

# Code-A-Line 1.0 Help Contents

This page lists the Help topics available for Code-A-Line. Use the scroll bar to see entries not currently visible in the Help window. To learn how to use Help, press F1 or choose Using Help from the Code-A-Line Help menu.

## Introduction

[About Code-A-Line 1.0](#)

[How to register?](#)

[Registration/Order Form](#)

[Registration Fees](#)

[Why register?](#)

[Code-A-Line Family of Programs](#)

[License Agreement](#)

[About Shareware](#)

## Reference

[Main Window](#)

[Procedures](#)

[Menu Commands](#)

[Toolbar](#)

[Keyboard Shortcuts](#)

## General

[Support Policies](#)

[Optimax Corp. Contact Info](#)

[Design Icon Contest Rules](#)

[Program Limitations](#)

# Code-A-Line Procedures

## General

[Exiting the program...](#)  
[Undoing the effects of commands...](#)

## File Management

[Creating a new file...](#)  
[Opening an existing file...](#)  
[Saving a new file...](#)  
[Saving an existing file...](#)

## Printing

[Selecting a printer...](#)  
[Printing a file...](#)  
[Setting up printer parameters...](#)

## Navigation & Selection

[Jumping to a given page...](#)  
[Jumping to a given line...](#)  
[Selecting a range of lines...](#)  
[Selecting all lines...](#)

## Outline Expansion and Contraction

[Expanding one level...](#)  
[Deeply expanding a line...](#)  
[Collapsing a heading...](#)  
[Expanding all headings...](#)  
[Collapsing all headings...](#)

## Editing

[Inserting new lines before the current...](#)  
[Adding new lines after the current...](#)  
[Editing existing lines...](#)  
[Deleting lines...](#)  
[Moving a line up...](#)  
[Moving a line down...](#)  
[Promoting a line...](#)  
[Demoting a line...](#)  
[Indenting a line...](#)

## Searching

[Finding text...](#)  
[Replacing text...](#)

## Clipboard

[Cutting lines to the clipboard...](#)  
[Copying lines to the clipboard...](#)  
[Pasting outline fragments from the clipboard...](#)

## Customization

[Customizing colors...](#)  
[Selecting page elements to print/display...](#)

[Choosing fonts...](#)  
[Defining dimensions/layout...](#)  
[Defining end-of-line markers](#)  
[Defining tabs...](#)  
[Defining file filters...](#)  
[Saving existing configuration...](#)  
[Saving a new configuration...](#)  
[Opening an existing configuration...](#)

### **Administrative**

[Contacting Optimax...](#)  
[Registering the program...](#)  
[Obtaining support...](#)  
[Upgrading to a later version...](#)  
[Participating in the Icon Contest](#)

# Keyboard Shortcuts

Key	Action
<b>Ins</b>	<u>Insert a blank line</u> before the current position.
<b>Enter</b>	<u>Add a new line</u> after the current position.
<b>Ctrl-Enter</b>	<u>Add a new line</u> after the current position and indent it one level.
<b>Shift-Enter</b>	<u>Add a new line</u> after the current position and undindent it (promote) one level.
<b>Del</b>	<u>Delete</u> the currently selected lines, but not any unselected children of the selected lines.
<b>Ctrl-Del</b>	<u>Delete</u> the currently selected lines and any children of these lines.
<b>Esc</b>	<i>Line editing mode only:</i> Terminate <u>line editing</u> mode, canceling any changes made to the line.
<b>Space,</b> Any character or digit	Activates the <u>line editor</u> .
<b>Plus (+)</b>	<u>Expand</u> the currently selected lines one level.
<b>Minus (-)</b>	<u>Collapse</u> the currently selected line or lines.
<b>Ctrl-Plus (+)</b>	<u>Completely expand</u> the selected lines only, but no other lines.
<b>Asterisk (*)</b>	<u>Fully expand</u> all lines in the outline.
<b>Slash (/)</b>	<u>Collapse all</u> lines.
<b>Up-Arrow</b>	Move the highlight bar or editing caret one line up.
<b>Dn-Arrow</b>	Move the highlight bar or editing caret one line down.
<b>Shift-Up-Arrow</b>	Extend the selection of lines up by one.
<b>Shift-Dn-Arrow</b>	Extend the selection of lines down one line.
<b>Ctrl-Up-Arrow</b>	<u>Move</u> the selected (current) line one position up.
<b>Ctrl-Dn-Arrow</b>	<u>Move</u> the selected (current) line one position down.
<b>Left-Arrow,</b> <b>Shift-Tab</b>	<u>Promote</u> the currently selected lines, if possible.
<b>Right-Arrow</b> <b>Tab</b>	<u>Demote</u> the currently selected lines, if possible, along with all their selected and unselected children.
<b>Ctrl-Right-Arrow</b> <b>Ctrl-Tab</b>	<u>Indent</u> , if possible, the selected lines, but not the unselected children of the selected lines.
<b>Home</b>	Move the highlight bar to the first visible line.
<b>End</b>	Move the highlight bar to the last visible line.
<b>Page Up</b>	Scroll the visible outline one page up.

