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Copyrights and Trademarks

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Introduction

Windev is an integrated program development environment for Microsoft® Windows™. It has features to support programmers through the edit, compile, link and test cycle, such as:

- ~ Multiple edit windows using the Windows multiple document interface (MDI).
- ~ Multi-vendor compiler support.
- ~ Per project configuration settings.
- ~ Commands to build, compile, link, test and debug your project.
- ~ Tools to compare files, search all files for a text pattern, and display system metrics.
- ~ Hypertext links from compiler error messages to the relevant source line.
- ~ Context sensitive help on programming language key words and Windows SDK.
- ~ Built in file manager for fast file copying, renaming, deleting etc.
- ~ Native versions are available for Windows 3.1™ and Windows NT™

Projects

A Windev project is a logically related set of files that are used to create an application or dynamic link library. Windev refers to them through a base directory, and configuration information that it maintains in an initialisation file in that directory.

Working with Projects

To select a project to work on, use the Project menu's Select Project command. This allows you to select an existing project, or enter the path of a new one. When you switch to an existing project, the environment that you established when you last worked there is reinstated, and the files that you were working on are loaded into edit windows.

Edit Only Mode

If you want to use Windev as a text editor only, you can disable the project features from the Global Settings dialog, or by starting Windev with the argument **-e**. This disables the Project menu, and hides the corresponding buttons on the tool bar.

Context Sensitive Help

Windev can be set up to link to on-line help systems for your programming language environment and for Windows SDK. By default, the Windows Help format files are used, except that Microsoft QuickHelp™ is used for C/C++ on Windows 3.1. You can establish which help files are used when you configure your project.

You get context sensitive help by setting the edit insertion point in a programming language keyword or function call and pressing the F1 key in conjunction with Ctrl and Shift as follows:

<u>Type</u>	<u>To Get</u>
F1	In project mode: Help on a C/C++ language key word, if appropriate; or on an included file* if appropriate; otherwise on Windows SDK. In edit-only mode: Help on keyboard and mouse.
Ctrl+F1	Help on a programming language key word or run-time library call.
Shift+F1	Help on Windows SDK.

* If the caret is on a line starting "#include ..." or "!include ..." in an edit window, pressing F1 will open a read-only edit window on the included file. Use the Configure Project command to set *Include* to any extra search paths not specified by the INCLUDE environment variable.

Hypertext Jumps

The output of a global search command, or a project command, such as Build or Compile, is displayed in a log window in the form:

filename(line-number) rest-of-line...

Pressing the right mouse button on such a line, or moving the caret to it and pressing Ctrl+G, will open an edit window on the specified file, with the caret at the start of the specified line.

Configuring Windev

The configuration of Windev is divided into the categories below. Click on the one you require help on.

[Global Settings](#) control the editor & visual appearance of Windev.

[Project Settings](#) control the compiler environment.

[Page Settings](#) control the layout of the printed page.

Changing the Page Setup

To change the printed page setup, choose the Global Settings command from the Settings menu, and then select the Page Setup option.

Any changes made will be discarded if the Page Setup dialog is cancelled, **or** if the Global Settings dialog is cancelled.

Headers and Footers

The following table explains the codes that you can type in the Header and Footer boxes:

<u>Type</u>	<u>For</u>
&d	The current date in short form.
&D	The current date in long form.
&t	The current time.
&f	The filename, excluding its path.
&F	The full filename, including its path.
&p	The page number.
&l	Text that follows the code is to be aligned at the left margin.
&c	Text that follows the code is to be centred (this is the default).
&r	Text that follows the code is to be aligned at the right margin.

Any other text is copied to the page header or footer literally.

Margins

The margins that you specify represent the widths of the borders from the edges of the paper. Note that some printers require a minimum border width. If the margins that you specify are less than this, they will be adjusted automatically at the time of printing.

Extracting Text from Binary Files

To list ANSI text strings in binary files, choose Extract Strings from the Tools menu. By default, strings of four or more consecutive printable characters are listed, but you can specify your own filter using a regular expression. Note that UNICODE strings are not supported.

Comparing Text Files

To compare two text files, choose Compare Files from the Tools menu. Fill the file name fields in on the dialog, and press OK. The output is to a log window using the following conventions:

- < Precedes each line from the first file.
- > Precedes each line from the second file.
- a Means that the following lines were added.
- d Means that the following lines were deleted.
- c Means that the following lines were changed.
- Separates changed lines in the first file from the second.

Finding Text

You can find each occurrence of a combination of any characters, including uppercase and lowercase characters, whole words, or parts of words, or regular expressions.

To find text

1. From the Search menu, choose Find (ALT, S, F). This starts a modeless dialog box which remains on the screen until you cancel it.
2. In the Find What box, type in the regular expression to search for.
3. Set the options you want to control the search.

Select	To
Match Whole Word Only	Find occurrences of the text as a whole word.
Match Case	Find text having a certain pattern of uppercase and lowercase letters.
Up	Search the document above the insertion point.
Down	Search the document below the insertion point.

4. Choose the Find Next button. If Windev finds an occurrence, the screen scrolls so you can see the text in context.
5. Either close the dialog by pressing the Cancel button, or continue editing as normal.

Tips

1. The Find What box will be initialised with the current selection, if any (as long as it is on a single line), or the last search pattern entered.
2. If you copied the text you're searching for to the Clipboard, press Ctrl+V to paste the text into the Find What box.
3. To do a forward search after closing the dialog box, press Ctrl+F5.
4. To do a backwards search after closing the dialog box, press Shift+F5.
5. Match Whole Word Only is equivalent to the Regular Expression \<RE\>.

