

GWD Text Editor Help Contents

Contents

[Menu Commands](#)

[Dialog Boxes](#)

[Keyboard](#)

[Macros](#)

[Procedures](#)

[Part of GWD Text Editor screen](#)

Other GWD programs

[GWD Calculator](#)

[GWD Font Editor](#)

[What is Shareware](#)

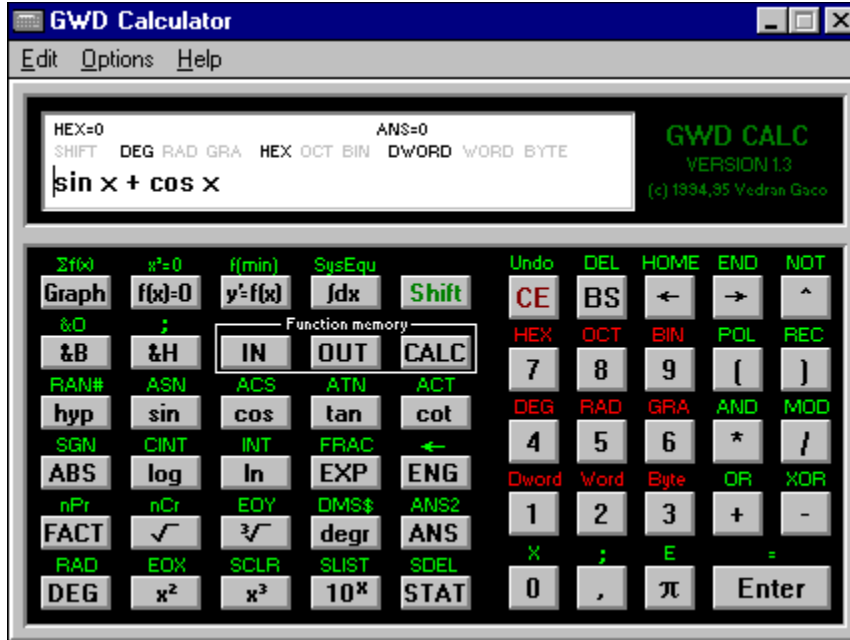
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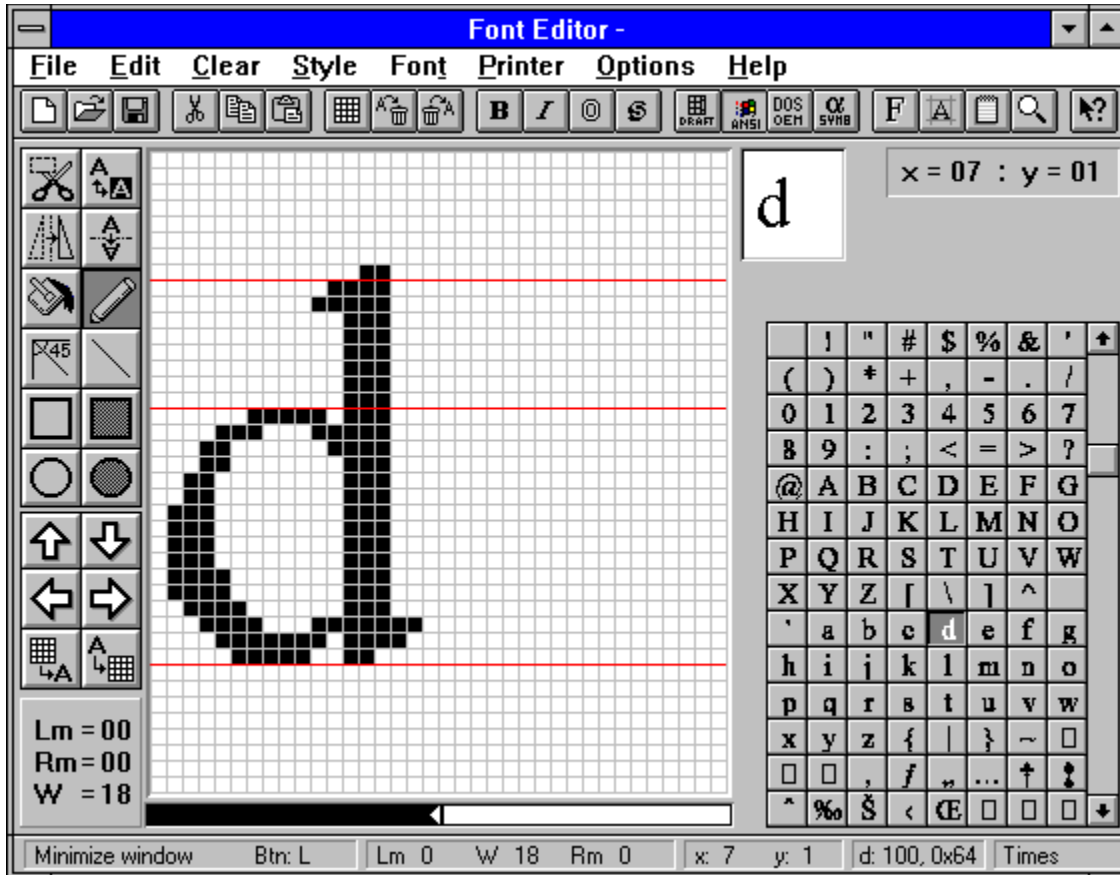
GWD Calculator

GWD Calculator is scientific calculator which can evaluate and plot expressions, solve equations, perform numerical integration and symbolical derivation.



GWD Font Editor

GWD Font Editor is bitmap font editor for Windows. You can edit many different types of fonts and export them in another format or font file.



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Autor se zahvaljuje Denisu Pleiæu na ispravljenim gramatièkim greškama u pomoæi (helpu), sugestijama i uoèenim greškama u beta verziji programa.

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Macros

A macro is a custom-made command that helps you work more quickly and efficiently. Typically, a macro is a series of GWD Text Editor commands and actions that GWD Text Editor triggers when you run the macro.

Creating a macro is easy with the Record Macro command. GWD Text Editor records the actions you perform so you can play them back as a macro.

See also

[Syntax](#)

[Predefined commands](#)

[Examples](#)

Macro Syntax

The syntax to define a macro is:

```
<Command> [Parameters]
```

```
<Command>
```

Here are the rules for macro definition:

1. Only one command per line is allowed.
2. A line starting with // or ; (semicolon) is treated as a comment and is ignored. Comments must appear on their own line.
3. Blank lines are ignored
4. If command parameter is a string, you can use C/C++ escapes to insert special characters:

 \a Alert (ASCII 7)

 \b Backspace (ASCII 8)

 \f Formfeeds

 \n New line (ASCII 10)

 \r Carriage return (ASCII 13)

 \t Horizontal tab (ASCII 9)

 \v Vertical tab

 \' Single quotation mark

 \" Double quotation mark

 \\ Backslash

 \? Question mark

 \000 ASCII character in octal notation

 \xhh ASCII character in hexadecimal notation

Predefined Commands

Command	Action
Backspace	Deletes the character to the left of the cursor
BackTab	Moves to previous tab position
BottomOfWindow	Moves to the bottom of the text window
BottomOfWindowSelect	Extends the selection to the bottom of the text window
CapitalizeWord	Makes the first character in word uppercase.
CenterBlockPara	Centers all lines in the selected text or current paragraph
CenterLine	Centers the current cursor line
CommpresSpacesToTabs	Compresses occurrences of multiple spaces to tabs
ConvertText	Convert text
Copy	Copies the selected text and puts in on the Clipboard
CopyAndAppend	Copies the selected text and puts in to the end of Clipboard
CursorDown	Moves the cursor one line down
CursorLeft	Moves the cursor one character to the left
CursorRight	Moves the cursor one character to the right
CursorUp	Moves the cursor one line up
Cut	Cuts the selected text and puts in on the Clipboard
CutAndAppend	Cuts the selected text and puts in to the end of Clipboard
CutLine	Deletes the selected lines and puts them on the Clipboard
Delete	Deletes the selection or the character to the right of the cursor
DeleteBlock	Deletes the selection
DeleteChar	Deletes the character to the right of the cursor
DeleteLine	Deletes the current line
DeleteToBOL	Deletes from begin of line to the cursor
DeleteToEOL	Deletes from the cursor to end of line
DeleteWord	Deletes a word to the right
DeleteWordBack	Deletes a word to the left
DownSelect	Extends the selection down one line
DuplicateLine	Duplicates the current line
EndLineDraw	Finish line drawing
EndSelect	Finish marking a block of text
ExpandTabsToSpaces	Expands tab characters to the appropriate number of spaces
FillBlock	Fills the selected column block with a pattern of characters
Find	Finds the specified text
FindNext	Repeats last Find or Replace operation
FindNextWord	Finds the next occurrence of the selected text or the current word
FindPrevWord	Finds the previous occurrence of the selected text or the current

	word
FirstNonBlank	Moves to first non-blank character on the current line
FlipCase	Flips the case of the current character or the selected text
FlipCaseWord	Flips the case in word
GoToColumn	Moves cursor to a specific column
GoToLine	Moves cursor to a specific line
GotoMark0	Moves to bookmark 0
GotoMark1	Moves to bookmark 1
GotoMark2	Moves to bookmark 2
GotoMark3	Moves to bookmark 3
GotoMark4	Moves to bookmark 4
GotoMark5	Moves to bookmark 5
GotoMark6	Moves to bookmark 6
GotoMark7	Moves to bookmark 7
GotoMark8	Moves to bookmark 8
GotoMark9	Moves to bookmark 9
HelpKeywordSearch	Displays help about the word at current cursor (insertion point) location
HideSelect	Stop highlighting the selected text
IndentBlock	Inserts a space at the beginning of each line in the selected text
InsertChar	Inserts the character at the current caret location
InsertComment	Inserts C/C++ comment bars <code>/** * **/</code>
InsertCommentLight	Inserts light C/C++ comment bars <code>/*--- ---*/</code>
InsertDate	Inserts current date at the current cursor position
InsertLine	Inserts a new line
InsertSymbol	Inserts a special character
InsertTime	Inserts current time at the current cursor position
InsertTimeDate	Inserts the current date and time
JoinLine	Joins the line below the cursor line to the end of the cursor line
JustifyBlockPara	Aligns the paragraph or selected block at both the left and the right indent
LeftBlockPara	Deletes all leading spaces from the beginning of each line in the selected text or current paragraph
LeftSelect	Extends the selection one character to the left
LineDrawStyle	Selects line draw style
LineEnd	Moves to the end of the current line
LineEndSelect	Extends the selection to the end of the current line
LineStart	Moves to the start of the current line
LineStartSelect	Extends the selection to the start of the current line
LowerCase	Converts the selected text or current character to lowercase
LowerCaseWord	Makes the word lowercase
MacroStopRecorder	Finishes recording actions