**Page Down** Scroll the visible outline one page down.

**F1** Display help.

**F2** Save current file.

**F3** Open an existing file.

# About Code-A-Line

Code-A-Line 1.01 Copyright © 1994 Optimax Corporation. All rights reserved.

Code-A-Line is a Windows utility designed primarily for programmers, but also for all others who deal with information structured as ASCII text files. Code-A-Line has the functionality of three utilities in one. It can act as an:

- Outline Processor
- Text Editor
- File Printing Utility

for Program Source Code and other ASCII Text files.

In addition, Code-A-Line provides numerous customization options to let you adjust the program settings to suit your needs and tastes, including the ability to change fonts and colors for any text display element. You can maintain several sets of customization options, via configuration files, fine-tuned for different purposes, such as viewing files on screen, versus printing, versus editing, versus presenting, etc.

Code-A-Line is not copy protected and you are encouraged to copy, and distribute the shareware evaluation version of this program, subject to the conditions described in the License Agreement. Please, make sure when distributing this program to others that the original CODE.ZIP remains unchanged.

# Outline Processor

As an **Outline Processor or Browser**, Code-A-Line allows you to concentrate only on the relevant portions of your program/file, while hiding all the unnecessary details from your view.

This helps you gain a better feel for the overall structure and layout of the program being edited. You can seamlessly collapse and expand elements of the outline using your mouse or keyboard. There are no extraneous control marks placed in your file: Code-A-Line relies solely on the indentation of each line to build the outline structure. You can feed the file prepared with Code-A-Line directly to the compiler. The outline structure is truly (programming-) language independent, as there is nothing that relies on a particular feature of a language (such as comment delimiters).

Code-A-Line lets you easily indent or unindent selected portions of the file, move around and change the order of lines of the file, as well as break apart, or combine text lines. While any text editor can do the latter two too, Code-A-Line features a rich set of powerful block- and outline-specific functions that make all of the above tasks considerably simpler.

See also:

[Text Editor](#)

[File Printing Utility](#)

# Editor

As an **Editor**, Code-A-Line lets you develop program source files. Combining the program's text editing function with the powerful outlining (un/folding) capabilities results in a versatile program editor on its own.

You can use the editor to restructure existing files, possibly to bring them to the layout standards of a true outline, so that you can further develop or print it. Code-A-Line lets you easily edit, insert, move, cut and paste, etc., individual lines and contiguous block selections.

The editor is configurable, so that you can use any combination of display colors, and any font available on your system.

See also:

[Outline Processor](#)

[File Printing Utility](#)



# File Printing Utility

As a **Text File Printing Utility**, Code-A-Line allows you to print files while automatically (if you desire) adding headers with page numbers and directory information to permanently identify the file being printed: an ideal tool for printing program source code listings.

Due to its powerful outlining capabilities, Code-A-Line lets you print only relevant portions of the file, while at the same time showing the context of what you print. Unfold only the lines that are of interest before you print. This not only saves paper, but also lets you concentrate only on the important issues.

See also:

[Outline Processor](#)

[Text Editor](#)

# Code-A-Line Family of Products

- **Code-A-Line 1.0 Shareware**  
The program you are currently using. Available as Shareware only. This is a Single Document Interface (SDI) Windows application featuring outlining, editing, and printing capabilities. You can edit only one file at a time. There is a limitation on the size of (the maximum number of lines in) the file.
- **Code-A-Line 1.0 Professional    Coming Soon!**  
A Multiple Document Interface (MDI) framework allowing you to manipulate multiple files simultaneously. There is no limitation on the size of the file being edited. Sold as a commercial package only; not available as Shareware. Environmentally friendly edition: the package includes a master software disk with extensive online documentation, but no printed manual.
- **Code-A-Line 1.0 Complete        Coming Soon!**  
This is a complete commercial package, with a printed manual and a program disk. The program is the same as the Professional Edition. A printed manual is provided along with the master program disk.

