RT Edit User's Manual

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Introduction

  RT Edit is an editor that creates a spell check dictionary based on your
  source code and built-in headers. This editor can help you in draft
  creation of new code or for adding segments of code to a module. RT
  Edit runs in Windows and uses OWL components.

  RT Edit assists you via a module called Identifier Lookup. Identifier
  Lookup builds a dictionary of the identifier names you have already
  created or that exist in library headers you intend to use. As you type
  in your code (more than four characters of an identifier) Identifier
  Lookup lists candidate matches in a separate window. If you are typing
  in a previously defined identifier, you may elect to have one of the
  listed names substituted for the text you have typed thus far. If the
  identifier is instead a new one, completing the name by entering a non-
  identifier character will cause Identifier Lookup to store the new name.
  Keeping up with matches to your typing occurs in near real time provided
  the dictionary is not so large that disk accesses begin to cause your
  system to thrash.

  The Identifier Lookup capability works on the first few characters of
  your identifiers and does not care if you mix them up or leave out some
  of the beginning.   However, this does nothing for you when you only
  recall some piece in the middle or the end of one of your identifiers.
  Expanded Search allows you to enter just a segment of the middle and get
  a list of all the identifiers ordered by a ranked degree of closeness to
  that segment.

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Installation

  Run the Setup File from Windows. One way to do this is to use the
  Program Manager. Select File | Run, then enter D:\Setup replacing "D"
  with the disk drive where RT Edit resides or the full path to the RT
  Files on your hard disk.

  You will see an introductory prompt. At this point, you may cancel the
  installation or continue. At several points in the process, you may
  choose "Exit" to terminate the installation. If you do so, the
  installation will be incomplete.

  If you continue, you will then see a Directory Prompt dialog with a
  prompt to accept or change the directory.

  A dialog then prompts for your selection of optional items available in
  the installation. Two versions of the User's Manual on disk are
  provided. One is in Microsoft Word for Windows format, a file with .doc
  extension, the other is an ASCII text file, extension .txt.

  If there is not enough space on the destination drive, you will see a
  prompt to fix or ignore the problem.

  You will then see a group prompt and be asked to accept the group name
  provided or to select an existing group, or enter a new one.

  If later information is available than provided in the User's Manual, a
  Read Me dialog will load and display. When you exit the Read Me
  dialog, the installation is complete and you may exit the setup program.

Requirements

  To use RT Edit, your system must have:

     - At least a 386. A 486 or better recommended.
     - Windows 3.1 or higher running in 386 enhanced mode.
     - A hard disk with 1 MB of available disk space.
     - A 1.44 MB floppy drive (installation of the registered version).
     - At least 4 MB of extended memory. Preferably 8 MB or greater.
     - A Windows compatible mouse.

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Capabilities

   You will find the general capabilities of RT Edit in the following. You
   will not find the general capabilities of the Windows MDI Editor in this
   document but on-line Help is available. For help with the general
   editing operations, refer to the on-line help.

   Identifier Lookup Window

      A different type of child window shows matches to your existing
      identifiers when appropriate. It is appropriate when:
         - You enabled Identifier Lookup..
         - You have typed four or more characters.
         - Identifier Lookup found at least one Candidate Identifier
               match during the search.

   Identifier Lookup Keys

      Note that the keys identified in this section operate the same whether
      you also press SHIFT or not. So you may, if you prefer, think of the
      unshifted versions of the keys listed, that is, CTRL+(, . or /). In
      no case do you need to press the SHIFT key also.

      If the Identifier Lookup lists multiple candidates in the Window, the
      CTRL+< key combination will move the selection up in the list and the
      CTRL-> key will move the selection down in the list. The selection
      wraps around to the bottom of the list if you move up past the first
      item. The selection wraps around to the top of the list if you move
      down past the last item in the list.

      When a name selected in the Identifier Lookup window is one you want
      to substitute for the partial variable you have typed so far, the
      CTRL+? key combination will replace the fragment you have typed with
      the selection.

   SetupRT Controls

      RT Edit includes several controls for the setup of Identifier Lookup
      operations. There are controls to determine the extent of processing
      for the associated header files for a module. There are controls to
      identify paths for header file searching and a different source
      directory. There are controls for suspending, stopping and restarting
      the use of Identifier Lookup.