MatchPair	Moves cursor to a matching brace character <code>{([/* */]}</code>
MatchPreprocNext	Finds the next matching preprocessor condition <code>(#if #else #endif)</code> MatchPreprocNext
MatchPreprocPrev	Finds the previous matching preprocessor condition <code>(#if #else #endif)</code> MatchPreprocNext
NewFile	Creates a new file in new edit window
NewLine	Inserts a new line with a carriage return
NullCmd	No operation. Calls the editor, but performs no function.
OpenFile	Opens an existing file
OpenFileAtCursor	Opens the file at the cursor position
PageDown	Moves the cursor down by one window
PageDownSelect	Extends the selection down one page
PageUp	Moves the cursor up by one window
PageUpSelect	Extends the selection up one page
ParaDown	Moves to the beginning of the next paragraph.
ParaDownSelect	Extends the selection to the beginning of the next paragraph
ParaUp	Moves to the beginning of the previous paragraph
ParaUpSelect	Extends the selection to the beginning of the previous paragraph
Paste	Inserts text from the Clipboard at the cursor position (insertion point)
Print	Prints the contents of the active window
ReadBlock	Inserts a file at position of the caret (insertion point)
RecordMacro	Records the actions as a macro
Redo	Redo the last undone editor action
Replace	Finds the specified text and replaces it with a new text
RightBlockPara	Right aligns all lines in the selected text or current paragraph
RightSelect	Extends the selection one character to the right
SaveFile	Saves the file in the active window
SaveFileAs	Saves the file in the active window with a new name
ScrollDown	Scrolls the file contents down one line
ScrollUp	Scrolls the file contents up one line
SelectAll	Selects all of the text in the active window
SelectAll	Selects the entire document
SelectLine	Selects current line
SelectPara	Selects the current paragraph
SelectWord	Selects word
SentenceCase	Capitalizes the first letter of the first word in the selected sentences
SetAutoIndent	Sets the Auto Indent option On
SetAutoUnindent	Sets the Backspace Unindents option On
SetCharSelMode	Sets character (stream) selection mode
SetColumnSelMode	Sets column (block) selection mode

SetInsert	Sets Insert/Overwrite option to Insert
SetMark0	Drops bookmark 0
SetMark1	Drops bookmark 1
SetMark2	Drops bookmark 2
SetMark3	Drops bookmark 3
SetMark4	Drops bookmark 4
SetMark5	Drops bookmark 5
SetMark6	Drops bookmark 6
SetMark7	Drops bookmark 7
SetMark8	Drops bookmark 8
SetMark9	Drops bookmark 9
SetWordWrap	Sets the Word Wrap option On
Sort	Rearranges the selected text according to the a specified order
StartLineDraw	Starts line drawing
StartSelect	Starts marking a block of text
Tab	Inserts a tab
TextEnd	Moves to the end of the file
TextEndSelect	Extends the selection to the end of the file
TextStart	Moves to the beginning of the file
TextStartSelect	Extends the selection to the beginning of the file
TitleCase	Capitalizes the first letter of each word in the selection
ToggleAutoIndent	Toggles the state of the Auto Indent option
ToggleAutoUnindent	Toggles the state of the Backspace Unindents option
ToggleInsert	Toggles the state of Insert/Overwrite option
ToggleLineDraw	Toggles line drawing mode
ToggleWordWrap	Toggles word wrap on/off
TopOfWindow	Moves to the top of the text window
TopOfWindowSelect	Extends the selection to the top of the text window
TransposeChar	Swap characters around the insertion point (cursor)
TransposeLine	Swap lines around the insertion point (cursor)
TransposeWord	Swap words around the insertion point (cursor)
Undo	Undoes the last editor actions
UnindentBlock	Deletes a leading space, if any, from the beginning of each line in the selected text
UpperCase	Converts the selected text or current character to uppercase
UpperCaseWord	Makes the word uppercase
UpSelect	Extends the selection up one line
UserTool1	Activates user-defined tool 1
UserTool2	Activates user-defined tool 2
UserTool3	Activates user-defined tool 3
UserTool4	Activates user-defined tool 4
UserTool5	Activates user-defined tool 5

UserTool6	Activates user-defined tool 6
UserTool7	Activates user-defined tool 7
UserTool8	Activates user-defined tool 8
UserTool9	Activates user-defined tool 9
WordCount	Displays the word statistics of the active document
WordLeft	Moves back one word
WordLeftSelect	Extends the selection forward one word
WordRight	Moves forward one word
WordRightSelect	Extends the selection back one word
WriteBlock	Saves the selected text in active window with a new name

Macro Examples

C/C++ Comment a function

C/C++ if else

C/C++ while

C/C++ switch case

C++ class

PASCAL if else

Comment a function

USE: Put the cursor over function name which is at the left of the screen. Do not include the return type or parameters before using this macro.

```
// MACRO BEGIN
LineStart
NewLine
DupLine
CursorUp
CenterLine
LineEnd
NewLine
LineStart
CursorUp
CursorUp
InsertText
"/*****"
InsertText "****"
CursorDown
LineEnd
NewLine
NewLine
LineStart
InsertText "DESCRIPTION:"
NewLine
LineStart
InsertText "PARAMETERS:"
NewLine
InsertText "RETURN:"
NewLine
LineStart
InsertText
"*****"
InsertText "**/"
CursorDown
CursorDown
LineEnd
// MACRO END
```

C/C++ if else

```
InsertText "if() {"  
InsertLine  
WordLeft  
CursorDown  
InsertText "}"  
InsertLine  
CursorLeft  
CursorDown  
InsertText "else {"  
InsertLine  
WordLeft  
CursorDown  
InsertText "}"  
CursorUp  
CursorUp  
CursorUp  
CursorRight  
CursorRight
```


C/C++ while

```
InsertText "while() {"  
InsertLine  
WordLeft  
CursorDown  
InsertText "}"  
CursorUp  
CursorRight  
CursorRight  
CursorRight  
CursorRight  
CursorRight
```

C/C++ switch case

```
InsertText "switch() {"  
InsertLine  
CursorLeft  
WordLeft  
CursorDown  
CursorRight  
CursorRight  
InsertText "case:"  
InsertLine  
WordLeft  
CursorDown  
InsertText "case:"  
InsertLine  
WordLeft  
CursorDown  
InsertText "default:"  
InsertLine  
WordLeft  
CursorDown  
CursorLeft  
CursorLeft  
CursorLeft  
InsertText "}"  
CursorUp  
CursorUp  
CursorUp  
CursorUp  
CursorUp  
CursorRight  
CursorRight  
CursorRight  
CursorRight  
CursorRight  
CursorRight
```

C++ class

```
InsertText "class"  
InsertLine  
WordLeft  
CursorDown  
InsertText "{"  
InsertLine  
CursorDown  
CursorRight  
InsertText "private:"  
InsertLine  
WordLeft  
CursorDown  
InsertText "protected:"  
InsertLine  
WordLeft  
CursorDown  
InsertText "public:"  
InsertLine  
WordLeft  
CursorDown  
CursorLeft  
CursorLeft  
InsertText "};"
```

PASCAL if else

```
InsertText "IF THEN BEGIN"  
InsertLine  
WordLeft  
WordLeft  
WordLeft  
CursorDown  
InsertText "ELSE BEGIN"  
InsertLine  
WordLeft  
WordLeft  
CursorDown  
InsertText "END"  
CursorUp  
CursorUp
```

GWD Text Editor menu

System menu

File menu

Edit menu

Search menu

Tools menu

Font menu

Options menu

Window menu

Help menu

System menu

The GWD Text Editor System-menu box is on the far left of the title bar. Click it once or press Alt+Spacebar to display the menu.

Restore

Move

Size

Minimize

Maximize

Close

Next

Switch to

File menu

The File menu provides commands for creating new files, opening existing files, saving files, printing files, and exiting the GWD Text Editor.

<u>New</u>	Creates a new file in new edit window.
<u>Open</u>	Open an existing file.
<u>Insert File</u>	Inserts a file at position of the caret.
<u>Find File</u>	Find files matching a filename pattern.
<u>Save</u>	Saves the current document.
<u>Save As</u>	Saves the current document under a new name.
<u>Save Block</u>	Saves the selected text in active document under a new name
<u>Print</u>	Prints the current document.
<u>Print Preview</u>	View a sample printout of the current document.
<u>Printer Setup</u>	Changes the printer and the printing options.
<u>Page Setup</u>	Changes the page layout settings.
<u>Exit</u>	Quits GWD Text Editor.
<u>1234</u>	Opens the document.
<u>More Files</u>	Chooses a file to open from a list.

Edit menu

The Edit menu provides commands to undo, redo, cut, copy, paste, and clear the text in edit windows.