Finding and Replacing Text

You can find and replace each or every occurrence of a text pattern. For details on how to specify a search pattern, see [Finding Text](#) or [Regular Expressions](#).

To Replace Text

1. From the Search menu, choose Replace (ALT, S, R). This starts a modeless dialog box which remains on the screen until you cancel it.
2. Specify the text to replace as described in [Finding Text](#).
3. Type the [Replacement Expression](#) in the Replace With box.
4. Click on Scope is Selected Text Only if you want to restrict the Replace All option to the currently selected lines.
5. Choose one of the following actions:
 - a) Press Find Next to select the next occurrence.
 - b) Press Replace to replace the current selection.
 - c) Press Replace All to replace all occurrences of the search text.
6. Either close the dialog by pressing Cancel, or continue editing as normal.

Tips

The Replace button will replace the *current* selection, so make sure you press Find Next first.

Searching Files for Text

To search a set of files for a given Regular Expression, choose Global Search from the Search menu.

Regular Expressions

A regular expression (RE) is a mechanism for describing patterns in text when executing the Find Command, the Replace Command, Global Searches, and Extracting Strings from binary files. An RE is made up of ordinary characters from the ANSI character set, some of which take on the special meanings described below.

Ordinary Characters

An ordinary character is an RE that matches itself. It can be any character in the ANSI character set except <newline> and the special characters listed below. An ordinary character preceded by a backslash is treated as the ordinary character itself, except when the character is (,), <, >, or the letter **t**, or the digits **1** through **9**. In all contexts, a tab is represented by the pair `\t`.

Special Characters

These special characters, can be rendered ordinary by preceding them with a backslash (\), if they are single special characters, or removing the preceding backslash if they are compound special characters.

<u>Character</u>	<u>Context</u>
. [\	The period, left square bracket, and backslash are special except when used in a Class Expression.
* +	Asterisk and plus are special except when used in a class expression, as the first character of an RE, or as the first character of a Tagged Expression.
-	The hyphen is special in a Class Expression, except as the first or last character of that expression.
^	The circumflex is special when used as the first character of an entire RE (see Expression Anchoring), or as the first character of a Class Expression.
\$	The dollar sign is special when used as the last character of an entire RE (see Expression Anchoring).

Wildcard Character

The period (.), when used outside of a class expression, matches any character except newline.

Repetition Expressions

The asterisk (*) matches zero or more occurrences of the preceding regular expression, whilst the plus sign (+) matches at least one occurrence. For example, `A*b+` matches zero or more A's followed by one or more b's.

Class Expressions

A class expression is an RE, enclosed in square brackets (`[]`), that matches any one of the elements contained in the brackets. The permitted elements of a class expression are:

Simple Characters

These are single characters that match themselves. To match a right square bracket (`]`), it must be the first character of the class expression, after any initial circumflex (see Negated Class Expressions). To match a hyphen, it must be either the first or the last character of the class expression. For example `[AaBb]` matches upper or lower case A or B.

Negated Class Expressions

If the first character of a class expression is the circumflex (^), the expression matches any character not in the class. For example [^AB^] matches any character except A, B and the circumflex itself.

Range Expressions

A range expression is two characters separated by a hyphen (-). It matches any of the characters in the ANSI collating sequence, between the two characters. For example, [A-Za-z0-9-] matches any upper or lower case letter or digit, or the hyphen itself.

Expression Anchoring

An RE can be restricted to matching strings that begin or end a line or word, as follows:

- ^ A circumflex as the first character of an RE anchors the expression to the beginning of the line.
- \$ A dollar sign as the last character of an RE anchors the expression to the end of the line.
- \< The character pair \< anchors the next RE to the start of a word.
- \> The character pair \> anchors the previous RE to the end of a word.

Tagged Expressions

A tagged expression is an RE that starts with the pair \ (and ends with the pair \). There can be up to nine such expressions in a complete RE. Such an expression matches the same as the expression without the surrounding \ (and \). The first expression defined in this way can be referenced as \1 later in the RE, and so on up to \9 for the ninth tagged expression. Each such reference matches the same string as its original tagged expression. For example \ (tu\) \1 matches the string "tu tu".

References to tagged expressions can also be used in [Replacement Expressions](#).

Replacement Expressions

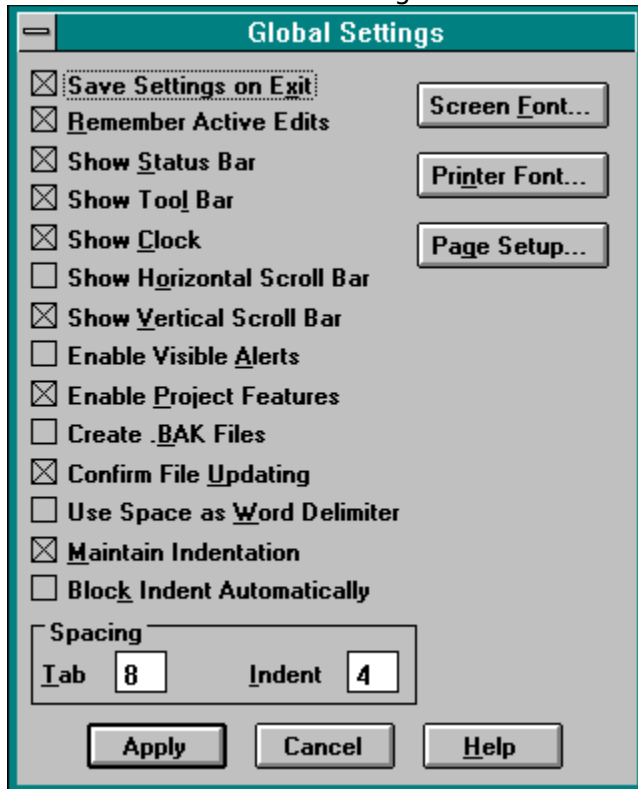
Replacement expressions are used to substitute text in conjunction with Tagged Regular Expressions, when using the Replace Command.