   Save and Restore Environment

      RT Edit includes the capability to save the settings that control the
      SetupRT operation. You can use the default file name but since
      several different files may be useful for working on different
      modules, you may want to provide your own file name instead.

      You may restore the SetupRT controls from the default file or from the

file of your choice.

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Limitations

  Name Prefix Limitations

    At this time, RT Edit's Identifier Lookup is not recommended for code
    with heavy use of a standard prefix notation. One example is
    Hungarian Notation as described in "Programming Windows 3.1," by
    Charles Petzhold. It is possible to use Identifier Lookup but it may
    be necessary to type much more of an identifier before you see a good
    match. Also, the efficiency of Identifier Lookup may be greatly
    impaired in this case.

  Word length

    Identifier Lookup does not operate on words under 4 characters in
    length.

  Use for draft code

    Use of RT Edit is recommended for draft creation of code, not for
    formatting or final editing.

  File Size

    The Editor file size limit is 32K characters for adding text. The
    edit control used is the standard Window Edit Control except for
    slight modification of the buffer provided. Because of the
    modification you may open a file of size up to about 60K characters
    and may browse it but you may not be able to add more text.

  Cascaded Windows

    Not more than three edit windows may be Cascaded when Identifier
    Lookup is active. The Identifier Lookup window will be adjusted to
    fit the area below the lowest edit window. If there are more than
    three edit windows open and Identifier Lookup is active, a dialog
    will appear with two choices. You can abandon the Cascade command or
    abandon Identifier Lookup. An Identifier Lookup window shrunk to fit
    into the area below four cascaded edit windows is too small to be
    useful.

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RT Edit Operation

  Overview

    RT Edit is not a complex editor, based as it is on a Windows Edit
    Control. The Identifier Lookup capability initially creates a spell-
    lookup dictionary of the identifiers you have used in your C++ module.
    During editing, Identifier Lookup adds to the dictionary automatically
    in real time as you create new names. Also, a list of matching names
    is displayed as you type more than four characters of an identifier.
    When there are matching identifiers displayed in the window provided,
    you have the ability to pick a substitute for what you typed so far.
    Identifier Lookup assists use of long identifier names often used for
    self documenting code purposes. Identifiers shorter than four
    characters are not stored in the dictionary.. Because programmers are
    so familiar with reserved words these are not looked-up either.

    RT Edit provides the capability to select files by name for Identifier
    Lookup processing. This allows tailoring Identifier Lookup to work
    with a particular module. For example, you may specify both the
    ".CPP" (or equivalent extension) file and it's associated header file
    to Identifier Lookup. Moreover, you may select automatic use of
    header files identified in "#include" statements. When you choose to
    start Identifier Lookup, all named files and all include files, if
    selected, are searched for legal C/C++ names greater than 4 but under
    33 characters in length. Reserved words, names less than four
    characters, words within comments or words within strings are not
    loaded. The files you use should thus correctly match begin and end
    comment symbols before you start Identifier Lookup. In addition,
    quoted strings should also correctly match begin and end quotes.

    Identifier Lookup ignores names less than a minimum length of four
    characters. The reason for this is that short identifiers are not the
    target for Identifier Lookup support. For example, Identifier Lookup
    does not help using short variable names such as "i", "j", or fixing
    "teh" to "the." However, Identifier Lookup presents a list of longer
    names after typing four or more characters. The list accounts for
    possible errors in the first few characters. One error is omission of
    one letter, for example, typing "nume" when the goal is to type
    "numberOfVowelsInSentence." Another error is transposition of letters,
    for example, typing "nmue." Identifier Lookup will not display a
    candidate identifier unless at least two of the typed characters are
    also contained in the candidate.

  Starting RT Edit

    You start RT Edit as a stand-alone task by any standard Windows
    method, such as double-clicking the icon in whatever program group you
    used in installation. You could setup the program to accept an
    argument. The argument RT Edit will accept is a file name.   A file
    name argument will be processed as though it were the input to the Set

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     File Name command. The purpose of the argument is not for startup
     from Windows but for startup from an interactive development
     environment, such as Microsoft's Visual C++ or Borland's C++.