<u>Undo</u>	Undoes the last editor actions.
<u>Redo</u>	Redo the last undone editor action.
<u>Cut</u>	Cuts the selected text and puts in on the Clipboard.
<u>Copy</u>	Copies the selected text and puts in on the Clipboard.
<u>Paste</u>	Inserts text from the Clipboard at the cursor position.
<u>Clear</u>	Deletes the selected text.
<u>Cut & Append</u>	Cuts the selected text and puts in to the end of Clipboard.
<u>Copy & Append</u>	Copies the selected text and puts in to the end of Clipboard
<u>Select All</u>	Selects all the of text in the active window.
<u>Column Select Mode</u>	Toggles column/stream selection mode.
<u>Fill Block</u>	Fills the selected block with a pattern.
<u>Line Draw</u>	Starts line drawing.
<u>Line Draw Style</u>	Selects line draw style.
<u>Insert Symbol</u>	Inserts a special character.
<u>Insert Time/Date</u>	Inserts the current date and time.
<u>Word Wrap</u>	Toggles word wrap on/off.

Search menu

The Search menu provides commands to search for text and error locations in your files.

<u>Find</u>	Finds the specified text
<u>Replace</u>	Finds the specified text and replace it with new text
<u>Find Next</u>	Repeats last Find or Replace operation
<u>Goto Line</u>	Moves cursor to a specific line
<u>Goto Column</u>	Moves cursor to a specific column
<u>Match Pair</u>	Moves cursor to a matching brace character <code>{([/* */]}</code>
<u>Drop Bookmark</u>	Drop a bookmark at the current cursor position
<u>Goto Bookmark</u>	Go to a bookmark position

Tools menu

For more information, choose a command name.

Record Macro

Stop Recorder

Macro

Expand Tabs to Spaces

Compress Spaces to Tabs

Convert Tab Size

Change Case

Convert Text

Sorting

Word Count

GWD Calculator

Font menu

For more information, choose a command name.

Set Font

Windows 1250 CE

Windows 1252

MS-DOS 437

MS-DOS CROSCII

ISO8859-1

ISO8859-2

Options menu

The Options menu contains commands for viewing and changing various default settings in GWD Text Editor.

Editor Options

Mouse Options

Language

Key Mapping

Help Options

Tools

File Filters

AutoCorrect

Status Bar

Tool Bar

Allow Multiple Instances

Save Desktop Now

Save Desktop on Exit

Restore Desktop Now

Restore Desktop on Start

Save Settings Now

Save Settings on Exit

Window menu

The Window menu contains window management commands.

At the bottom of the Window menu is a list of open windows. If there is more than one window active, you can switch to another window and make it active by selecting it from the list.

Cascade Arranges the windows in a step ladder fashion.

Tile Arranges the windows so that none overlap.

Arrange Icons Aligns the icons on the bottom.

Close All Closes all child windows.

Help menu

The Help menu provides access to online Help.

Contents Displays help contents for the GWD Text Editor.

Keyboard Displays keyboard information.

What Is Use mouse to select item you want help on.

Keyword Search Displays help about the word at current cursor position.

About Displays version and copyright information.

Restore (System Menu)

This command returns the active window to its previous size. It is only available when the active window is maximized or minimized.

Move (System menu)

Use this command to move the active window with the keyboard, rather than by dragging it with the mouse.

Use the arrow keys to move the window and press Enter when you are done.

This command is not available when the active window is maximized.

You can also move the window by dragging its title bar.

Size (System menu)

Use this command to change the size of the active window with your keyboard.

Use the arrow keys to move the window borders. Press Enter when you are satisfied with the window size.

This command is not available if the active window is maximized.

Minimize (System menu)

This command turns the active window into an icon on the GWD Text Editor desktop.
This command is not available if the active window is already minimized.

Maximize (System menu)

This command enlarges the active window to full screen size.

This command is not available if the active window is already maximized.

Close (System menu)

This command closes the active window or, if chosen from the desktop, closes and unloads the GWD Text Editor from memory.

If you have modified an Edit window without saving the file first, a Save File dialog box appears asking you if you want to save the file before closing.

Next (System menu)

This command makes the next open window or icon active.

Shortcut

Keys Ctrl+F6

Switch to (System menu)

This command displays the Task List dialog box, which you can use to switch from one application to another and rearrange application windows.

New (File menu)

The New command opens a new Edit window with the default name NONAMExx.TXT (the xx stands for a number from 00 to 99) or NNAMxxxx.TXT (the xxxx stands for a number from 0100 to 9999) and automatically makes the new Edit window active.

The GWD Text Editor prompts you to name a NONAME file when you save it.

Open (File menu)

The Open command displays the Open a File dialog box. In this dialog box, you select the file you want to open.

Insert File (File menu)

The Insert File command displays the Open a File dialog box.

In this dialog box, you select the file you want to insert at the cursor position.

Find File (File menu)

The Find Files command allows you to locate files by filename pattern and/or words and phrases among directories and subdirectories.

See also

[Find File dialog](#)

[How to find file](#)

Save (File menu)

This command saves the file in the active Edit window to disk.

If the file has a default name (such as NONAME00.TXT), the GWD Text Editor opens the Save File As dialog box so you can rename the file, as well as save it in a different directory or on a different drive.

If you use an existing file name to name the file, the GWD Text Editor asks if you want to overwrite the existing file.

If you want to save all modified files, not just the file in the active Edit window, choose Save All.

This command is available only if an Edit window is currently active.

See also

Save As

Save All

Save Block

Save As (File menu)

The Save As command opens up the Save File As dialog box, where you can save the file in the active window under a different name, in a different directory, or on a different drive.

You can enter the new file name, including the drive and directory.

If you choose an existing file name, the GWD Text Editor asks if you want to overwrite the existing file.

See also

Save

Save Block

Save Block (File menu)

The Save Block command opens up the Save File As dialog box, where you can save the selected text in the active window.

If you choose an existing file name, the GWD Text Editor asks if you want to overwrite the existing file.

This command is available only if text in active window has been marked for selection.

See also

Save

Save As

Insert File

Save All (File menu)

The Save All command works just like the Save command except that it saves the contents of all modified files, not just the file in the active window.

This command is disabled if there are no active windows.

See also

Save

Save As

Print (File menu)

This command displays the Print dialog box which lets you print the contents of the active window.

See also

Print Setup

Page Setup

Printing header and footers

Print Preview (File Menu)

The Print Preview command opens a special window that shows how the active document will appear when printed. The preview window shows one or two pages of the active document as they would be laid out on printer pages. Controls on the window allow you to move through the pages of the document.

Print setup (File menu)

The Printer Setup command displays the [Printer Setup](#) dialog box where you select which printer you want to use for printing.

See also

[Print](#)

[Page Setup](#)

[Printer Setup dialog](#)

Page Setup (File menu)

Sets the margins and adds headers and footers to printed appointments.

See also

[Page Setup dialog](#)

[Printing headers and footers](#)

Exit (File menu)

Exits the GWD Text Editor and removes it from memory.

If you have modified a file without saving it, the GWD Font Editor prompts you to do so before exiting.

1234 (File menu)

If you opened files and then closed them during your editing session (by pressing Ctrl+F4), the last four files are listed at the bottom of the File menu so you can quickly reopen them. Choose the file name at the bottom of the menu to reopen the file.

See also

[More Files](#)

More Files (File menu)

The More Files command displays the More Files dialog box which displays the last 20 closed files, so you can quickly reopen them.

See also

[1234](#)

Undo (Edit menu)

The Undo command restores the file in the current window to the way it was before your most recent edit.

The name of the command changes, depending on what the last action was -- for example, Undo Sorting or Undo Typing. The Undo command changes to Can't Undo on the menu if you cannot reverse your last action.

The Undo command will not change an option setting that affects more than one window or reverse any toggle setting that has a global effect; for example, Insert/Overwrite.

Normally GWD Text Editor records the last 20 edit actions that you have performed on each file that you are editing. You can change this to record more or fewer actions in the Editor Options dialog box.

See also

Redo

Redo (Edit menu)

The Redo command reverses the effect of the most recent Undo command.

Redo only has an effect immediately after an Undo command or another Redo command.

A series of Redo commands reverses the effects of a series of Undo commands.

See also

[Undo](#)

Cut (Edit menu)

Deletes text from a document and places it onto the Clipboard, replacing the previous Clipboard contents.

Copy (Edit menu)

Copies selected text from a active window onto the Clipboard, leaving the original intact and replacing the previous Clipboard contents.

Paste (Edit menu)

Pastes a copy of the Clipboard contents into the current window at the cursor position (insertion point).

Clear (Edit menu)

Deletes selected text from a document, but does not place the text onto the Clipboard. Use Delete when you want to delete text from the document but you have text on the Clipboard that you want to keep.

Cut and Append (Edit menu)

Deletes selected text from a document and appends the selected text to the end of the Clipboard without deleting any existing contents of the Clipboard.

Copy and Append (Edit menu)

Appends selected text from a active window to the end of the Clipboard without deleting any existing contents of the Clipboard.

Select All

This command selects the entire contents of the active window. You can copy the selected text onto the Clipboard, delete it, or perform other editing actions.

Column Select Mode (Edit menu)

Use this command to alternate between column (block) and normal (stream) selection modes

Fill Column Block (Edit menu)

Use this command to fill highlighted column block with a pattern of characters. This command is available only when you select an column block.

See also

[Column Select Mode](#)

Line Draw (Edit menu)

This command allow you to draw lines using direction keys.

This command can be useful for creating boxes, and other text mode drawings.

See also

[LineDraw Style](#)

Line Draw Style (Edit menu)

This command displays [Line Draw Style dialog box](#) that allows you to select line used to draw lines with the direction keys.

