and when you're done with that,
- an other gui will open to allow you to edit node MAIN
  which is the one node which *must* exist in your guide.

          Spliting an existing guide :

Alternatively, you can press the 2nd button, the spilt
AG, and you'll be prompted to supply the name of a guide
and a directory. The directory will be created and the
guide will be split into it's nodes and placed in this
dir as small files named as the nodes in the guide were
named.

The header information, if any, will be placed in a file
called ".CBAG_Header"

          Creating a node :

You can create a node by just creating a new file in this
directory, or by choosing the 4th icon (the page with the
N at the corner). This will allow you to enter various
parameters.

          Constructing the guide :

When you are ready you can construct the guide by hitting
the 3rd button (AG with lightning). You'll be asked for
the name and then all the nodes in the directory will be
joined together properly and saved out as an Amiga Guide.
A full INDEX of the nodes will also be constructed.

The only requirement is that there be a node named MAIN.
This the the first page the guide will open on. Thereafter
all the other pages will be linked together. Note that

if a node doesn't have a link to it, it will not be seen.
(except in the index..)

        Making buttons :

To create buttons you can select the text that you want to
appear as the button's title and click on the "Links" icon.
A Gui will appear with the available choices. You can link
to other nodes (normal) or other files, rexx programs etc.

Don't make buttons that span lines!..

        Adding effects :

Again, you select some text and hit the "fx" icon. A gui
will allow you to add the desired effect to the text chosen.

        Cleaning up text :

You can remove all Amiga Guide formating from a block of
text by selecting it and hitting the "!@" icon.

        Viewing the node :

You can have a preview of the current file (node) by hitting
the icon with the eye. A Multiview window will open on the
CEd screen with the node properly rendered.

However, the links to other nodes will NOT work. You must load
a complete file for that.

1.3 author

This program is AmigaWare.
To use it, you must own an Amiga :)

The Author of this mess is :

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Athens 10674,
Greece

Email : dck@hol.gr

This software has been tested (I use it constantly).
It is however provided as-is. Use it at your own risk.
No warranties are made or implied.

If you design a new set of icons for CedBar, specially
ones for Interlace screens, please send them to me.

1.4 buttons

```
              ------------------------------------------------------------
T h e   n o r m a l   i c o n s :
--------------------------------------------------------------

- Quit (The Q)   - quit CedBar, but not CEd itself
- Right arrow    - minimize the buttonbar
- New            - open new blank document
- Open           - load a document - see also
             here
                 - Enlarge view  - (the narrow button) Maximize current doc
- Save As..      - save as..
- Save           - (the one that looks like a disk - almost)
- Close doc      - (the chequered flag) close current doc. If changed,
                   you'll be asked (twice) if you want to save it
- Cut            - cut selected text into current clipboard unit
- Copy           - copy selected text
- Paste          - is anyone reading this ?..
- Clip Number    - the current clipboard unit - all cut/paste operations
                   are done to this unit. CLICK FOR CLIPBOARD GUI!!
- Up/Dn arrows   - change clipboard unit
- Bent arrows    - Undo/Redo
- Magnifyer      - (magnifying glass) Open CEd's search gui
- right arrow    - Repeat search forward
- Paper + R      - Open CEd's replace gui
- right arrow    - repeat search forward

Extra icons :

- Select all    - select all the text
- Goto          - (the running man) will pop up a gui for Mark/goto
- Clear         - (the page with the !) clear the document
- Mark columnar - but avoid using this, since it sometimes freezes..
- Brackets      - for finding matching brackets
- Print         - print the current document
- (empty icon)  - I'll think of something..

- Next CED      - Jump to the next ced window. All actions will now
                   be done to the next ced.. Neat or what ?.. :)


--------------------------------------------------------------
Remember to click on the Clip number to open the clipboard gui!
```

1.5 functions

```
------------------------------------------------------------
    T h e   f u n c t i o n s :
------------------------------------------------------------
```

One of the binaries accompanying CedBar.gc is called LVFormat
This is a Gui4Cli command host, written specially to communicate
with Gui4Cli and apply various formating to the "current"
listview, like indentation, word wrap etc..

When you select some text and hit a button, the selection is
CUT and placed into a Gui4Cli listview (via the clipboard).
Then this program is called which formats the listview in
the required way and then the text is PASTEd back into CEd.

It all happens very fast and works great.
The source is included and well documented, so if you know
anything about C you can alter it and add to it.