     You may install RT Edit as a tool in either Visual C++ or in Borland
     C++. When you install a tool, you may identify an argument macro.
     The macro is invoked when the tool is started. In Visual C++, an
     argument macro $File will pass the current source file name to RT
     Edit. In Borland C++, the macro $EDNAME will pass an argument with
     the name of a file in a currently active editor. So in either case,
     you may set up RT Edit so you can move from editing in the environment
     to editing in RT Edit. If you start the tool when there is no source
     or not an active edit window, the argument will be blank and RT Edit
     will not set a file name. If there is a file name set then Identifier
     Lookup can be started immediately. If you do, Identifier Lookup only
     loads the identifiers in the current edit file but not header files.

SetupRT

   Select File Name

      You must have at least one file name specified to use Identifier
      Lookup. Of course, you may use save and restore environment as
      described below. When you choose this menu item, you are prompted
      through a common Windows dialog to set the file name. This file
      name should usually be the name of the file with a module in which
      you want to add code.   For example, suppose you have a file,
      "MODULE1.CPP":

         // File - MODULE1.CPP
         #include "MOD1HDR.H"
         ...
         ...

      You would set up the file name to use MODULE1.CPP. If you also
      elect to include headers referenced in MODULE1.CPP (see below), the
      identifiers loaded in for MODULE1.CPP will include any unique
      identifiers also existing in "MOD1HDR.H."   The header file
      "MOD1HDR.H" may also include other header files:

         // File - MOD1HDR.H
         #include "MOD2HDR.H"
         #include <window.h>   // Borland OWL(header
         ....
         ...

   Select Header Options

      You need to decide whether header file names bracketed by "" in
      #include statements in any file name entered in Set File Name
      should also be scanned for identifiers. If you decide to do so,
      you are also prompted for whether you wish to also scan standard
      library headers, that is, file names bracketed by <> in #include

statements. This menu item toggles. If it is not checkmarked, it
will become checkmarked and you are prompted about the library
headers.

Select Source Directory

  If you do not run RT Edit in the directory where your source code
  is, then choose this menu item and enter the path where your source
  is located.

Select Header Directories

  Usually if you choose to use standard library headers, they will
  exist in one or more directories other than the one holding your
  source code. Enter one or more paths separated by semi-colons.
  This option is not required if no other directories need to be
  searched for files other than either the current path or the source
  directory entered above.

Set Font

  You may change the font used to display your code in the edit
  windows, but the font types must be fixed fonts. The common dialog
  for setting the font is controlled to show only fixed fonts.
  Setting the font is optional.

Initiate Identifier Lookup

  At this point you have completed enough setup to start the
  Identifier Lookup. Choose this menu item and wait until a new
  window titled "Identifier Lookup" appears. The more files and
  identifiers to be loaded, the longer this will take. The average
  module with a few header files and 1000 unique names my take 10 to
  15 seconds to load, depending on your system, of course.

Save Environment

  After you see the new "Identifier Lookup" window, choose the Save
  Environment menu item. You may enter a file name if you do not
  want to use the default name shown in the dialog. The extension
  used is *.dnv but you may change it.

Select Edit File

  Open a file with File │ Open. Usually this will be one of the
  files in your module that you intend to modify but actually it can
  be any text file.

Known Identifier Check

  Choose an insertion point in the open edit control and begin to
  type an identifier name you know exists. After typing four
  characters of the name (assuming non-repeated characters), you

should see that identifier displayed in the Identifier Lookup
window.   If necessary, scroll through the names with either of the
hot keys CTRL+< or CTRL+>. When you see that identifier selected,
you can cause a substitution with the hot key combination CTRL+?..

Terminate Identifier Lookup

  In order to observe the ability to get a quicker start than the
  above procedure, you may want to try starting up with the
  environment file you saved above. One way to do this is to select
  the menu item "Identifier Lookup", currently checkmarked because it
  is active. Identifier Lookup stops, the Identifier Lookup window
  disappears and the menu item becomes unchecked.