See also

[Line Draw](#)

[Line Draw Style dialog box](#)

Insert Symbol (Edit menu)

Use this command to insert ASCII control code or character that cannot be found on a standard keyboard.

Insert Time/Date

Inserts the current time and date into a document at the cursor position (insertion point).

Word Wrap (Edit menu)

Toggles the word wrap mode.

See also

[Editor Options dialog box](#)

Find (Search menu)

The Find command displays the [Find Text](#) dialog box, where you type in the text you want to search for.

You can set several options in this dialog box that affect the search.

See also

[Replace](#)

[Find Text dialog box](#)

[Find Next](#)

Replace (Search menu)

The Replace command displays the Replace Text dialog box, where you type in the text you want to search for and the text you want to replace it with.

See also

Replace Text dialog box

Find

Find Next

Find Next (Search menu)

The Search Again command repeats the last Find or Replace command.

The last settings made in the Find Text or Replace Text dialog box remain in effect when you choose Find Next.

See also

Find

Replace

Goto Line (Search menu)

The Go to Line command displays the Go To Line Number dialog box that allows you to specify the line number you want to find.

See also

[Goto Column](#)

Goto Column (Search menu)

The Go to Column command displays the Go To Column dialog box that allows you to specify the column number you want to go.

See also

Goto Line

Match Pair (Search menu)

The Match Pair command moves the cursor (insertion point) to a matching brace character

The command checks whether the caret is positioned on a character that is either an opening brace from the set { [(or /*, or is a closing brace from the set]) or */. If so, GWD Text Editor scans the window in the appropriate direction to locate the brace that matches it, with regard to nested brace pairs. If a match is found, the cursor (insertion point) is moved to the match pair; if no match is found, the cursor remains where it is.

Match Next Preprocessor Condition (Search menu)

Finds the next matching preprocessor condition.

The command checks whether the cursor (insertion point) is positioned on a line that is an C/C++ preprocessor condition (`#if`, `#ifdef`, `#ifndef`, `#else` or `#elif`). If so, GWD Text Editor scans the file in down direction to locate the preprocessor condition that matches it, with regard to nested preprocessor condition pairs. If a match found the cursor (insertion point) is moved to the matching condition; if no match is found, the cursor remains where it is.

Match Prev Preprocessor Condition (Search menu)

Finds the previous matching preprocessor condition.

The command checks whether the cursor (insertion point) is positioned on a line that is an C/C++ preprocessor condition (`#endif`, `#else` or `#elif`). If so, GWD Text Editor scans the file in up direction to locate the preprocessor condition that matches it, with regard to nested preprocessor condition pairs. If a match found the cursor (insertion point) is moved to the matching condition; if no match is found, the cursor remains where it is.

Drop Bookmark (Search menu)

The Drop Bookmark command inserts one of ten numbered markers at the cursor position. Use the Go To Bookmark command to return to one of these locations.

Go to Bookmark (Search menu)

Go to Bookmark command moves the cursor (insertion point) to one of the ten numbered bookmarks.

See also

[Drop Bookmark](#)

Record Macro (Tool menu)

The Record Macro command displays the [Record Macro](#) dialog box, where you can start recording your key presses and menu selections as a keyboard macro.

Note: The macro recorder cannot record mouse actions. You must use keys when recording actions such as moving the cursor (insertion point) and selecting text. However, you can use the mouse to choose commands and select options when recording a macro.

See also

[Recording a macro](#)

[Record Macro dialog box](#)

[Using Macros](#)

Stop Recorder (Tool menu)

This command stops recording your key presses and menu selections as a keyboard macro

See also

[Record Macro](#)

Macro (Tool menu)

This command displays the [Macro](#) dialog box where you can run, edit or delete any macro.

See also

[Macro dialog box](#)

[Recording a macro](#)

[Using Macros](#)

Expand Tabs to Spaces

This command expands tab characters to the appropriate number of spaces.

See also

[Compress Spaces to Tabs](#)

[Convert Tab Size](#)

Compress Spaces to Tabs (Tool menu)

This command compresses occurrences of multiple spaces to tabs, where appropriate. Spaces within quotes (single and double) are not compressed.

See also

[Expand Tabs to Spaces](#)

[Convert Tab Size](#)

Convert Tab Size (Tool menu)

This command displays Convert Tab Size dialog box where you can convert text file written in text editor with (n) tab size to text file with (n) or current tab size.

See also

[Expand Tabs to Spaces](#)

[Compress Spaces to Tabs](#)

Change Case (Tool menu)

The Change Case command displays Change Case dialog box where you can change the capitalization of selected text.

Convert Text (Tool menu)

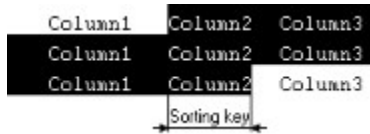
The Convert Text command displays Convert Text dialog box where you can convert character set.

If there is a selected text when this command is executed, only characters in the selected text are converted; otherwise this command affects the entire file.

Sorting (Tool menu)

The Sorting command displays Sorting dialog box that allows you to arrange selected lines alphabetically or numerically.

GWD Text Editor allows you to sort a range of lines, using a selected Block as the key upon which the sort is based.



A 3x3 grid of text with columns labeled Column1, Column2, and Column3. The middle column (Column2) is highlighted in black. Below the grid, a double-headed arrow labeled "Sorting key" spans the width of the highlighted column.

Column1	Column2	Column3
Column1	Column2	Column3
Column1	Column2	Column3

You can also use column block (see Column Select Mode command) to specify sorting key:



A 3x3 grid of text with columns labeled Column1, Column2, and Column3. The middle column (Column2) is highlighted in black. Below the grid, a double-headed arrow labeled "Sorting key" spans the width of the highlighted column.

Column1	Column2	Column3
Column1	Column2	Column3
Column1	Column2	Column3

See also

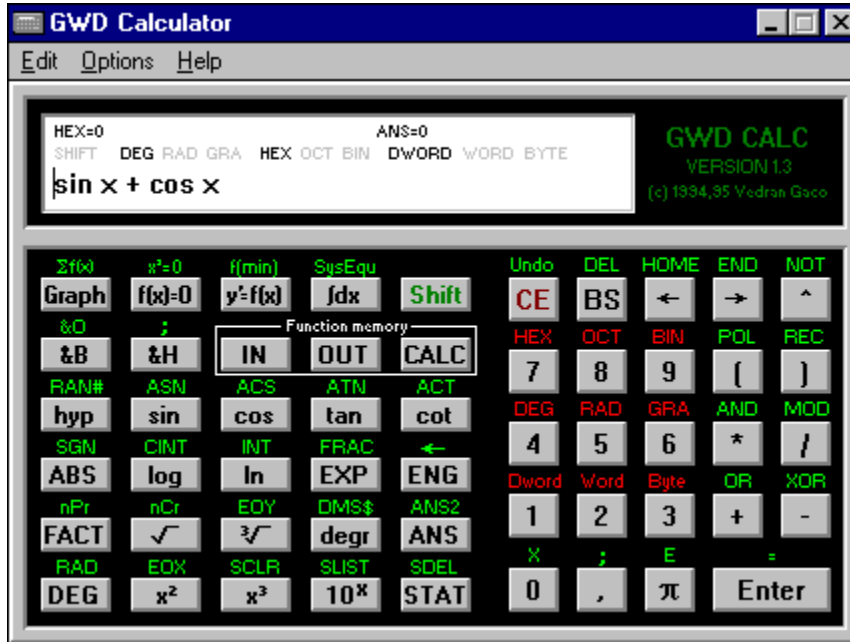
[Sorting dialog box](#)

Word Count (Tools menu)

Counts the number of words, characters, paragraphs, and lines in the active document.

GWD Calculator (Tools menu)

Runs GWD Calculator or Windows Calculator if GWD Calculator is not installed.



Set Font (Font menu)

The Set Font command starts a standard Choose Font dialog box that allows you to specify the typeface to be used, the type style (i.e. regular, bold or italic), and the type size. The selection applies to all windows.

Note that you can select only fixed pitch fonts.

You can create Windows bitmap fonts using GWD Font Editor.

Fonts (Font menu)

Windows 1250 CE

Specifies that text is to be shown using the standard ANSI (Central European) fixed pitch font.

Windows 1252

Specifies that text is to be shown using the standard ANSI fixed pitch font.

MS-DOS 437

Sets the screen font to the standard MS-DOS (CodePage 437) fixed pitch font.

MS-DOS CROSCII

Specifies that text is to be shown using the standard Croatian 7-bit fixed pitch font.

ISO 8859-1

Specifies that text is to be shown using the standard ISO8859-(Latin I) fixed pitch font.

ISO 8859-21

Specifies that text is to be shown using the standard ISO8859-2 (Latin II) fixed pitch font.

You can use GWD Font Editor to create your own Windows bitmap fonts.

See also

[Set Font](#)

Editor Options (Options menu)

The Editor command displays the Editor Options dialog box, where you specify how you want the GWD Text Editor to handle text in Edit windows.

Mouse Options (Options menu)

The Mouse command displays the Mouse Options dialog box, where you specify settings which define how your mouse works.

Language (Options menu)

The Language command opens the Language dialog box, where you can specify language (this is interesting only to folks in Croatia).

GWD Text Editor uses language codes to tailor several features (sorting, case conversion, etc.)

Key Mapping (Options menu)

The Key Mapping command opens the [Key Mapping dialog box](#) where you can modify key assignments for commands and macros.

See also

[Key Mapping dialog box](#)

Help Options (Options menu)

The Help Options command opens the Help Options dialog box where you can add items on the Help menu.

Tools (Options menu)

The Tools command opens the [Tools dialog box](#), where you can add, delete or modify the tools listed under the Tool menu. The Tool menu lets you run tools of your choice without leaving the GWD Text Editor.