The functions currently, are :

 - Indent (the right arrow with lines)

   Will pop up a gui asking you what want to indent the text
   by. You can enter tabs (\t) or spaces or anything..

 - Unindent (the left arrow with lines)

   Will remove all leading spaces from the selected lines,
   keeping the formating - try it and see..

 - WordWrap (the W with the lines)

   Will pop up a gui requesting the line length to wrap to
   and will wrap the text to this size *intelligently*, i.e.
   if there are any leading spaces they will be left untouched.

   There are also various options you can add :

   JUST   - meaning justify the text by adding extra
            spaces to make up the line length.
   UNJUST - remove all these extra spaces.
   CENTER - center the text (automatically unjust)
   RESET - remove all extra spacing & indentations.

   You can also provide "Starting Characters" :

   This is a string of characters that wrap should
   consider as part of the line header. This is usefull
   for wrapping email messages etc, by giving ">/" or
   whatever your mailer uses. You don't have to give
   spaces - they're always considered as header.

   The wraping is always best on text on which a para-
   graph is denoted with 2 newline characters.

1.6 g4c_commands

```
Gui4Cli command set
=======================================================================
These are the commands available in Gui4Cli 3.7, together with their
templates. For more info, get the full Gui4Cli archive at :
  - http://users.hol.gr/~dck/gcmain.htm or from Aminet
=======================================================================

 Parser Commands :

NewFile         NewFileName
TextFile        FileName


 ------------------------- GLOBAL COMMANDS ------------------------


WinBig          L T W H Title
WinSmall        L T W H
WinType         MASK (Close|Drag|Zoom|Depth|Borderless|Backdrop|RIGHT|BOTTOM)
WinOut          ConsoleSpecification
WinOnWin        GuiName LeftOffset TopOffset
WinOnMouse      LeftOffset TopOffset
Screen          PublicScreenName
WinFont         FontName Size  UL|BD|IT(Mask)
WinBackground   SOLID|PATTERN|ICON|IMAGE APen|Name BPen
UseTopaz
NoFontSense
VarPath         VariableSearchPath
ResInfo         FontHeight ScreenWidth ScreenHeight
ShareMenu       GuiFile



  ------------------------- GRAPHICS COMMANDS ----------------------


Graphics        The following commands :
   BOX      L T W H  IN|OUT  BUTTON|RIDGE|ICONDROP
   CTEXT    L T Text FontName size FGpen BGpen UL|BD|IT|EMBOSS|SIZE(mask)
   LINE     L T L T ColorNo
   SQUARE   L T W H ColorNo FILL|NOFILL
   CIRCLE   centerL centerT xradius yradius ColorNo FILL|NOFILL
   ICON     L T IconName (no info)

Images          The following commands :
   LOADIMAGE    ImageFile Alias ScreenName|NoRemap
   FREEIMAGE  Alias
   IMAGE        Left Top Alias
   CHANGEIMAGE  GuiFile GadID Left Top Alias

Sound Effects  The following commands :
   LOADSOUND FileName Alias
   FREESOUND Alias
   PLAYSOUND Alias
   SETSOUND  Alias VOLUME/SPEED value
```

```
            -------------------------- EVENTS ----------------------------


  xButton        L T W H Title
  xCheckBox      L T W H Title Variable OnText OffText ON|OFF
  xVSlider       L T W H Title Variable Min Max Current ShowStr
  xHSlider       L T W H Title Variable Min Max Current ShowStr
  xTextIn        L T W H Title Variable StartingText Bufflength
  xCycler        L T W H Title Variable
  xRadio         L T W H Variable Spacing
  xArea          L T W H COMP|BOX|NONE
  xPalette       L T W H
  Gauge          L T W H IN|OUT BUTTON|RIDGE|ICONDROP APEN BPEN PERCENT

  xListview      L T W H Title Variable File|Dir Offset NUM|TXT|MULTI|DIR
  LV Hooks       LVDirHook HookID, LVHook HookID

  xMemu          Menu Item SubItem Shortcut
  xIcon          L T IconName (no .info)
  xAppMenu       AppMenuName Variable ONOFF
  xAppIcon       L T IconName Title Variable ON|OFF
  xAppWindow     Variable

  xPipe          PipeFileName ON|OFF
  xTimer         TIME|SINGLE|REPEAT Time|Interval  ON|OFF
  xNotify        File|Dir ON|OFF
  xHotKey        KeyCombination ON|OFF

  xRoutine       RoutineName
  xOnKey         Letter|#KeyValue
  xOnReturn      LaunchID
  xOnJump        Variable
  Text           L T W H Text Length BOX|NOBOX
  System Events  xOnLoad, xOnOpen, xOnClose, xOnQuit
  Other Events   xOnActive, xOnFail, xOnDiskIn etc..


          ------------------------- GADGET MODIFIERS -------------------------


Gadget Modifiers :

  GadID          IDNumber
  GadHelp        HelpText
  GadFont        FontName  FontSize  MASK(Underline|Bold|Italics)
  GadTitle       ABOVE|BELOW|LEFT|RIGHT
  GadKey         Letter (or #ASCII value)
  GadTxt         LEFT|CENTER|RIGHT
  LVDirHook      HookID
  Attr           AttributeName Value
  Local          Variables/var/var...


          ------------------------- EVENT COMMANDS ---------------------------


Controlling Gadgets :
```

```
SetGad        GuiFile GadIDs ON|OFF|SHOW|HIDE   (Arexx capable)
Update        GuiFile GadID Value    (Arexx capable)
ChangeArg     GuiFile GadID ArgNumber NewValue
ChangeGad     GuiFile GadID L T W H Title
ReDraw        GuiFile
PartReDraw    GuiFile L T W H
ChangeIcon    GuiFile GadID L T NewIconName
SetAttr       GuiFile/GadID AttributeName Value
SetGadValues  GuiFile
```