<u>Expressio</u>	<u>Definition</u>
<u>n</u>	
&	Substitute the text matching the entire search pattern.
\0 to \9	Substitute the text matching tagged expression 0 through 9. \0 is equivalent to &.
\n	Substitute a newline.
\t	Substitute a tab.
\u	Force the next substituted character to be in upper case.
\l	Force the next substituted character to be in lower case.
\U	Force all subsequent substituted characters to be in upper case.
\L	Force all subsequent substituted characters to be in lower case.
\E or \e	Turns off previous \U or \L.
\p	Paste in the contents of the clipboard.

To substitute a literal \ or &, use \\ and \&.

Changing Global Settings

Global settings are maintained in initialisation files. You should not edit these files manually, since all changes can more safely be made by choosing the Global Settings command from the Settings menu. This will present you with the following dialog box, which has the default settings shown. Click on any setting for more information.



Save Settings on Exit

When this option is checked, all other changes to settings will be saved when you exit from Windev.

Remember Active Edits

When this option is checked, all files that you are currently editing will be remembered, and automatically reopened next time you start Windev.

Show Status Bar

When checked, a status bar will be displayed at the bottom of Windev's frame window.

Show Tool Bar

When checked, a tool bar will be displayed at the top of Windev's frame window. This provides short cuts for frequently used commands.

Show Clock

When checked, a digital clock will be displayed on the right hand side of the status bar.

Show Horizontal Scroll Bar

When checked, each new window that Windev creates will have a horizontal scroll bar. Existing windows can be given scroll bars using the Settings menu.

Show Vertical Scroll Bar

When checked, each new window that Windev creates will have a vertical scroll bar. Existing windows can be given scroll bars using the Settings menu.

Enable Visible Alerts

When checked, the border of Windev's frame window will be flashed whenever an alert is sounded.

Enable Project Features

When checked, the Project menu is enabled. This allows you to compile, link, build or configure your project, and to switch between projects.

Create .BAK Files

When checked, each time you modify and save a file, the original will be preserved under the same name except for the extension .BAK.

Confirm File Updating

When checked, if you perform any operations that require file changes to be written to disk before continuing (such as compiling a file, or exiting from Windev), you will be prompted to confirm each update. Otherwise all modified files will be automatically written to disk.

Use Space as Word Delimiter

When checked, a *word* is defined as a sequence of characters excluding space and end of line. When clear, the definition is changed to match a C language token. You can see the difference when you select a word by double clicking with the left mouse button.

Maintain Indentation

When checked, each new line that you type in an edit window will start off being indented by the same amount as the preceding line. You can then increase or decrease the indentation level using the Edit Menu's Shift Left and Shift Right commands. Clearing this setting will cause Block Indent Automatically to be also cleared. Any change to the global setting will only affect subsequent windows that you open.

Block Indent Automatically

When checked, if you start a new line in an edit window, and the preceding line ends with a `{)` or `:`, the new line will be indented further by the amount specified in the indent spacing field. Checking this setting will automatically cause Maintain Indentation to be checked. Any change to the global setting will only affect subsequent windows that you open.

Tab Spacing

Tab stops are set in edit windows every N spaces, where N is the value entered in this field.

Indent Spacing

This specifies the number of spaces to indent blocks of text that are at different levels of indentation. This value is used by the Shift Left and Shift Right Edit menu commands, and for automatic indentation

Screen Font

If you press this button, the standard font changing dialog is displayed. Use this to select the font used in all of Windev's windows. You can change the font used in individual windows from the Settings Menu. Note that only fixed spaced fonts are allowed.

Printer Font

If you press this button, the standard font changing dialog is displayed. Use this to select the font used on your printer. Note that only fixed spaced fonts are allowed.

Apply

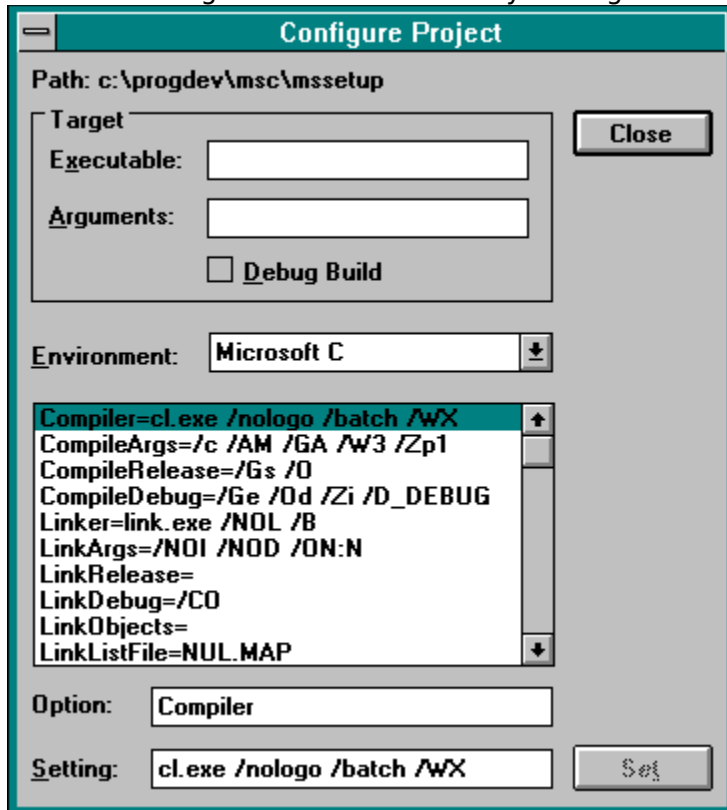
If you press this button, all changes that you have made will be carried out. This includes font and page setup changes.