See also

[Tools dialog box](#)

File Filters (Options menu)

The File Filters command opens the [File Filters dialog box](#), where you can add, delete or modify file filters for Open and Save As dialog boxes.

See also

[File Filters dialog box](#)

Syntax Highlighting (Options menu)

The Syntax Highlighting command opens the SyntaxHighlight dialog box where you can specify how you want the different syntax elements of your source code to appear in the Edit window. You can also define Syntax Highlighting for languages that are not known by GWD Text Editor.

AutoCorrect (Options menu)

The AutoCorrect comand opens the [AutoCorrect](#) dialog box where xou can add, delete or modify AutoCorrect entries.

See also

[AutoCorrect dialog box](#)

Status Bar (Options menu)

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button, and keyboard latch state. A check mark appears next to the menu item when the Status Bar is displayed.

For more information, see [Status Bar](#).

Toolbar (View menu)

This command displays or hides the Toolbar, which includes buttons for some of the most common commands in GWD Text Editor, including Open, Copy, and Print.

For more information, see [Toolbar](#).

Allow Multiple Instances (Options menu)

The Allow Multiple Instances command determines whether more than one instance of the program can be run at the same time.

Tips

If you hold down CTRL key when you run new instance of program or open document associated with GWD Text Editor. GWD Text Editor will always create new instance of program.

If you hold down SHIFT key when you run new instance of program or open document associated with GWD Text Editor. GWD Text Editor will always load document in previous instance.

Save Desktop Now (Options menu)

The **Save Desktop Now** command saves the workspace immediately. Saved workspace can be restored with **Restore Desktop Now** or **Restore Desktop on Start** commands.

Save Desktop on Exit

The Save Desktop on Exit command determines whether current workspace is automatically saved when GWD Text Editor is closed.

See also

[Restore Desktop](#)

Restore Desktop (Options menu)

When the GWD Text Editor is brought up (i.e. executed) it can come up with a record of the files that were being edited when the editor was last terminated. This can be very useful if a particular file (or set of files) is frequently edited. Restore Desktop specifies whether this option is desired or not.

Save Settings Now (Options menu)

The Save Settings Now command saves the options immediately.

Save Settings on Exit (Options menu)

The Save Settings on Exit command determines whether options are automatically saved when GWD Text Editor is closed.

Cascade (Window menu)

This command overlaps open windows so all windows are the same size and only part of each underlying window is visible.

Tile (Window menu)

This command arranges the windows so they cover the entire desktop without overlapping.

Arrange Icons (Window menu)

The Arrange Icons command rearranges any icons on the desktop.

Rearranged icons are evenly spaced, beginning at the lower left corner of the desktop.

Close All (Window menu)

The Close All command closes all open windows on the desktop.

If the file was modified since last time saved, the GWD Text Editor opens a dialog box that asks if you want to save the file before closing the window.

Contents (Help menu)

The Contents command displays the GWD Font Editor on-line Help contents. It provides a comprehensive list that summarizes the organization of topics in the Help system.

Keyboard (Help menu)

Use this command to get Help about keyboard shortcuts.

See also

[Keyboard shortcuts](#)

What Is (Help menu)

This command enables you to display help information for any item on the screen or in a dialog box. When you choose What Is from the Help menu, the mouse pointer is changed to an arrow with a question balloon. Position the pointer on the item in question, then click to display the specific help for it. You can also press Shift+F1 to activate What Is.

Keyword Search (Help menu)

If you place your cursor on a word in the active window and choose this command, a Help window opens with information about that word.

You can set up the Right Mouse button (in the Mouse Options dialog box) to do a topic search.

By default, GWD Text Editor uses the help file specified in Help Options dialog box as the active help file.

If the help file contains an exact match for the text, you will see the appropriate help entry; if not, you will see a list of possible topics that might match.

About (Help menu)

When you choose the About command, the About GWD Text Editor dialog box appears, showing copyright and version information.

Open Source File (Popup menu)

This command opens the file at the current cursor position. GWD Text Editor understands the C preprocessor's #include syntax, so selecting an #include line and invoking Open Source File will open this file.

GWD Text Editor searches for files in the following directories:

1. Current active text file directory.
2. Directories specified in INCLUDE environment variable.
3. Directories (that ends with \BIN) specified in PATH environment variable (GWD Text Editor replaces \BIN with \INCLUDE, MFC\INCLUDE and OWL\INCLUDE).
4. Current directory.

GWD Text Editor will almost always find Borland C++, MS Visual C++ and Clipper include files.

Keyboard definition

[Cursor movement](#)

[Selecting text](#)

[Insert and delete text](#)

[Block commands](#)

[Block commands \(WordStar/Borland style\)](#)

[Searching text](#)

[Bookmarks](#)

[Other commands](#)



Cursor movement

Command	Keys
Character left	Left
Character right	Right
Word left	Ctrl+Left
Word right	Ctrl+Right
Line up	Up
Line down	Down
Scroll up	
Scroll down	
Page up	PgUp
Page down	PgDn
Beginning of line	Home Ctrl+Q+S
End of line	End Ctrl+Q D
Top of window	Ctrl+Q E
Bottom of window	Ctrl+Q X
Paragraph up	Ctrl+Up
Paragraph down	Ctrl+Down
Top of file	Ctrl+Home Ctrl+Q R
End of file	Ctrl+End Ctrl+Q C
Previous tabulator	Shift+Tab
Go to line	Ctrl+J
Go to column	



Selecting text

Command	Keys
Left one character	Shift+Left
Right one character	Shift+Right
Left one word	Shift+Ctrl+Left
Right one word	Shift+Ctrl+Right
End of line	Shift+End
Beginning of line	Shift+Home
Line up	Shift+Up
Line Down	Shift+Down
One page down	Shift+PgDn
One page up	Shift+PgUp
End of file	Shift+Ctrl+End
Beginning of file	Shift+Ctrl+Home
Paragraph up	Shift+Ctrl+Up
Paragraph down	Shift+Ctrl+Down
Select word	Ctrl+K+T
Select line	Ctrl+K+L
Top of Window	
Bottom of Window	
Scroll up	
Scroll down	
Select All	Ctrl+A
Column selection mode	Ctrl+O C
Normal selection mode	Ctrl+O K



Insert and delete text

Command	Keys
Delete character to left	Backspace Ctrl+H
Delete character	Del Ctrl+G
Delete line	Ctrl+Y
Delete to end of line	Shift+Ctrl+Y Ctrl+Q Y
Delete to begin of line	Ctrl+Q Del
Delete word	Ctrl+T
Delete word to left	Ctrl+Backspace
Insert line	Ctrl+N
Insert mode on/off	Insert



Block commands

Command	Keys
Set beg of block	Ctrl+K B
Set end of block	Ctrl+K K
End selecting	Ctrl+K H
Mark line	Ctrl+K L
Mark word	Ctrl+K T
Delete block	Del Ctrl+K Y
Copy to Clipboard	Ctrl+C Ctrl+Ins
Cut to Clipboard	Ctrl+X Shift+Del
Paste from Clipboard	Ctrl+V Shift+Ins
Indent block	Ctrl+K I
Unindent block	Ctrl+K U
Print block	Ctrl+K P
Read block from disk	Ctrl+K R
Write block to disk	Ctrl+K W
Uppercase block	Ctrl+K N
Lowercase block	Ctrl+K O
Flip case	Ctrl+O O



Block commands (WordStar/Borland style)

Command	Keys	Function
Text selection ON	Ctrl+K B	Begins the selection of text. Text selection ends with copying (Ctrl+K K) or cutting (Ctrl+K V) to the Clipboard or turning text selection off with Ctrl+K H.
Sets end-of-block	Ctrl+K K	Marks the end of selected block and copying to the Clipboard.
Text selection OFF	Ctrl+K H	Stops the selection of text and the selected text becomes unselected.
Copy block	Ctrl+K C	Copies block of marked text to the current cursor position.



Searching text

Command	Keys		
Search	Ctrl+S	Ctrl+F	Ctrl+Q+F
Search/replace again	F3	Ctrl+L	
Find next word	Ctrl+F3		
Find previous word	Ctrl+Shift+F3		
Replace string	Ctrl+Q+A		
Pair matching	Ctrl+Q [Ctrl+Q]	



Bookmarks

Command	Keys
Set bookmark 0	Ctrl+K+0
Set bookmark 1	Ctrl+K+1
Set bookmark 2	Ctrl+K+2
Set bookmark 3	Ctrl+K+3
Set bookmark 4	Ctrl+K+4
Set bookmark 5	Ctrl+K+5
Set bookmark 6	Ctrl+K+6
Set bookmark 7	Ctrl+K+7
Set bookmark 8	Ctrl+K+8
Set bookmark 9	Ctrl+K+9
Go to bookmark 0	Ctrl+Q+0
Go to bookmark 1	Ctrl+Q+1
Go to bookmark 2	Ctrl+Q+2
Go to bookmark 3	Ctrl+Q+3
Go to bookmark 4	Ctrl+Q+4
Go to bookmark 5	Ctrl+Q+5
Go to bookmark 6	Ctrl+Q+6
Go to bookmark 7	Ctrl+Q+7
Go to bookmark 8	Ctrl+Q+8
Go to bookmark 9	Ctrl+Q+9



Other editor commands

Command	Keys
Autoindent mode on/off	Ctrl+O I
Autounindent mode on/off	Ctrl+O U
Pair matching	Ctrl+Q [Ctrl+Q]
Insert symbol (control char)	Ctrl+P
Set marker	Ctrl+K n*
Find place marker	Ctrl+Q n*
Save file	F2 Ctrl+K S
Tab	Tab Ctrl+I
Uppercase	Ctrl+K+N
Lowercase	Ctrl+K+O
Flip case	Ctrl+O O
Center line	Ctrl+O+T
Insert C/C++ comment	Shift+Ctrl+C
Undo	Ctrl+Z Alt+BkSp
Redo	Alt+Shift+BkSp
Open file at cursor position	Ctrl+O A
Print	Ctrl+K P
Help	F1
Help on a command	Shift+F1
Extern help for keyword	Ctrl+F1

* n represents a number from 0 to 9

Dialog boxes

The GWD Text Editor includes this dialog boxes:

AutoCorrect

Change Case

Editor Options

File Filters

Find File

Find Text

Go To Column

Go To Line

Help Options

Key Mapping

Line Draw Style

Macro

Mouse Options

Open File

Page Setup

Print

Printer Setup

Record Macro

Replace Text

Save File As

Sorting

Syntax Highlight

Tools

Tool Arguments

Open File dialog box

Use the Open File dialog box to open any text file.