Restore Environment

  You may choose the menu item Restore Environment and select either
  the default or enter the name used above in Save Environment. You
  may look under Help │ About RT Edit to see the settings and file
  names that have been restored from the environment file.

Restart Identifier Lookup

  Restoring the environment does not initiate Identifier Lookup.
  That is always under manual control. Select the menu item
  Identifier Lookup and the "Identifier Lookup" window will again be
  displayed after a short load time.

Test Edit

  Insert new variable name

  Enter a new variable name of more than four characters that you are
  sure doesn't exist yet.   When the last character of the name is
  typed, it is not yet stored by Identifier Lookup. That will happen
  when you type a non-identifier character or move off the identifier
  with an arrow key

  Insert Known Variable name

  Type the same name created in the last step and verify as before
  that the name is shown in the Identifier Lookup window.

Alternative Setup

  Presented in the following are alternative ways to setup Identifier
  Lookup operation. The example files, repeated from the RT Edit
  Operation section, are:

```
// File - MODULE1.CPP
#include "MOD1HDR.H"
...
...
// File - MOD1HDR.H
#include "MOD2HDR.H"
#include <window.h>    // Borland OWL( header
...
...
```

  An alternative to naming a file and enabling headers is just to input
  all the file names of interest and choose not to enable the Header
  Options. You could then use all of the three file names, MOD1HDR1.H,
  MOD2HDR.H, and MODULE1.CPP, from the example given in RT Edit Operation
  above.

  If you prefer to also include OWL identifiers in windows.h, you may
  instead want to Set File Name to MOD1HDR.H in addition to the
  MODULE1.CPP name entered above. If you also elect to include all header
  options, including library headers such the OWL header, then Identifier
  Lookup will be loaded with all unique identifiers, for this example from
  files "MODULE1.CPP", "MOD1HDR.H", "MOD2HDR.H", and "WINDOWS.H".

  Yet another way to get the identifiers from those same four files is to
  simple use Set File Name to enter each file name. In this case, it
  isn't necessary to use any header options. Upon Identifier Lookup
  initiation, all the identifiers in those four files will be loaded.

  Finally, it is also possible to create a special file that includes as
  many include statements as there are files you want to load. You then
  use Set File Name only for the special file.

Identifier Searching Tactics

  You may need to know more about the factors affecting the appearance of
  your identifiers in Identifier Lookup and in Expanded Search.   There
  are tactics to apply in using either of these capabilities.

  Identifier Lookup will show you an existing identifier if you correctly
  type at least the first or second character of the identifier. The
  correct character does not have to be in that position in what you type,
  however. It can be anywhere in the first four characters. If you do
  not have the correct first or second character, you may not see the
  expected candidate match in the Identifier Lookup list at all. In this
  case, one alternative is to use Expanded Search, discussed below.
  Another alternative, of course, is to look up the identifier yourself by
  looking in the original source location where it was created.

  The situation may be that your candidate identifier is in the Identifier
  Lookup list but the position in the list may be so far off that the list
  is relatively useless to you. This could definitely occur when you do
  not have many of the letters correctly entered but may also occur if
  there are a large number of similar identifiers.   You can of course
  scan through the list with the hot keys and look for the identifier you
  have in mind. There may be a better way to handle the problem.

  If you know some root segment of your identifier, a better way to use
  the Identifier Lookup may be to type in at least part of that segment.
  This can improve the order in which RT Edit puts the candidates in the
  Identifier Lookup list.

  Suppose you know there was an existing identifier you used that was
  "modifiedHeaterPowerOnDuration." Also suppose you typed "yzox." The
  "o" is one of the first two letters. The rest are far off so it would
  not be surprising that your identifier is way off in the list, assuming
  there are many possible candidates in the list. You could add or at
  least start to add the letters for "Power", assuming that is a segment
  that you recall is part of your identifier. The matching done by
  Identifier Lookup will likely be greatly improved.   Your target
  identifier may then show as being automatically selected in the window.
  If not, it may be shown at least in the window or not far down the list.

  Another factor to consider when entering quoted text is that you may not
  want the words processed and displayed as candidate matches. You can
  suspend Identifier Lookup while you are typing the quoted string in this
  case. The initial scan will not process the words within quotes in any
  case.