Cancel

If you press this button, all changes that you have made will be discarded. This includes font and page setup changes.

Changing Project Settings

Project settings are maintained in [initialisation files](#). You should not edit these files manually, since all changes can more safely be made by choosing the Configure command from the Project menu. This will present you with the following dialog box, which has the default settings shown. Click on any setting for more information.



Target Executable

This is the name of the target file that your project creates. It will typically be the name of an executable or dynamic link library file. It is required for the Project Menu's Link, Test and Debug commands.

Target Arguments

If your target executable requires arguments when it is run, they should be entered here. The arguments are used for the Project Menu's Test and Debug commands.

Debug Build

When checked, the debugging options for compiling, linking and building will be applied.

Environment

This configures Windev for a particular compiler. You can choose one of the options from the drop down listbox. The first time you make a selection, all the defaults for that compiler will be set.

Current Settings

This listbox shows the current settings for your project. You cannot make any changes here. See [Project Variables](#) for more information.

Option

This field shows the key part of the setting you have highlighted from the current settings listbox. You cannot type in this field.

Setting

This field shows the current setting of the key shown in the Option field. You can edit the setting if you require. Press the Set button to make the changes permanent. The current settings listbox will then be update to show the new setting.

The Set Button

Press this button to apply any changes you have made in the Setting field.

The Close Button

Press this button when you have finished viewing or making changes to your project configuration.

Menu Commands

From the menu bar you can choose from the following menus. Click on the one you require help on.

[File Menu Commands](#)

[Edit Menu Commands](#)

[Search Menu Commands](#)

[Settings Menu Commands](#)

[Project Menu Commands](#)

[Tools Menu Commands](#)

[Window Menu Commands](#)

[Help Menu Commands](#)

File Menu Commands

The commands available in the File menu are as follows. Click on the one you require help on.

New

Open

Save

Save As

Save All

Manage Files

Print

Print Setup

Exit

Edit Menu Commands

The edit menu can either be pulled down from the menu bar as usual, or a short version can be popped up at the cursor position by pressing the right mouse button. In the latter case, either mouse button can then be used to select a command. Most editing commands can be performed from the keyboard as well.

The editing commands available in the menu are as follows. Click on the one you require help on.

Undo

Redo

Cut

Copy

Paste

Paste File

Upper Case

Lower Case

Transpose

Shift Left

Shift Right

Search Menu Commands

The commands available in the Search menu are as follows. Click on the one you require help on.

[Find](#)

[Find Next](#)

[Find Previous](#)

[Replace](#)

[Replace Next](#)

[Goto Line](#)

[Match Brace](#)

[Global Search](#)

Settings Menu Commands

The commands available in the Settings menu are as follows. Click on the one you require help on.

[Global Settings](#)

[Maintain Indentation](#)

[Block Indent](#)

[Read Only](#)

[Show Horiz Scroll](#)

[Show Vert Scroll](#)

[Mark Clean](#)

[Font](#)

Project Menu Commands

The commands available in the Project menu are as follows. Click on the one you require help on.

[Build](#)

[Build Target](#)

[Test Project](#)

[Compile](#)

[Link](#)

[Debug](#)

[View Results](#)

[Select Project](#)

[Configure](#)

Tools Menu Commands

The commands available in the Tools menu are as follows. Click on the one you require help on.

[Compare Files](#)

[Extract Strings](#)

[System Metrics](#)

[Dialog Editor](#)

[Image Editor](#)

[Calculator](#)

[Run](#)

Window Menu Commands

The commands available in the Window menu are as follows. Click on the one you require help on.

Tile Across

Tile Down

Cascade

Arrange Icons

Close All

Help Menu Commands

The commands available in the Help menu are as follows. Click on the one you require help on.

[Contents](#)

[Search for Help on](#)

[Window Context](#)

[SDK](#)

[Environment](#)

[File Statistics](#)

[About Windev](#)

Tool Bar Commands

The tool bar is positioned just below the menu bar as shown below:



It provides shortcuts for commonly used menu commands. To get an explanation of what a particular tool does, click on the corresponding button below.

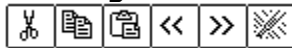
File Access Tools:



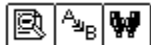
File Management and Printing Tools:



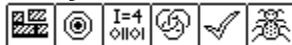
Editing Tools:



Searching Tools:



Project Tools:



File: New

Opens a new file with the name File**n**, where **n** is 1 for the first and 2 for the second etc.

File: Open

Opens an existing, or new named file, using the standard Open File dialog. Note that you can use multiple selection in this dialog to open as many files at once as you want.

File: Save

Saves changes to the file you are working on. When you choose Save, the file remains open so you can continue working on it.

File: Save As

Saves a new or existing file, using the standard file Save As dialog. For a new file you specify the name you want it saved as, or you can save an existing file under a new name. The original file remains unchanged. When you choose Save As, the file remains open so you can continue working on it, but its title is changed to match the saved file name.

File: Save All

Saves, without prompting, all existing files which have been changed since they were opened. You will be prompted to supply a name for any new files, using the standard file Save As dialog.

File: Manage Files

This allows you to manage your files on disk. You can copy, delete and rename files, and change their last modified timestamp to the current time.