File Name

The input box lets you enter the name of the file to open, or a file specification to limit the files that display in the list box.

The list box displays the names of files in the current directory that match the file specification in the input box. **You can select more than one file.**

Directories (Folders)

Lets you select the directory which contains the files you want.

List Files of Type

Lets you select which file types you want displayed. You can create your own List (see [File Filters command](#)).

Drives

Lets you select the drive that contains the files you want.

Find File

Allows you to locate files by filename pattern and/or words and phrases among directories and subdirectories.

Save As dialog box

Use the Save As dialog box to save the contents of the active file in a different file.

File Name

The input box lets you enter the name of the file to save, or a file specification to limit the files that display in the list box.

The list box displays the names of files in the current directory that match the file specification in the input box.

Directories (Folders)

Lets you select the directory which contains the files you want.

List Files of Type

Lets you select which file types you want displayed. You can create your own List (see [File Filters command](#)).

Drives

Lets you select the drive which contains the files you want.

File Format

Lets you select file format in which the file will be saved.

Find File dialog box

Use this dialog box to locate files by filename pattern and/or words and phrases among directories and subdirectories.

File Pattern

Type the name of the document or the type of document you want to find. You can use wildcard characters to customize your search if you cannot remember the exact filename.

Containing

Enter a text string to search for. If this is left blank Find File will perform a file search only.

Search

Current Directory Search in current directory only.

Current Subtree Search in current directory and all of its subdirectories.

Entire Disk Search in all directories of the current disk.

Drive Select the drives in which you want to search for a document.

All Local Drives Searches in all fixed (or hard) drives on your computer.

All Drives Searches in all fixed drives, including network drives, to which your computer has access.

Edit Dir

Selects searching directory.

Print dialog box

Use the Print dialog box to print the current file to any printer that you have installed for Windows.

Font

Allows you to change printer font that GWD Font Editor will use for printing.

Print range

Prints either all of the source file or selected text only.

Split Long Lines

Uses multiple lines to print characters beyond the page width. If this option is off, lines are truncated and characters beyond the page width do not print.

See also

[Page Setup](#)

[Print Preview](#)

Printer Setup dialog box

Use this dialog to select a printer and a printer connection.

Printer

Lists the available printers. Click the printer you would like to use. To add a printer, open the Printers folder, and then double-click Add Printer.

Orientation

Specifies whether the document should be printed with its top along the short edge of the paper (portrait) or along the long edge of the paper (landscape).

Paper

Lists the available choices for paper size and source.

Page Setup dialog box

Use this dialog box to:

- Set the margins on printed pages.
- Specify the text for running headers and running footers on each page.

Header

The text printed at the top of every printed page. The header is always centered and prints 1.25cm (0.5") from the top of the page. You can use special character sequences in header to insert corresponding information automatically.

Footer

The text printed at the bottom of every printed page. The footer is always centered and prints 1.25cm (0.5") from the bottom of the page. You can use special character sequences in header to insert corresponding information automatically.

Start page numbers at

Specifies the starting number you want to print on the first page.

Margins

The width, in centimeters (or inches), of each margin on every printed page.

Tips and Troubleshooting You can use the following special character sequences in headers and footers to insert the corresponding information automatically:

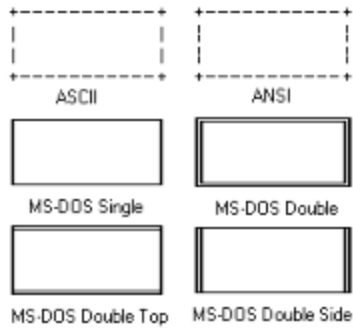
To Print	Use
Filename	&f
Page number of current page	&p
Current system time	&t
Current system date	&d
Left aligned	&l
Centered	&c
Right aligned	&r

With some printers, the minimum margin is determined by the physical characteristics of the printer. For instance, some laser printers cannot print on the top 0.25" or on the left 0.25" of any page.

The base page size for the printer is set when you install the printer or modify the installation. You can use the Printer Setup command on the File menu to determine the page size or modify it.

Line Draw dialog box

Use the Line Draw Style dialog box to select line used to draw lines with the direction keys.



If you use 'MS-DOS Single', 'MS-DOS Double', 'MS-DOS Double Top' or 'MS-DOS Double Side' line draw style, you must select an MS-DOS font.

Find Text dialog box

Use the Find Text dialog box to specify the text you want to search for.

Find Text

The Text to Find input box is where you enter the search string.

Match Whole Word Only

Matches text strings only if they are preceded and followed by a space, tab, or punctuation character, or the start or end of a line. Otherwise, the command matches any string, whether it is a fragment of a larger string or not.

Match Case

When the Match Case option is on, the editor differentiates uppercase from lowercase when performing a search.

Regular Expression

When this option is on, the editor recognizes GREP-like wildcards in the search string.

Direction

The Direction options specify which way you want the editor to search, starting from the current cursor position.

Regular Expression

The following table lists valid regular expressions.

RegExp.	Description
.	Matches any single character
^	A circumflex at the start of the string matches the start of a line.
\$	A dollar sign at the end of the expression matches the end of a line.
*	Matches any number of occurrences (including zero) of that character. For example, <code>bo*</code> matches <code>bot</code> , <code>b</code> , <code>boo</code> , and also <code>be</code> .
+	Matches one or more occurrences of that character. For example, <code>bo+</code> matches <code>bot</code> and <code>boo</code> , but not <code>b</code> or <code>be</code> .
?	Matches a match of that character or null string. For example, <code>bo?</code> matches <code>bo</code> , and <code>b</code>
[]	Characters in brackets match any one character that appears in the brackets, but no others. For example <code>[bot]</code> matches <code>b</code> , <code>o</code> , or <code>t</code> .
[-]	A hyphen within the brackets signifies a range of characters. For example, <code>[b-o]</code> matches any character from <code>b</code> through <code>o</code> .
[^]	A circumflex at the start of the string in brackets means NOT. Hence, <code>[^bot]</code> matches any characters except <code>b</code> , <code>o</code> , or <code>t</code> .
{ }	Any sequence of characters between the braces. For example, <code>{my}+text</code> finds <code>mytext mymytext, mymymytext</code> , and so on. Note that it will not find <code>mtext, ytext</code> , or <code>ymtext</code> , because the sequence <code>my</code> is not in any of those strings.
	Or operator. For example <code>first last</code> finds <code>first</code> or <code>last</code> .
\	A backslash before a wildcard character treat that character literally, not as a wildcard. For example, <code>\^</code> matches <code>^</code> and does not look for the start of a line. You can also use <code>\t</code> and <code>\f</code> to find tabulator and form feed characters.

RegExp.	Description
.	Matches any single character
^	A circumflex at the start of the string matches the start of a line.
\$	A dollar sign at the end of the expression matches the end of a line.
*	Matches any number of occurrences (including zero) of that character. For example, <code>bo*</code> matches <code>bot</code> , <code>b</code> , <code>boo</code> , and also <code>be</code> .
+	Matches one or more occurrences of that character. For example, <code>bo+</code> matches <code>bot</code> and <code>boo</code> , but not <code>b</code> or <code>be</code> .
?	Matches a match of that character or null string. For example, <code>bo?</code> matches <code>bo</code> , and <code>b</code>
[]	Characters in brackets match any one character that appears in the brackets, but no others. For example <code>[bot]</code> matches <code>b</code> , <code>o</code> , or <code>t</code> .
[-]	A hyphen within the brackets signifies a range of characters. For example, <code>[b-o]</code> matches any character from <code>b</code> through <code>o</code> .
[^]	A circumflex at the start of the string in brackets means NOT. Hence, <code>[^bot]</code> matches any characters except <code>b</code> , <code>o</code> , or <code>t</code> .
{ }	Any sequence of characters between the braces. For example, <code>{my}+text</code> finds <code>mytext mymytext, mymymytext</code> , and so on. Note that it will not find <code>mtext, ytext</code> , or <code>ymtext</code> , because the sequence <code>my</code> is not in any of those strings.
	Or operator. For example <code>first last</code> finds <code>first</code> or <code>last</code> .
\	A backslash before a wildcard character treat that character literally, not as a wildcard. For example, <code>\^</code> matches <code>^</code> and does not look for the start of a line. You can also use <code>\t</code> and <code>\f</code> to find tabulator and form feed characters.

In replace edit box you can use `\t` and `\n` to insert tabulator and new line.

Nije uključeno zbog strlwr/strupr

- & In the Replace With text box substitutes the entire string that was matched in the Find What text box.

Tagged Expressions

A tagged expression is an regular expression that starts with the { and ends with the }. There can be up to nine such expressions. 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 in the Replace With text box, and so on up to \9.

If the expression in the Find What text box is *{psz}OldString*, and the expression in the Replace With text box is *\1NewString*, all selected occurrences of *pszOldString* are replaced with *pszNewString*.