Control Statements :

```
If/ElseIf/Else/Endif/And.. Argument Operator Argument
IfExists/Else/EndIf..       SYSTEM  Name|~Name
While/EndWhile/And/Or      Argument Operator Argument
Mark/Goto                  MarkName
Gosub/Return               GuiName RoutineName  (ARexx capable)
DoCase/Case/Break/EndCase  (DoCase) Argument - Case Operator Argument
Stop
```

```
        --- All Commands below this line are ARexx capable ----
```

```
 Quit
```

DOS Commands :

```
 Run, CLI       CommandLine
 SendRexx       PortName   CommandLine
 Wait           SYSTEM  Name|~Name TimeOut
 MakeDir        DirName
 Assign         Device: Path|REMOVE
 Rename         OldFile NewFile
 Launch         LaunchID CommandLine
 FailAt         ErrorNumber
```

Recursive commands :

```
 Copy     FileName (with wild characters) Destination
 Delete   FileName (with wild characters)
 Action   COPY|COPYNEW|MOVE|DELETE|SIZE|PROTECT|CLI File/Dir Destination
 LVAction COPY|COPYNEW|MOVE|DELETE|SIZE|PROTECT|CLI Destination
```

Note : DOS and Recursive Commands always set the $$RetCode

Handling GUIs :

```
 Load/Open...  GuiLoad GuiFullPathName - GuiOpen/GuiClose/GuiQuit GuiName
 GuiRename     OldGuiName NewGuiName
 Status
 Info          GUI|GADGET|PALETTE|IMAGE Guiname|Guiname/GadID|ImageAlias
```

Handling Variables :

```
 SetVar        Variable String (or var = string)
 DelVar        Variable
 AppVar        Variable Text
```

```
 CutVar         SourceVar CUT|COPY CHAR|WORD|LINE Amount DestinationVar
 Counter        Variable INC|DEC Amount
 Append         File String
 Extract        Var  Root|Path|File|Guipath|Clean|Unquote|Ext|Upper|Lower Var
 JoinFile       Path File Variable
 ParseVar       Variable
 CalcVar        ResultVar  Argument operator Argument
 ReadVar        FileName Start Length Variable
 SearchVar      Variable String CI|CS FIRST|NEXT
 RepVar         Variable OldString NewString CI|CS


 ListView Commands  :


 LVUse          GuiFile GadID
 LVDel          LineNumber
 LVPut          NewText
 LVChange       NewFromFile
 LVSort         ASC|DSC|%FieldName
 LVFind         String
 LVAdd          String
 LVInsert       (Before)LineNumber String
 LVClear
 LVSave         FileName
 LVMove         +-Offset|#LineNumber
 LVGo           first|next|prev|last|#LineNumber
 LVSearch       string CI|CS First|Next
 LVRep          OldString NewString CI|CS
 LVMode         NUM|TXT|MULTI|DIR
 LVClip         CUT|COPY lines|-1 ADD|PASTE|INSERT Gui ID
 LVSwitch       Gui ID


 LVMulti        First|Next|On|Off|All|None|Show
 LVDir          Parent|Root|Disks|All|None|Refresh|NoRefresh|#DirName


 DataBase ListView Commands  :


 DBSum          ALL|SELECTED|UNSELECTED %FieldName ResultVar
 RecSort        %FieldName

Various Commands :

 Speak          Text
 SetScreen      GuiFile ScreenName
 GuiScreen      GuiFile FRONT|BACK
 GuiWindow      GuiFile ON|BIG|SMALL|FRONT|BACK|WAIT|RESUME
 SetWinTitle    GuiFile NewTitle
SetScreenTitle GuiFile NewTitle
 ReqFile        L T W H Title SAVE|LOAD|MULTI|DIR Variable DirName
 CD             NewDirectoryName
 Delay          Ticks
 EZReq          Text Choices Variable
 Say            Text
 Set            [parameter]  [value]
 SetStack       StackSize
 MakeScreen     ScreenName Depth|(W/H/D/Mode) Title
 KillScreen     ScreenName
 SetColor       GuiFile ColorNumber R G B
```

```
TTGet         FullPath/IconName (without ".info")
BreakTask     TaskName CDEF(signals)
Flash
MoveScreen    GuiName/#ScreenName X Y
Workbench     Open/Close
```