File: Print

Prints the file you are working on. Using the standard Print dialog, you can specify how many copies to print , which pages to print, and the printing quality. You can also choose another printer, or to print to a file instead of a printer.

File: Print Setup

Selects a printer and sets printer options ready for printing, using the standard Printer Setup dialog. The available options depend on the printer you select.

File: Exit

Closes the files you have been working on and quits Windev. You are given the choice of saving any changes to each open file before quitting.

Edit: Undo

Undoes your last typing or editing action.

Edit: Redo

Repeats your last typing or editing command. (Not available in all versions.)

Edit: Cut

Deletes text from your file and places it onto the Clipboard, replacing the previous Clipboard contents. This command is available only when text is selected. Note that there is a keyboard command to cut and *append* to the Clipboard.

Edit: Copy

Copies text from your file and places it onto the Clipboard, leaving the original intact and replacing the previous Clipboard contents. This command is available only when text is selected. Note that there is a keyboard command to copy and *append* to the Clipboard.

Edit: Paste

Copies the information on the Clipboard into the file at the insertion point, replacing any selected text. This command becomes available when information has been copied or cut and placed onto the Clipboard.

Edit: Paste File

Prompts you for the name of a file, using the standard file open dialog, and copies its contents into the file you are editing. The new text is placed at the insertion point, replacing any selected text.

Edit: Upper Case

Converts selected text to its upper case equivalent. If no text is selected, the character at the insertion point is converted, and the insertion point is moved on to the next character.

Lower Case

Converts selected text to its lower case equivalent. If no text is selected, the character at the insertion point is converted, and the insertion point is moved on to the next character.

Menu: Transpose

Swaps the characters or lines at either side of the insertion point. This command is not valid if text is selected. The lines either side of the insertion point are swapped if it is at the beginning or end of a line.

Menu: Shift Left

Reduces the indentation amount of all lines containing selected text, or the line containing the insertion point if nothing is selected. The indentation is reduced by the Indent Spacing, which is defined in the Global Settings.

Menu: Shift Right

Increases the indentation amount of all lines containing selected text, or the line containing the insertion point if nothing is selected. The indentation is increased by the Indent Spacing, which is defined in the Global Settings.

Search: Find

This command displays the Find dialog. You can use it to search the active window for text patterns.

Search: Find Next

This command searches for the next occurrence of the current search string in the active window.

Search: Find Previous

This command searches for the previous occurrence of the current search string in the active window.

Search: Replace

This command displays the Replace dialog. You can use it to search the active window for text patterns, and replace them.

Search: Replace Next

This command searches for the next occurrence of the current search string in the active window, and replaces it with the current replacement text.

Search: Goto Line

Prompts for a line number to go to in the active window. This defaults to the line the caret was at before the last go to, find or home/end command.

Search: Match Brace

Selects the bracket that matches the ({ [or] }) currently selected, or to the right of the caret. If there is not a bracket to the right of the caret, and there is one to the left, the one matching that is selected.

Search: Global Search

Starts the Global Search dialog to enable searches for text patterns in a set of text files, similar to the UNIX™ Grep command. Output is to a window, which enables hypertext jumping to any reported occurrence of the pattern.

Settings: Global Settings

This displays the Global Settings dialog, enabling changes to settings that affect all windows.

Settings: Maintain Indentation

Toggles maintaining indentation for the left margin of the active window.

Settings: Block Indent

Toggles the automatic block indentation setting for the active window.

Settings: Read Only

Toggles the read-only state of the active window. When checked, no edits are allowed.

Settings: Show Horiz Scroll

Toggles the display of a horizontal scroll bar in the active window.

Settings: Show Vert Scroll

Toggles the display of a vertical scroll bar in the active window.

Settings: Mark Clean

If the active window has been edited, this command will mark it as clean. This does not restore it to its original state, but the changes will not be saved when the window is closed. Any subsequent edits cancel this effect.

Settings: Font

This allows the font used in the active window to be changed via the standard font selection dialog. Only fixed width fonts are allowed.

Project: Build

This starts the configured system builder to build the project in a background process. You will be prompted to save any changes to files you are editing first.

Project: Build Target

This prompts for a target to build before starting the configured system builder in a background process. You will be prompted to save any changes to files you are editing first.

Project: Test Project

This runs the configured project's executable application in its own window.

Project: Compile

This compiles the file in the active window using the configured compiler. You will be prompted to save any changes to files you are editing first. For all non-trivial projects, you are recommended to use the Build Target command instead.

Project: Link

This links the project's object files using the configured linker. For all non-trivial projects, you are recommended to use the Build command instead.

Project: Debug

This runs the configured debugger on the project's executable application.

Project: View Results

This displays the output of the last Build, Compile or Link command in a window. The output is automatically displayed if any errors were reported, and [hypertext jumping](#) can be used for making corrections. This command is disabled once the output has been displayed.

Project: Select Project

This allows you to select an existing project, or enter the path of a new one. When you switch to an existing project, the environment that you established when you last worked there is reinstated, and the files that you were working on are loaded into edit windows.

Project: Configure

This displays the Configure Project dialog. A new project must be configured before commands such as Build, Compile and Link are used.

Tools: Compare Files

This displays a dialog enabling two text files to be compared. The results are displayed in a window in a format similar to the UNIX™ Diff command.

Tools: Extract Strings

Displays a dialog enabling searches for ANSI text strings in binary files. By default, strings of four or more consecutive printable characters are listed, but you can specify your own filter. Note that UNICODE strings are not supported.

Tools: System Metrics

Displays the System Metrics dialog. This lists all Window's system metrics, and displays an explanation of the selected metric, along with its current value.

Tools: Dialog Editor

This runs the configured dialog editor.