RT Edit Help

  Introduction

    RT Edit is an editor with a spell-check dictionary based on your
    source code and built-in headers. This editor can help you in draft
    creation of new code or for adding segments of code to a module. The
    way in which RT Edit assists you is via a module called Identifier
    Lookup. Identifier Lookup builds a dictionary of the identifier names
    you have already created or that exist in library headers you intend
    to use. You may turn Identifier Lookup ON or OFF or suspend it,
    possibly an appropriate action when creating comments. While the
    Identifier Lookup is ON, a display indicates, under certain
    conditions, your C++ names. You can select a name to be
    substituted for the text you are typing.

    RT Edit has some capabilities in common with the Windows Notepad
    editor as incorporated into Borland Owl. Please see the specific
    help for these functions under Files, Edit, Search, and Window.
    Other capabilities are provided through use of Borland's Owl. One
    feature dependent on use of Borland's OWL is the toolbar, status line
    and hint available. Control of these items is provided under the
    View menu. Select a help section from the following:

      RT Edit Overview.
      Identifier Lookup.
      Use Headers On.
      Set File Name.
      Expanded Search
      Suspend Lookup
      Source Directory
      Set Header Directories.
      Set Font
      Restore Environment.
      Save Environment.
      Auto Indent On

  SetupRT │ Identifier Lookup

    Initiate Identifier Lookup operation anytime after at least one
    source file name is identified through the Set File Name menu
    selection. If the menu selection is not checkmarked, Identifier
    Lookup may be initiated. Whenever it is checkmarked, Identifier Lookup
    is active and selection will terminate Identifier Lookup. You should
    not select Identifier Lookup on the "RT Edit" menu unless you have
    already named at least one file. If you do, you will see a
    complaining message and startup of the lookup function will not
    proceed. Another menu selection, Restore Environment, would also
    satisfy the need to have a file name established.   During Identifier
    Lookup initiation, a window named "Identifier Lookup" is created.
    This window, if selected to be the active window, will ignore client
    window keyboard and mouse input. You should not select the

Identifier Lookup window unless you wish to change it's size and
location.

SetupRT | Set File Name

Use the menu choice "Set File Name" to identify your primary source
file. You may also want to use this setting to name one or more
header files that are part of the module.

SetupRT | Use Headers On

Click on the menu item to toggle the state of Use Headers On. When
setting the state on, you will be asked if you wish to use library
files. If you say Yes to using library files, it may be appropriate
to set directory names with Set Header Directories.

SetupRT | Expanded Search

Expanded Search looks up candidate identifiers by a different method
than used in Identifier Lookup. Type a segment of an Identifier you
want to find with Expanded Search, then choose the Expanded Search
menu item or press the hot key combination, alt-x. The letters you
have typed so far will appear in a dialog and you have the option of
changing or adding letters to the segment. You then may select OK in
the dialog to continue or CANCEL. If you selected OK, another
dialog will list all identifiers in groups sorted by the number of
characters containing the same characters as the segment you created.
You may select an identifier and choose REPLACE or you may CANCEL.
Choosing REPLACE will replace the segment you typed so far even if
you changed it in the search dialog. The substitution will occur in
the same manner as for Identifier Lookup except that only one
character of the identifier must be typed. An attempt to use
Expanded Search with no characters typed will cause a warning message
to be displayed. Generally speaking, you should use several
characters for the search to obtain a reasonable result.

SetupRT | Suspend Lookup

You may select this menu item at any time Identifier Lookup is
active. The state of Identifier Lookup will be toggled between
suspended (checkmark displayed by the Suspend Lookup menu item) and
not suspended (no checkmark). You may want to suspend Identifier
Lookup when you are editing within "/*" and "*/" begin/end comment
marks. The words within these comment marks were not saved by
Identifier Lookup when starting up. However, words typed within
these comments while editing are treated as identifiers unless you
use Suspend Lookup.

SetupRT | Source Directory

If your source files are not in the current directory, you may enter
that directory via this menu item. Enter multiple paths on the input
line provided by separating them with a semicolon (;).

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SetupRT │ Header Directories

   Directories to be searched for include files, other than the current
   directory, should be set with this command. Enter multiple paths on
   the input line provided by separating them with a semicolon (;).