Preceding & or \1-9 with \U, \u, \L, or \l adjusts the \case \of the inserted text. \u and \l change only the first character, while \U and \L change the entire string to upper or lower case. In Replace With text box you can also use \t, \n, and \f to insert tab, newline, and form feed.

Replace Text dialog box

The Replace Text dialog box is where you specify the text to search for and what to replace it with.

Find What

The Text to Find input box is where you enter the search string.

Replace With

Enter the replacement string in the Replace With input box.

Match Whole Word Only

Matches text strings only if they are preceded and followed by a space, tab, or punctuation character, or the start or end of a line. Otherwise, the command matches any string, whether it is a fragment of a larger string or not.

Match Case

When the Match Case option is on, the editor differentiates uppercase from lowercase when performing a search.

Prompt on Replace

When the Prompt on Replace option is on, the editor prompts you before replacing each time it finds the search string.

Direction

The Direction options specify which way you want the editor to search, starting from the current cursor position.

Replace

Replaces first string that matches the string specified in the Find What text box.

Replace All

Replaces all strings that match the Find What string automatically.

Go To Line Number dialog box

Use this dialog box to find a specific line number in active file.

Go To Line Number

Enter a specific line number, then press Enter (or choose OK).

Go To Column Number dialog box

Use this dialog box to find a specific column number in active file.

Go To Column Number

Enter a specific column number, then press Enter (or choose OK).

Macro dialog box

Use this dialog box to run, edit or delete macro.

Macro Name

Select the macro you want to run or edit.

Run

Run the selected macro.

Edit

Displays the contents of the selected macro for review or editing.

Delete

Deletes the selected macro.

Rename

Displays the Rename Macro Name dialog box, in which you can type a new name for the selected macro.

Description

Change the description for the selected macro to remind you of its function.

See also

[Using Macros](#)

Record Macro dialog box

Use this dialog box to record a macro --- a series of actions that you want to "play back" in sequence later.

Record Macro Name

Type a name for the macro. Do not use spaces.

Shortcut Key

You can select a shortcut key to make it easier to run the macro later.

Ctrl Adds the CTRL key to the key combination.

Shift Adds the SHIFT key to the key combination.

Key Adds a letter key, function key, or other available key to the key combination.

Currently Displays the current key assignment for the macro you select.

Description

Type a short description of the macro function.

See also

[Using Macros](#)

Change Case dialog box

You can use the Change Case dialog box to change the selected characters to all uppercase letters, all lowercase letters, or a combination of uppercase and lowercase letters.

Sentence case.

Capitalizes the first letter of the first word in the selected sentence, or the first word after the end of a sentence.

lowercase

Changes all of the selected text to lowercase.

UPPERCASE

Changes all of the selected text to uppercase.

Title Case

Capitalizes the first letter of each word in the selection.

tOGGLE cASE

Changes all uppercase letters to lowercase letters and all lowercase letters to uppercase letters in the selection.

Sorting dialog box

Use this dialog to arrange selected paragraphs alphabetically or numerically.

Sorting Order

Select a sort order:

Ascending Puts the beginning of the alphabet or the lowest number at the top of the sorted items.

Descending Puts the end of the alphabet or the highest number at the top of the sorted items.

Key Field

Specify how you want to sort.

Alphanumeric Uses numbers, text, and all other characters to sort items.

Numeric Uses only numbers to sort items. GWD Text Editor ignores all other characters.

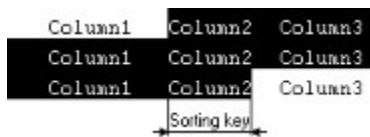
Field start Specify the column to sort by.

Field length Specify how many characters will be used for the sort key.

Case Sensitive

Sorts the list so that a word whose first letter is a capital letter precedes any word whose first letter is the same in lowercase.

GWD Text Editor allows you to sort a range of lines, using a selected Block as the key upon which the sort is based:



Editor Options dialog box

You can use the Editor Options dialog box to set options that specify how the GWD Text Editor handles text.

Insert Mode

When the Insert Mode option is on, the text you type is inserted, pushing the existing text to the right. When this option is off, any text you type overwrites existing text.

To toggle Insert mode when you're working (without changing the default setting), press Ins.

Auto Indent Mode

When the Auto Indent Mode option is on, pressing Enter in an Edit window positions the cursor under the first nonblank character in the preceding nonblank line.

Backspace Unindent

When the Backspace Unindent option is on and the cursor is on a blank line (or on the first nonblank character of a line), the Backspace key aligns the line to the previous indentation level.

Use Tab Character

When the Use Tab Character option is on, the editor inserts a tab character (ASCII 9) when you press Tab. When this option is off, the GWD Text Editor replaces tabs with spaces.

Leave Undo After Save

When the Leave Undo After Save option is on, you can perform Undo command after the file has been saved. When this option is off, Undo command cannot be performed after the file has been saved.

Visible Right Margin

When the Visible Right Margin option is on, you should see a dark gray vertical line appear at the 'Word Wrap at' setting.

Tab Size

The Tab Size input box dictates how many characters the cursor moves for each tab stop.

Block Indent

Block Indent input box allows the user to specify the number of characters blocks are indented when the block indent and block unindent commands are used.

Undo Levels

Undo Levels input box allows you to specify the number of undo levels.

Word Wrap At

With this option is on, GWD Text Editor will automatically break the text you type at the specified column.

Create Backup File

When the Create Backup Files option is on and you choose Save command, the GWD Text Editor automatically creates a backup of any existing file of the same name.

Detect File Format When Loading

When this option is on GWD Text Editor will automatically detect text file format (DOS, UNIX or Macintosh) when you open an file. When you save file GWD Text Editor will save file in

this format. When this option is off GWD Text Editor will save file in the format specified in Default File Format settings.

Default File Format

Default File Format allows you to specify text file format that will be used when you save file.

Mouse Options dialog box

You use the Mouse Options dialog box to customize the actions of the mouse in the GWD Text Editor.

Right Mouse Button

The Right Mouse Button options determines what happens when you press the right mouse button.

Keyboard Mapping dialog box

Use this dialog box to modify key assignments for commands and macros.

Shortcut Key

Select the keys you want to assign to the selected command or macro.

Prefix key If the key you want to map is a prefix key, select the prefix key from the drop-down list. If the prefix key you want to use does not appear in the list, click the Configure button to display the Prefix Key dialog box.

Alt Select this check box to make the ALT key part of a shortcut key combination.

Ctrl Select this check box to make the CTRL key part of a shortcut key combination.

Shift Select this check box to make the SHIFT key part of a shortcut key combination.

Key Type or select the key you want to assign as a shortcut key. Note: Some keys do not appear because they cannot be assigned.

Currently Displays the current assignment for the shortcut keys you select.

Configure Adds, deletes or changes prefix keys.

Show

Select the type of features to which you want to assign keys:

Commands Displays GWD Text Editor commands.

Macros Displays your macros.

Commands/Macros

Select the command or macro to which you want to assign keys.

Current Keys For

Displays the existing key assignments for the command or macro you select in the Commands/Macros box.

Macro/Command Description

Displays the description for the command or macro you select in the Commands/Macros box.

Add

Adds the key assignment displayed under Shortcut Key to the selected command or macro.

Change

Changes the key assignment displayed under Shortcut Key to the selected command or macro.

Delete

Deletes the key assignment you select in the Current Keys For box.

Help Options dialog box

Use the Help Options dialog box to add items to the Help Menu.

Menu String

Specifies what you want to see on the help menu for the item.

Help File Name

Specifies the name of the help file to be opened when you click the menu item. You must specify a full path name for the file.

Active

Active help file specifies the name of the Windows help file to be used by Keyword Search command (Ctrl+F1).

Tools dialog box

Use the Tools dialog box to add programs to the Tools menu. You can then start the programs by selecting them from the Tools menu.

Menu Contents

The list of programs currently displayed on the Tools menu.

Menu Text

The text that you want to appear on the Tools menu to identify this program.

Command

The file specification necessary to run the program. This can include the drive and directory path, and must include the filename for the program. You can also use \$(ProgDir) macro (see [Arguments](#)).

Arguments

Command line arguments (see [Arguments](#)).

Initial Directory

The current directory when the program runs. You can use the predefined macros described for the Arguments option.

Prompt for Arguments

When checked, displays a dialog box for additional arguments for the program each time you start the program, in addition to the arguments that are automatically used every time the program starts.

Redirect to Output Window

The output from the tool is displayed in an Output window. Use this option only for MS-DOS programs.

Add

Displays the Add Tools dialog box. After you select the drive and directory to examine, you can pick a program from the list displayed. When you dismiss the dialog box, the program appears in the Menu Contents list, with its name and path in the text boxes. You can then specify additional information for the tool.

Remove

Deletes the program currently selected in the Menu Contents list from the Tools menu.

Move Up

Moves the program currently selected in the Menu Contents list up one position in the list.

Move Down

Moves the program currently selected in the Menu Contents list down one position in the list.

Arguments

You can use the following predefined dynamic macros in the argument list:

Macro	Description
\$(FilePath)	Current fully qualified text file name. It is null if a non-text window is active.
\$(FileName)	Current active text file basename and extension. It is null if a non-text window is active.
\$(FileExt)	Current active text file extension. It is null if a non-text window is active.
\$(FileDir)	Current active text file drive and directory (ending in \). It is null if a non-text window is active.
\$(ProgDir)	GWD Text Editor directory (ending in \).
\$(CurDir)	Current working directory (ending in \).
\$(CurText)	The current text (the word under the current cursor position).
\$(CurLine)	Current line containing the insertion point (cursor) within the active window.
\$(CurCol)	Current column containing the insertion point (cursor) within the active window.
\$(CurDir)	Current working directory (ending in \).

Note: In the Initial Directory box, you can also use macros that expand to a directory. Macro \$(ProgDir) can also be used in the Command box.

