ted

COLLABORATORS

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ted

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1.2 ted.library/TEDSetLabelList()

ted.library/TEDSetLabelList
NAME
    TEDSetLabelList -- tell the library where the address of label-list pointer

```
                          is
```

SYNOPSIS
```
    TEDSetLabelList(&mice)
                      A0
```

FUNCTION
```
    TEDSetLabelList attempts to tell ted.library where the pointer to the
    list of 'mouseabel' labels is.
```

INPUTS
```
    &mice -- address of the pointer to the label list
```

1.3 ted.library/TEDSetLabelCount()

```
                                            ted.library/TEDSetLabelCount
```
NAME
```
    TEDSetLabelCount -- tell the library where the address of the label
                        counter is
```

SYNOPSIS
```
    TEDSetLabelCount(&micecount)
                        A0
```

FUNCTION
```
    Attempt to tell ted.library where the label counter is held.
```

INPUTS
```
    &micecount -- address of label counter
```

1.4 ted.library/TEDGetLabelList()

```
                                            ted.library/TEDGetLabelList
```
NAME
```
    TEDGetLabelList -- obtain the address of the label-list
```

SYNOPSIS
```
    address = TEDGetLabelList()
    D0
```

FUNCTION
```
    Returns the address of the label-list
```

RESULT
```
    address -- address of the label-list (0 for failure)
```

NOTES
```
    The label-list is constructed as follows :

        *NextLabel
        *LabelText
```

```
      where LabelText :
            *PrevLine
            *NextLine
            linelength.b
            <actual tokenised text>
```

1.5 ted.library/TEDGetLabelCount()

```
                                          ted.library/TEDGetLabelCount
  NAME
      TEDGetLabelCount -- find out how many mouseable labels there are

  SYNOPSIS
      count = TEDGetLabelCount()
      D0

  FUNCTION
      Find out the number of 'mouseable' labels there are.

  RESULT
      count -- the number of 'mouseable' labels (0=failure or no labels)
```

1.6 ted.library/TEDSetJumpTable()

```
                                          ted.library/TEDSetJumpTable
  NAME
      TEDSetJumpTable -- tell the library where SuperTED's pointer to the
                         function jumptable is.

  SYNOPSIS
      TEDSetJumpTable(&jumptable)
                          A0

  FUNCTION
      Tell the ted library where SuperTED's function jump table pointer is

  INPUTS
      &jumptable -- the address of the pointer to SuperTED's jump table
```

1.7 ted.library/TEDGetJumpTable()

```
                                          ted.library/TEDGetJumpTable
  NAME
      TEDGetJumpTable -- obtain the locaton of SuperTED's function jump table

  SYNOPSIS
      jumptable = TEDGetJumpTable()
      D0

  FUNCTION
```

```
     Get the locaton of SuperTED's internal function jump table

RESULT
     jumptable -- the address of SuperTED's internal function jump table

NOTES
     At present SuperTED's function jump table is structured thus :

       A series of longword pointers to subroutines inside SuperTED :

               00       ->       Open Requester
               04       ->       Close Requester
               08       ->       Get Input
               12       ->       Error Requester
               16       ->       Detoke Entire File
               20       ->       Tokenise Entire File
               24       ->       File Requester
               28       ->       Refresh Gadgets
               32       ->       Get Input(2)
               36       ->       RESERVED
               40       ->       Screen Ptr
               44       ->       RESERVED
               48       ->       Change Colours
               52       ->       RESERVED

               56       ->       Tokenise One Line
               60       ->       Open IO
               64       ->       Close IO
               68       ->       Activate Gadget
               72       ->       Normal Mouse Pointer
               76       ->       Busy Mouse Pointer
               80       ->       RESERVED
               84       ->       RESERVED
               88       ->       Allocate Memory
               92.w     ->       Bitmap Modulo
               94       ->       Current Requester's Window
               98.w     ->       Button Status
               100      ->       Detoknise One Line
               104      ->       RESERVED
               108      ->       RESERVED
               112      ->       RESERVED
               116      ->       RESERVED
               120      ->       RESERVED
               128      ->       RESERVED
SEE ALSO
     libraries/ted.i libraries/ted.h
```

1.8 ted.library/TEDError()

```
                                             ted.library/TEDError
NAME
     TEDError -- bring up an error requester on SuperTED's screen

SYNOPSIS
     TEDError(bodytext)
```

```
                    A0
```

FUNCTION
    Tell SuperTED to open its standard Error Requester containing
    the specified 'bodytext'. The requester has only one button - 'Okay'

INPUTS
    bodytext -- a pointer to the requester's body text

1.9   ted.library/TEDSetFirstLine()

```
                                        ted.library/TEDSetFirstLine
```
NAME
    TEDSetFirstLine -- tell the library where the first line pointer is

SYNOPSIS
    TEDSetFirstLine(&firstlineptr)
                         A0

FUNCTION
    Tell ted.library where SuperTED holds the pointer to the first line
    in the document

INPUTS
    &firstlineptr -- address of the first line pointer (!)

1.10   ted.library/TEDSetCurrentLine()

```
                                      ted.library/TEDSetCurrentLine
```
NAME
    TEDSetCurrentLine -- tell the library where the current line pointer is

SYNOPSIS
    TEDSetCurrentLine(&currentlineptr)
                          A0

FUNCTION
    Tell ted.library where SuperTED holds the pointer to the current line
    in the document

INPUTS
    &currentlineptr -- address of the current line pointer (!)

1.11   ted.library/TEDGetFirstLine()

```
                                        ted.library/TEDGetFirstLine
```
NAME
    TEDGetFirstLine -- get the pointer to the first line of text

SYNOPSIS

```
    lineptr = TEDGetFirstLine()
    D0
```

FUNCTION
    Retrieve a pointer to the first line of text

RESULTS
    lineptr -- address of the first line of text

1.12 ted.library/TEDGetCurrentLine()

                                        ted.library/TEDGetCurrentLine
NAME
    TEDGetCurrentLine -- get the pointer to the current line of text

SYNOPSIS
    lineptr = TEDGetCurrentLine()
    D0

FUNCTION
    Retrieve a pointer to the current line of text

RESULTS
    lineptr -- address of the current line of text

1.13 ted.library/TEDDetoke()

                                        ted.library/TEDDetoke
NAME
    TEDDetoke -- detokenise a line of source code

SYNOPSIS
    detokenised_line = TEDDetoke(sourceline)
    D0   A0

FUNCTION
    Get SuperTED to detokenise a line of source code

INPUTS
    sourceline -- the actual tokenised text (NOT the line structure!)

RESULTS
    detokenised_line -- a pointer to detokenised null-terminated text.

NOTES
    ** THIS FUNCTION IS NOW OBSOLETE **

    Remember to pass the actual tokenised text, not the line structure!
    SuperTED's line structure is as follows:

        *PrevLine
        *NextLine

```
        linelength.b
        <actual tokenised text>
SEE ALSO
    blitz.library/DetokeLine
```

1.14   ted.library/TEDGetFilename()

```
                                            ted.library/TEDGetFilename
NAME
    TEDGetFilename -- return the name of file currently loaded

SYNOPSIS
    filename = TEDGetFilename()
    D0

FUNCTION
    Get SuperTED to return a string holding the name of the current file

RESULTS
    filename  -- a pointer to a null terminated string holding the
                 full path to the currnt file

NOTES
    The pathname is taken from the 'directory' string in the Load
    requester - so it may well be blank.
```