Please note that Optimax Corporation reserves the right to withdraw or change any of its offerings without notice at any time. If you pre-register for/pre-order any product not available at the time and we later decide to drop the product from our plans, you are guaranteed a full refund.

Related Topics:

[Fee/Price Schedule](#)

# Program Limitations

## Shareware Edition

The Shareware edition of Code-A-Line is not crippled or restricted in any significant way. We want you, the User to fully appreciate the capabilities of the program, before you register. See also Code-A-Line Family of Products for a list of other commercial (retail) programs that may be of interest to you.

1. There currently is a limit on the number of lines in a file that Code-A-Line 1.0 Shareware Edition can handle. This limit is about 8000 lines and results from the limitations on the maximum number of items in the standard Windows list-box control.
2. With Code-A-Line 1.0 Shareware Edition you may edit only one file at a time. This is a Single Document Interface (SDI) Windows program (as opposed to MDI - Multiple Document Interface)
3. The line length of a Code-A-Line 1.0 Shareware Edition file may not exceed 1023 characters.
4. Code-A-Line 1.0 Shareware Edition is limited to reading plain ASCII text files. There currently is no import/export facility to read other file formats.
5. Code-A-Line 1.0 Shareware Edition cannot print in color. The color settings (Options|Colors) affect only the display.

# License Agreement

Code-A-Line 1.01  
Copyright © 1994 Optimax Corporation.  
All rights reserved.

This product is a Shareware computer program provided for evaluation only.

Users are granted a limited license to use and encouraged to make copies of and distribute this program for trial use by others, provided that the program and/or documentation are not altered in any way and that the entire original package (CODE.ZIP) is being distributed together. Please encourage others to register their copy if they use it.

This software is protected by the United States Copyright Law, and also by international treaty provisions. It is NOT free and it is NOT in the public domain. Users of this product must register within 30 days after obtaining a copy of this program. Continued use of the software beyond the 30-day trial period constitutes a copyright violation.

The license to use this program is effective until terminated. You may terminate this license at any time by destroying all copies of this program and its documentation. It will also be terminated upon your failure to comply with any of the terms or conditions of this agreement. You must then immediately destroy all outstanding copies of the Software and documentation in your possession and/or under your control.

The single-user registration fee (see Fee Schedule) will license one copy for use on one computer at a time. You may run a single-user copy of Code-A-Line on different computers , provided that there is no possibility of it being used on two computers at the same time.

Both private and commercial users must register and pay for their copies of Code-A-Line within 30 days of obtaining this program or their license is withdrawn. Site-, and Network-License arrangements may be made by contacting Optimax Corporation.

THIS PROGRAM IS PROVIDED ON "AS IS" BASIS, WITHOUT ANY WARRANTY, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO WARRANTIES OF MERCHANTABILITY, QUALITY, PERFORMANCE, OR FITNESS FOR ANY PARTICULAR PURPOSE.

IN NO EVENT AND UNDER NO CIRCUMSTANCES WILL OPTIMAX CORPORATION BE LIABLE FOR ANY DIRECT, INDIRECT, SPECIAL, INCIDENTAL, CONSEQUENTIAL, OR ANY OTHER DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION DAMAGES FOR LOST PROFITS, LOST SAVINGS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE, ARISING OUT OF THE USE OR THE INABILITY TO USE THIS PRODUCT, EVEN IF OPTIMAX CORPORATION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some jurisdictions do not allow exclusion or limitation of implied warranties or limitation of liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. In no event, however, shall Optimax Corporation's liability exceed the amount of the license fee paid upon registration.

Whenever possible, each provision of this License Agreement shall be interpreted in such a manner as to be valid and effective under applicable law. If any provision is found to be unlawful or for any reason unenforceable, than that provision is shall be deemed severable from this Agreement and shall not affect the validity and enforceability of remaining portions of this License Agreement.

The conditions set forth above are exclusive and in lieu of all others, oral or written, express or implied. No Optimax distributor, agent, or dealer is authorized to make any modification or addition to this agreement.