Tools: Image Editor

This runs the configured bitmap/icon editor.

Tools: Calculator

This runs the configured calculator.

Tools: Run

This allows you to run any executable file. The dialog is initialised with the last file you ran. The default file extension used is .EXE.

Window: Tile Across

Arranges the child windows so that they are tiled across the client window.

Window: Tile Down

Arranges the child windows so that they are tiled down the client window.

Window: Cascade

Arranges the child windows so that they cascade in an overlapped fashion from the top left to the bottom right of the client window.

Window: Arrange Icons

Arranges any minimized child windows in a neat row along the bottom of the client window.

Window: Close All

Closes all child windows. If any edit windows have been modified, you will be prompted to save the changes.

Help: Contents

Displays the table of contents for Windev help. You can use Help's hypertext links to access help on any topic from here. Help's Contents button can be used to return to this point from any topic.

Help: Search

Displays the index of help topics for Windev.

Help: Window Context

Displays help on the item at the caret position in the active window, using the following algorithm: If it's a C or C++ language key word, help is displayed using the command configured for the project in the environment section; else if it's a line starting "#include...", or "!include..." the included file is opened in a read-only window; otherwise the Windows SDK help file is used. The keyboard shortcut for this is F1.

Help: SDK

Displays help on the SDK item at the caret position in the active window, using the Windows SDK help file. The keyboard shortcut for this is Shift+F1.

Help: Environment

Displays help on the programming language item at the caret position in the active window, using the command configured for the project in the environment section. The keyboard shortcut for this is Ctrl+F1.

Help: File Statistics

This displays the number of lines and characters in the active window, on the status bar for a few seconds. The keyboard shortcut for this is Ctrl+Shift+F1.

Help: About Windev

This displays Windev's About dialog. It will contain your registration number, name and company, if you are a registered user.

Windev Initialisation Overview

Run Time Arguments

The run time arguments listed below can be used to override initialisation file settings. They are not case sensitive, but must appear before any file names. Because some of the arguments are mutually exclusive, conflicts are resolved by using the last option specified. Any other arguments are silently ignored. The switch character can be '/' or '-' as shown:

<u>Argument</u>	<u>Description</u>
-av	Arrange tiled vertically
-ah	Arrange tiled horizontally
-ac	Arrange cascaded
-am	Arrange maximized
-e	Editor only (project menu selection disabled)
-p	Print files in argument list, then exit.
-d <project dir>	Initial project directory
-i <ini file>	Specifies the initialisation file.

Initialisation Algorithm

Set all hard coded defaults.

Parse the runtime arguments.

If -i <ini-file> was specified and its path exists

 Set IniFile = <ini-file>

else {

 If windev.ini exists in working directory

 Set IniFile = <working-dir>\windev.ini

 else

 Set IniFile = <install-dir>\windev.ini // ie. in installation directory

}

Use IniFile entries to change hard coded defaults.

If -d <project-dir> was specified or IniFile contains a Project = <directory> entry {

 Use entries in windev.ini in the project directory

 to override any existing settings.

}

Finally, override any settings with values supplied as runtime arguments.

Termination Algorithm

If there is a current project directory {

 If windev.ini does not exist there, create it

 Write current settings to that windev.ini

```

    Write a Project = <directory> entry to IniFile
}
else {
    Write current settings to IniFile
    Delete any Project= entry
}

```

Initialisation Files

The default initialisation file is windev.ini in the installation directory. If windev.ini exists in the working directory, that will be used instead. It contains default settings for the items listed below. Omitted entries will take their settings from the program's internal resources. If there is an entry for Project= in the [Project] section, any settings in windev.ini in the project directory will take precedence.

NB. Use the [Global Settings](#) and [Configure Project](#) dialogs to change these settings - it's *much* safer! The case of the key words is significant.

[Settings]

SaveSettings=	0=No 1=Yes
SaveWindows	0=No 1=Yes
=	
Window=	Initial window position (left,top,right,bottom,zoom)
Arrange=	0=Vertical Tile 1=Cascade 2=Maximize 3=Horizontal tile
ScreenFont=	name,height,weight,italic (height is in device units)
PrinterFont=	name,height,weight,italic (height is font point size)
PageMargins=	left,top,right,bottom
PageHeader=	format string
PageFooter=	format string
TabSize=	Tab size in spaces
ShiftWidth=	Indentation increment in spaces
Calculator=	Calculator executable
DialogEditor=	Dialog editor executable
IconEditor=	Icon editor executable
Flags=	Binary combination of the following: 0000000000001 = No status bar 0000000000010 = No clock 0000000000100 = No tools 0000000001000 = No horizontal scroll bar 0000000010000 = No vertical scroll bar 0000000100000 = Auto-save 0000001000000 = Save .BAK files 0000010000000 = Use space as word delimiter 0000100000000 = Flash window on alert 0001000000000 = Editor only (no project menu) 0010000000000 = Maintain indentation 0100000000000 = Block indent

[Session]

EditCount=	Number of active edits
Edit01-99=	Active edits in last session
File1-6=	Most recently used files

For project specific settings, see [Project Variables](#).