SetupRT │ Set Font

   You may change the font being used, but note that use of Identifier
   Lookup depends on using fixed fonts. The fonts presented in the
   dialog box are limited to fixed fonts.

SetupRT │ Restore Environment

   Select the RT Edit menu item "Restore Environment" to restore the
   initialization of Identifier Lookup to a previously saved
   environment, that is, an environment saved with Save Environment.

SetupRT │ Save Environment

   Save the current environment in a file for use during a subsequent
   session. The following elements are saved:

      File names that have been entered with Set File Name.

      File names referenced in "#include" statements within the files
      named above, if "Use Header Directories" was set during the Use
      Headers On dialog.

SetupRT │ Auto Indent On

   You may choose to have auto indent on or off. When Auto Indent is
   on, the menu item is checked. With Auto Indent, the cursor position
   is adjusted after a carriage return is entered. An adjustment is made
   also if a backspace is entered and there is nothing on the line
   except whitespace prior to the current line position. A scan of
   lines before the current cursor position is performed for either a
   carriage return or a backspace. The scan of a line finds the
   position of the first non-whitespace character on the line. If a
   non-whitespace character is not found, the position is set to the end
   of the line. Only one previous line is scanned if a carriage return
   is entered. The cursor position on the new line is set to the same
   position found in the scan, filling the line to that point with an
   appropriate number of tabs and spaces.

   The first previous line is scanned if a backspace is entered as well.
   If the position found in the scan is at the beginning of the line
   anyway, no further processing is done and the whitespace at the
   beginning of the line will be removed, positioning non-whitespace
   text, if there is any, at the beginning of the line.   The current
   position on the line is adjusted to the same position found on the
   scan of the previous line if that position is farther to the left.
   Whitespace is also removed as needed. If the scan of the previous

line is not to the left of the current position, scanning is
continued on previous lines from closest to the first line, until a
position to the left of the current position is found. The default,
if   such a position is not found, is to backspace one character
position.

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Shareware

   Shareware distribution gives users a chance to try software before
   buying it. If you try a Shareware program and continue using it, you are
   expected to register. Individual programs differ on details -- some
   request registration while others require it, some specify a maximum
   trial period. With registration, you get anything from the simple right
   to continue using the software to an updated program with printed
   manual.

   Copyright laws apply to both Shareware and commercial software, and the
   copyright holder retains all rights, with a few specific exceptions as
   stated below. Shareware authors are accomplished programmers, just like
   commercial authors, and the programs are of comparable quality. (In both
   cases, there are good programs and bad ones!) The main difference is in
   the method of distribution. The author specifically grants the right to
   copy and distribute the software, either to all and sundry or to a
   specific group. For example, some authors require written permission
   before a commercial disk vendor may copy their Shareware.

   Shareware is a distribution method, not a type of software. You should
   find software that suits your needs and pocketbook, whether it's
   commercial or Shareware. The Shareware system makes fitting your needs
   easier, because you can try before you buy. Because the overhead is
   low, prices are low also. Shareware has the ultimate money-back
   guarantee -- if you don't use the product, you don't pay for it.

Support

  You may obtain technical support for RT Edit for at least a period of 3
  months following the date of your registration. You may send mail
  describing your request for support to:

     MLK Software
     1030 E. El Camino Real, #141
     Sunnyvale CA 94087

  Or you may call:

     (408) 243-4808
     Answering machine -- Leave name and telephone number for a reply

  The file "SUPPORT.TXT" is provided with distribution of the software.
  This file contains additional information about the current support
  levels provided.

ASP Ombudsman

  This program is produced by MLK Software, a member of the Association of
  Shareware Professionals (ASP). ASP wants to make sure that the
  shareware principle works for you. If you are unable to resolve a
  shareware-related problem with an ASP member by contacting the member
  directly, ASP may be able to help. The ASP Ombudsman can help you
  resolve a dispute or problem with an ASP member, but does not provide
  technical support for members' products. Please write to the ASP
  Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 USA, FAX 616-788-
  2765 or send a CompuServe message via CompuServe Mail to ASP Ombudsman
  70007,3536.

License, Warranty and Registration

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