1.7 guis

```
----------------------------------------------------------
    T h e   G u i s :
----------------------------------------------------------

There are currently 2 independent guis provided.
These appear in slightly altered forms also in the main
Gui4Cli archive.

- Calculator :
Uses Gui4Cli's mathematical abilities to provide you with
a super-duper, do-it-all-and-then-some calulator..

- FSearch gui :
This is a front end of the FSearch CLI command (included)
which will help you locate anything and load it into CEd.
```

1.8 installation

```
INSTALLATION :
---------------------

There is an installation script - click on it.

If you want to do it manually then copy the CEDBAR directory
anywhere. It contains all the guis, binaries icons etc for the
button bar.

Inside this dir there are 2 programs : "Gui" and "GuiCli"
If you are already a user of Gui4Cli you know what to do..

Otherwise you must MOVE these 2 files to your C: directory
Also MOVE the file FSearch to C:

Click on the CedBar.gc icon to start it.

-------------------------------------------------------------
If you are already a user of Gui4Cli :

1. This is version 3.7 of Gui4Cli. You must use this or newer
   versions for the gui to work..
```

2. You probably already have an old version of CedBar. Throw
   it away. This is better. There are also extra copies of the
   FSearch.gc and Calc.gc guis included in this new CedBar.
   You may want to consolidate..

1.9 purpose

```
----------------------------------------------------------------
                        C   E   D   B   A   R
----------------------------------------------------------------
```

CedBar is a button bar for the CygnusEd Editor, providing easy
access to most of the CEd's menu functions.

It also features aditional guis and binaries (to which you can
add), providing things like :

- Text formating functions such as Indent, Unindent, Re-Wrap,
  Justify, Center etc..
- an Amiga Guide editor, consiting of a suite of guis and
  binaries which work together to help you edit AGs with CEd
- a calculator
- an extensive search gui (with binary)
- a clipboard viewer capable of handling all 256 clips

It made life very easy for me and I wouldn't dream of using
CEd without it anymore, but then I'm kind of biased :)..

     The Icons :

The buttons are actually icons which are stored in the
icons directory - You can change them to your liking.

The button bar has 2 types of icons:

- The normal ones, on the left side, which are the most
  common functions and so are available all the time.

- The last 8 icons which change everytime you click on
  the double arrow button in the middle, rotating through
  3 sets of buttons :

  o More CEd functions such as goto, match brackets etc
  o The Amiga Guide Editor
  o Special functions (Indent etc..) and other Guis

The icons are pretty self explanatory..

1.10   requester

```
-------------------------------------------------------------
The file requester :
-------------------------------------------------------------
```

For loading files I use a special Gui4Cli gui and not the normal
ASL requester. I find this very helpfull since it has many things
that the ASL requester doesn't have, such as Favourites dirs,
copy/makedir/rename capabilities, easy multiselection, longer
file listview showing more files etc.

However, some people don't like it. (Go figure..)

If you are one of them and want to remove it, just delete or rename
the file FILEREQ.GC and cedbar will use the ASL requester.

1.11   index

```
          Guide INDEX :


          AGuide

          Author

          Buttons

          Functions

          G4C_Commands

          guis

          Installation

          Purpose

          Requester
```