Project Variables

Project variables are saved under the [Project] and various [<environment>] sections in your initialisation files. The variables and their values are as follows:

[Project]

Project=	Initial project directory
Project1-6=	Most recently used project directories
Environment=	Microsoft C Microsoft C++ Zortech C Zortech C++ Other
DebugBuild=	0=no 1=yes
Target=	Target executable
TestArgs=	Arguments to test target with

The Environment Section

There are separate environment sections for:

[Microsoft C], [Microsoft C++], [Zortech C], [Zortech C++] and [Other]

Each can contain the following settings:

Compiler=	Compiler executable + essential arguments
CompileArgs=	Common compiler arguments
CompileRelease=	Additional arguments to compile for release
=	
CompileDebug=	Additional arguments to compile for debugging
Linker=	Linker executable + essential arguments
LinkArgs=	Common linker arguments
LinkRelease=	Additional arguments to link for release
LinkDebug=	Additional arguments to link for debugging
LinkObjects=	Object files to link
LinkListFile=	Linker map output file
LinkLibs=	Common libraries to link
LinkLibsRelease=	Additional libraries to link for release
=	
LinkLibsDebug=	Additional libraries to link for debugging
LinkDefsFile=	Linker definitions file
Builder=	Make executable + essential arguments
BuildArgs=	Common build arguments
BuildRelease=	Additional arguments to build for release
BuildDebug=	Additional arguments to build for debugging
RC=	Resource compiler executable
RCArgs=	Common RC arguments
RCRelease=	Additional arguments to compile resource for release
RCDebug=	Additional arguments to compile resource for debugging

Debugger=	Debugger executable + debugger arguments
FileFilter=	Default file filter
GrepFiles=	Default Grep fileset (eg. "*.cpp *.h")
Include=	Include file search paths
HelpSDK=	SDK help executable command line or \$SDK help file
HelpEnv=	Program environment help executable command line or \$windows help file

License and Registration

[License Agreement](#)

[Definition of Shareware](#)

[Registration](#)

[Registration Address](#)

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Tel/Fax: +44 772 324353

CompuServe Address:

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License Agreement

LIMITED WARRANTY AND REMEDIES

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If you find this program useful and find that you are using Windev and continue to use it after a reasonable trial period, you must make a registration payment (see the registration instructions for details). This registration fee will license one copy for use on any one computer at any one time. All users will receive a copy of the latest release of Windev when they register, and free technical support for a limited period.

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You are encouraged to pass a copy of Windev along to your friends for evaluation, but you must include all files in the original distribution. Please encourage them to register their copy if they find that they make use of it.

Definition of 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.

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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. And 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.

Registration

Registration Benefits:

Windev makes use of the most advanced software technology available today. As the technology improves, so does our software. Your registration fee enables us to keep Windev at the forefront of technology, so that you continue to benefit from the productivity gains it gives you.

As a registered user, you will receive:

- o A copy of the latest release of the software on flexible diskette.
- o A license to use all future maintenance releases.
- o The display of your name, company and registration number on Windev's About dialog.
- o Technical support via CompuServe E-mail, by FAX, or through the mail, at no charge for 101 days.
- o When a major feature enhancement release is made, you will receive details of how to obtain an upgrade at a substantial saving.

Registration Instructions:

As of January 1993, the Registration Fee for Windev is £25.00 in UK Pounds, plus a shipping and handling fee (see the [Registration Form](#)).

If you require versions for both Windows 3.1 and Windows NT, the second version may be obtained at 50% of the Registration Fee, with free shipping and handling if ordered at the same time.

Payment must be by UK pound denominated drafts drawn on a UK bank, or by Pound Sterling International Money Order. Sorry, but banking fees for payments in other denominations are prohibitively expensive.

Please enclose a cheque or money order with your registration form, payable to:
"Helios Software Solutions".

Windev Registration Form

Please register me as a licensed Windev user, and send me a copy of the latest release for:

Windows 3.1 Windows NT

Name: _____

Company: _____

Address: _____

Phone: _____

Fax: _____

CompuServe ID: _____

Payment Due:

Registration Fee: £25.00 £ _____

Second O/S Version: £12.50 £ _____

Shipping & Handling*: £ _____

Total paid: £ _____

(*UK: £1.00, Europe(EC): £2.00, Other: £4.00)

Cheque/Draft No. _____

Signed: _____

Date: _____

The following section is optional, but will help us form our development plans, so please take the time to fill it in.

Usage:

Editor Only

Program Development

PC Operating Systems Used:

Programming Language/Vendor:

Windows 3.1

Microsoft _____

Windows NT

Zortech _____

Mac OS

Borland _____

UNIX _____

Other _____

Original copy of Windev from:

CompuServe

Other BBS _____

Distributor _____

Other _____

Any Comments: _____

When you have filled in the above details, mail this to Helios Software Solutions.

Thank you for your interest in this product.

Keyboard and Mouse

As far as possible, the use of the keyboard and mouse is CUA compliant and adheres to the standards specified in "The Windows Interface: An Application Design Guide", by Microsoft.

Keyboard

[Cursor Movement Keys](#)

[Editing Keys](#)

[Text Selection Keys](#)

[Function Keys](#)

[Menu Accelerator Keys](#)

Mouse

[Cursor Positioning with the Mouse](#)

[Editing with the Mouse](#)

[Text Selection with the Mouse](#)

[Hypertext Jumps](#)

Cursor Movement Keys

See Also

Press

Up Arrow
Down Arrow
Right Arrow
Left Arrow
Ctrl+Right Arrow
Ctrl+Left Arrow
Home

End
Page Up
Page Down
Ctrl+Home
Ctrl+End
Ctrl+A
Ctrl+B
Ctrl+E
Ctrl+F

To move the insertion point

Up one line.
Down one line.
Right one line.
Left one line.
Right one word.
Left one word.
To the beginning of the line and the first word on the line alternately.
To the end of the line.
Up one screen.
Down one screen.
To the beginning of the file.
To the end of the file.
Backward to the end of the previous word.
Backward to the start of the previous word.
Forward to the end of the next word.
Forward to the start of the next word.