Macro recognition is not case sensitive. All path macros end in a backslash (\).

Tool Arguments dialog box

The Tool Arguments dialog box is where you type in command-line arguments for your programs exactly as if you had typed them on the DOS command line.

File Filters dialog box

Use the File Filters dialog box to add, modify or delete filters for Open and Save As dialog boxes.

Files of Type

The list of filters currently displayed in the Open and Save As dialog box.

Description

The text that you want to appear in the Files of Type drop down list box in Open File dialog box.

Filter

Wildcard string defining the files accepted by the current filter.

Add

Adds new file filter.

Remove

Deletes the filter currently selected in the Files of Type list.

Move Up

Moves the filter currently selected in the Files of Type list up one position in the list.

Move Down

Moves the filter currently selected in the Files of Type list down one position in the list.

Syntax Highlighting dialog box

Use the Syntax Highlighting dialog box to set the colors that GWD Text Editor uses to display syntax elements in your source code.

File Type

The list of file types (languages) that will be highlighted.

File Extensions

Specifies which files will be displayed with syntax highlighting table specified in File Type list box. Multiple file extensions must be separated with spaces.

Element

The Element list box lists the syntax elements whose color (highlighting) you can alter.

Color

The color used to display syntax element.

Add

Adds new language.

Remove

Deletes the file type (language) selected in File Type list box.

Edit

Displays dialog box that allow you to specify language syntax.

Case Sensitive

Enables or disables case sensitivity when scanning for keywords.

UNIX Tex Like Keywords

If this option is on, GWD Text Editor assumes that all words that begin with \ character is keywords.

AutoCorrect dialog box

Use the AutoCorrect dialog box to customize the settings used to correct text automatically as you type.

Correct Two Initial Capitals

If you type two consecutive uppercase letters in a word, changes the second uppercase letter to a lowercase letter.

Capitalize First Letter Of Sentences

Capitalizes the first letter of each sentence.

Exceptions

Displays dialog box where you can enter abbreviations that you don't want to correct automatically.

Replace Text As You Type

Corrects text automatically as you type.

Add

Adds the AutoCorrect entry displayed in the Replace and With boxes.

Replace

Replaces the AutoCorrect entry displayed in the Replace and With boxes.

Delete

Deletes the AutoCorrect entry displayed in the Replace and With boxes.

Procedures

[Adding commands to the Tools menu](#)

[Adding items to the Help menu](#)

[Editing a macro](#)

[Find file](#)

[Previewing a document before printing](#)

[Printing headers and footers](#)

[Recording a macro](#)

[Running a macro](#)

Adding commands to the Tools menu

You can add up to eight commands to the Tools menu, including MS-DOS commands, as well as MS-DOS and Windows-based applications.

To add a command to the Tools menu

1. From the Options menu, choose Tools. The Tools dialog box appears.
2. Choose Add from the Tools dialog box. The Add Tool dialog box appears.
3. Select the drive and directory to locate your program (for example CLIPBRD.EXE).
4. Choose OK. The Tools dialog box is displayed again.
5. Optionally, give a name for the Clipboard Viewer accessory in the Menu Text box. By default the base name of the EXE file is given.

You can assign a mnemonic to a tool (a mnemonic is the letter used to run a command on a menu). An ampersand (&) before a letter in the name marks the letter as the mnemonic. For example, the entry Clipboard &Viewer designates V as the mnemonic to open the application. By default, the first letter in the name is used.

6. You can also add arguments to be passed to the program by typing them in the Arguments text box (see [Argument Macros](#)) or set the initial directory for your program by typing it in the Initial Directory text box.
7. Chose Close

The command now appears on the Tools menu. To run the program, choose it from the menu.

Adding items to the Help menu

You can add up to five items to the Tools menu.

To add a help

1. From the Options menu, choose Help Options command. The Help Files dialog box appears.
2. In the Menu String input box specify what you want to see on the help menu for the item. If you include an "&" character in the string, the character following it will appear underlined, and will be used as the menu item's hot key
3. In the Help File Name input box, enter the name of the help file. You must either give a full path name for the file, or it must be in a directory named in the PATH environment variable. You can use Browse button to locate your help file.

Editing a macro

You can edit macros you write or record in the macro editing dialog.

To edit a macro

1. From the Tools menu, choose Macro.
2. In the Macro Name list box, select the macro you want to edit.
3. Choose the Edit button.
The macro appears in the macro editing dialog.
4. Edit the macro.
5. Choose the Close button.

Find File

You can use the Find Files command to locate files by filename pattern and/or words and phrases among directories, subdirectories or disks.

To find a file

1. From the File menu, choose Find Files.
2. If you wish to change your directory, choose the Edit Dir button.
3. Type a file pattern for the file you require in the File Pattern text box. You can use wildcard characters to customize your search if you cannot remember the exact filename.
4. If you cannot remember exact file name, you can type text from the document you wish to find in the Containing text box to minimize search time.
5. Chose Find.

Previewing a document before printing

You can use the Print Preview command to show how a document will look when you print it.

To preview a document before printing

1. From the File menu, choose Print Preview command.
2. If you have not already specified the printer font the Printer Font dialog box appears. If you do not specify the printer font, document will be printed using default printer font.
2. To see two pages at a time, choose the Two Pages button.
3. To view different pages in the document, use the tool bar or the PAGE UP and PAGE DOWN keys
4. To return choose the Close button or press ESC.

Printing Headers and Footers

To print a header or footer

1 From the File menu, choose Page Setup.

2 Type the header or footer text, codes, or both, and then choose the OK button.

Type	For
&d	The current date
&p	Page numbers
&f	The current filename
&l	Text (following the code) to be aligned at the left margin
&r	Text (following the code) to be aligned at the right margin
&c	Text (following the code) to be centered between the margins
&t	The current time

Recording a macro

The macro recorder cannot record mouse actions in document text. You must use keys when recording actions such as moving the insertion point and selecting text. However, you can use the mouse to choose commands and select options when recording a macro.

To record a macro

1. From the Tools Menu choose Record Macro command.
2. In the Record Macro Name input box, type a name for the macro.
If you want to run the macro with a shortcut key, specify a key or combination of keys under Shortcut Key.
You can type short description of the macro in the Description box.
3. Choose the OK button.
4. Perform the actions you want to record.
5. From the Tools menu, choose Stop Recorder.

See also

[Running a macro](#)

Running a macro

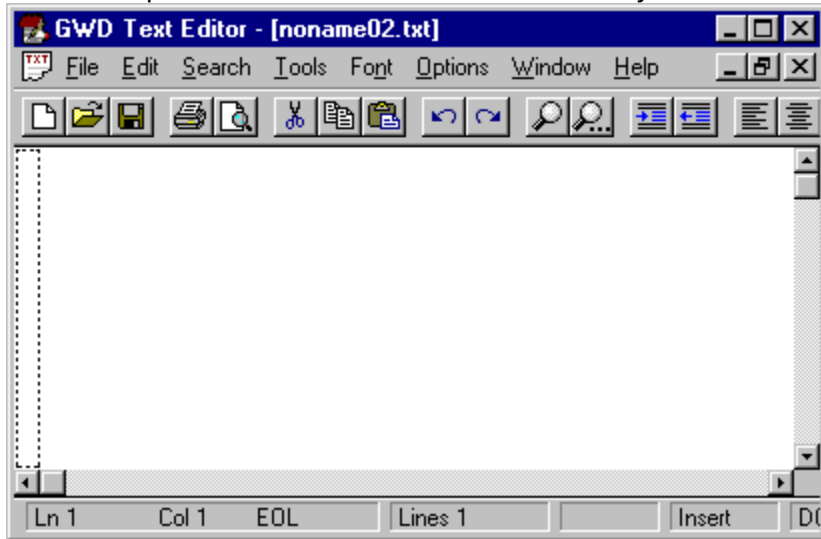
You can use the Macro command to run any macro.

To run a macro

1. From the Tools menu, choose Macro command.
2. In the Macro Name list box, select the macro you want to run.
3. Choose the Run button.

GWD Text Editor screen

Click the part of the Word screen, below, that you want information on:



Toolbar

Toolbar contains buttons that give you quick access to many commands and features. To see the description of a button in Status bar, point to it with the mouse. To display or hide toolbars, use the Toolbar command on the Options menu.

Status Bar

Shows information and messages at the bottom of the GWD Text Editor window. Displays information about a command or toolbar button, or the location of the insertion point (cursor). To display or hide the status bar, use the Status Bar command on the Options menu.

Status bar information

Example	Description
Ln 1	Current line number is 1.
Col 2	Current column is 2.
0x41, 65	ASCII code of the character at current cursor position (hexadecimal and decimal).
Lines 10	The number of lines in document.
Modified	Changes in current document are not saved.
Insert	Insert mode is active
UNIX	Document will be saved in UNIX text format.

Scroll bars

GWD Text Editor has a horizontal and a vertical scroll bar that are used for moving vertically and horizontally through a document with a mouse. Scroll bars are located at the right and bottom edges of the document window. The scroll boxes inside the scroll bars indicate your vertical and horizontal location in the document. You can use the mouse to scroll to other parts of the document.

Title bar



The title bar is located along the top of a window. It contains the name of the application and document.

To move the window, drag the title bar. Note: You can also move dialog boxes by dragging their title bars.

Selection bar

Selection bar is the unmarked column along the left edge of the document window that you can use to select large areas of text.

To select	Do this with the mouse
One line	Click the left button once.
Multiple lines	Hold down the left button and drag.
One paragraph	Double-click the left button.
An entire document	Hold down the CTRL key, and then click the left button.

Menu bar

Located below the title bar, along the top of the application window; contains GWD Text Editor commands.

See also

[Menu Commands](#)

Text area

The area in which the text appears in your document.