See Also

[Editing Keys](#)

[Text Selection Keys](#)

[Function Keys](#)

[Menu Accelerator Keys](#)

Editing Keys

See Also

Press	To
Backspace	Delete the character to the left of the insertion point, or delete selected text.
Delete	Delete the character to the right of the insertion point, or delete selected text.
Insert	Toggle between insert and overtype mode.
Ctrl+Tab	Shift all selected lines right.
Shift+Tab	Shift all selected lines left.
Ctrl+C	Copy selected text to the clipboard.
Ctrl+Shift+C	Copy selected text and append it to the current contents of the clipboard.
Ctrl+L	Convert selection, or character to right of insertion point to lower case.
Ctrl+T	Transpose characters or lines either side of the insertion point.
Ctrl+U	Convert selection, or character to right of insertion point to upper case.
Ctrl+V	Paste text from the clipboard into the active window.
Ctrl+X	Delete selected text and put it on the clipboard.
Ctrl+Shift+X	Delete selected text and append it to the current contents of the clipboard.
Ctrl+Z	Undo the last editing action.

See Also

[Cursor Movement Keys](#)

[Text Selection Keys](#)

[Function Keys](#)

[Menu Accelerator Keys](#)

Text Selection Keys

See Also

Press

Shift+Left Arrow
Shift+Right Arrow
Shift+Up Arrow
Shift+Down Arrow
Shift+Page Up
Shift+Page Down
Shift+Home
Shift+End
Ctrl+Shift+Left Arrow
Ctrl+Shift+Right Arrow
Ctrl+Shift+Home
Ctrl+Shift+End
Ctrl+Shift+A

Ctrl+Shift+B

Ctrl+Shift+E

Ctrl+Shift+F

F9

To select or cancel selection of

One character to the left.
One character to the right
One line of text up.
One line of text down.
All text one screen up
All text one screen down.
Text to the beginning of the line.
Text to the end of the line.
The previous word.
The next word.
Text to the beginning of the file.
Text to the end of the file.
Selects backwards from the caret to the end of the previous word.

Selects backwards from the caret to the start of the previous word.

Selects forward from the caret to the end of the next word.

Selects forward from the caret to the start of the next word.

Selects matching brace.

See Also

[Cursor Movement Keys](#)

[Editing Keys](#)

[Function Keys](#)

[Menu Accelerator Keys](#)

Function Keys

See Also

Key	Modifier	Action
F1		Help on <u>window context</u>
	Ctrl	Help on a programming language key word or run-time library call.
	Shift	Help on Windows SDK.
	Ctrl+Shift	Displays size of the file in the active window on the status bar.
F2		Builds the default target.
	Ctrl	Builds a specified target.
F3		Unused.
F4		Displays the File Manage dialog.
	Ctrl	Closes the active window.
	Alt	Terminates Windev.
F5		Displays the Find dialog.
	Ctrl	Finds the next occurrence of the search string.
	Shift	Finds the previous occurrence of the search string.
F6	Ctrl	Activates the next child window.
F7		Unused.
F8		Displays the Replace dialog.
	Ctrl	Replaces the next occurrence of the search string.
F9		Selects <u>matching brace</u> .
F10		Toggles activation of the menu bar.
F11		Unused.
F12		Displays the file Save As dialog.
	Shift	Prints the contents of the active window.

See Also

[Cursor Movement Keys](#)

[Editing Keys](#)

[Text Selection Keys](#)

[Menu Accelerator Keys](#)

Menu Accelerator Keys

[See Also](#)

Menu	Command	Keyboard Accelerator	
File	New	Ctrl+N	
	Open	Ctrl+O	
	Save	Ctrl+S	
	Save As	F12	
	Save All	Ctrl+Shift+S	
	Manage	F4	
	Print	Shift+F12	
	Exit	Alt+F4	
	Edit	Undo	Ctrl+Z
		Cut	Ctrl+X
Copy		Ctrl+C	
Paste		Ctrl+V	
Upper Case		Ctrl+U	
Lower Case		Ctrl+L	
Transpose		Ctrl+T	
Shift Left		Shift+Tab	
Shift Right		Ctrl+Tab	
Search		Find	F5
	Find Next	Ctrl+F5	
	Find Previous	Shift+F5	
	Replace	F8	
	Replace Next	Ctrl+F8	
	Goto Line	Ctrl+G	
	Match Brace	F9	
	Global Search	Ctrl+Shift+F5	
Project	Build	F2	
	Build Target	Ctrl+F2	
Help	Window Context	F1	
	SDK	Shift+F1	
	Environment	Ctrl+F1	
	File Statistics	Ctrl+Shift+F1	

See Also

[Cursor Movement Keys](#)

[Editing Keys](#)

[Text Selection Keys](#)

[Function Keys](#)

Cursor Positioning with the Mouse

See Also

To set the insertion position with the mouse, click the left mouse button when the mouse cursor is at the required character position. You can set it to the start of a line by clicking in the left margin next to the line.

See Also

[Editing with the Mouse](#)

[Text Selection with the Mouse](#)

[Hypertext Jumps](#)

Text Selection with the Mouse

See Also

To	Do this with the left mouse button
Select any text	Click on the first character and drag to the last.
Select a single word*	Double click on the word.
Select an entire line	Double click in the left margin next to the line.
Select the entire file	Press Ctrl and click in the left margin.
Extend the current selection	Press Shift and click or drag to the new last character position.

*Double Clicking on a word with the left mouse button selects either a C/C++ language token, or all characters either side of the caret, up to a space or the beginning or end of the line, depending on the space delimiter setting in Global Settings.

See Also

[Cursor Positioning with the Mouse](#)

[Editing with the Mouse](#)

[Hypertext Jumps](#)