Any commercial products, brands and trademarks mentioned belong to their respective owners.

See also:

[How to register?](#)

[Why register?](#)

[About Shareware](#)

# About Shareware

This program is produced to the standards of the [Association of Shareware Professionals](#).

Shareware is a form of marketing and distribution of computer software directly to users. 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. We request that you register within 30 days of obtaining your copy. With registration you typically get the right to continue using the software, often (as in our case) accompanied by a number of other registration benefits (for a list of benefits offered to the registered users of Code-A-Line see [Why register?](#) section).

Copyright laws apply to both Shareware and other commercial software, and the copyright holder retains all rights, with a few specific exceptions as stated below. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality. (In both cases, there are good programs and bad ones!) The main difference is in the method of distribution. The author specifically grants the right to copy and distribute the software designated as Shareware, either to all, or to a specific group. Some authors require written permission before a commercial disk vendor may copy their Shareware (We explicitly grant shareware vendors the right to copy and distribute Code-A-Line automatically, without their having to obtain any additional permissions, provided that certain conditions are met - see [License Agreement](#) for details).

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 (see [Fee Schedule](#)). Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

Code-A-Line is a Shareware program and is provided at no charge to the user for evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products.

If you find this program useful and find that you are using Code-A-Line and continue to use it beyond the 30-day trial period, you must make a registration payment to Optimax Corporation in the amount specified by the [Fee Schedule](#).

See also:

[How to register?](#)

# ASP Ombudsman Statement



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

# How to Register

You may register Code-A-Line either by mail, or via CompuServe.

- [How to Register by Mail](#)
- [How to Register via CompuServe \(GO SWREG\)](#)



## How to Register by Mail:

1. Please print and fill out the [Registration Form](#).
2. Please remit the registration fee in the amount defined in the [Fee Schedule](#) (U.S. funds drawn on a U.S. bank only; no cash, please) along with the completed [Registration Form](#) to [Optimax Corporation](#).

Credit card customers, please contact [Optimax Corporation](#) for availability and the phone number for placing orders.

3. After you register, a License Sheet will be mailed to you with your License Number. You will use this number, along with your name and other information you provided to us upon registration, to install the registered version of the program.

If you give us your fax number and check the appropriate option on the Registration Form, the License Sheet will be faxed back to you rather than mailed, for faster processing (Continental U.S. and Canada only). You may also request it be sent via e-mail. Please provide your CompuServe or Internet address.

4. To install the registered version, re-run the SETUP utility provided with Code-A-Line (SETUP.EXE). This is the same utility that you originally used to install the program.
5. Choose the Personalize Registered Version button, then enter the directory where the program file (CODE.EXE) resides and press OK.
6. In the dialog box that appears enter the information from your license sheet. Please note, that the information you enter must appear exactly as on the license sheet. This is the information you provided us with when registering and the registration number is based on it.
7. Once you have entered the License Number and your personal registration data, press OK, then Exit Setup.

You will no longer see the registration reminder at the program startup. The '[UNREGISTERED]' mark will no longer appear as part of the window title. You will thus have a fully functional, registered (commercial) version of the software.

Please note, that you may not distribute the registered version of the program. It is a good idea to preserve the installation copy of Code-A-Line (i.e. the contents of the original CODE.ZIP) so that you can share it with others, and also so that you are able to re-install Code-A-Line later, if needed.

See also:

[How to Register via CompuServe](#)  
[Why register?](#)

# How to Register via CompuServe

You can register your copy of Code-A-Line on-line on CompuServe.

1. Once connected, enter **GO SWREG** at any ! CompuServe prompt to get to the Shareware Registration Area.
2. Use ID **#2293** to register. The registration fee of \$US15.00 (limited time offer: until Sep. 30, 1994) will be charged to your CompuServe account.
3. After you register, a License Sheet will be mailed to you with your License Number. You will use this number, along with your name and other information you provided to CompuServe upon registration, to install the registered version of the program.
4. To install the registered version, re-run the SETUP utility provided with Code-A-Line (SETUP.EXE). This is the same utility that you originally used to install the program.
5. Choose the Personalize Registered Version button, then enter the directory where the program file (CODE.EXE) resides and press OK.
6. In the dialog box that appears enter the information from your license sheet. Please note, that the information you enter must appear exactly as on the license sheet. This is the information you provided us with when registering and the registration number is based on it.
7. Once you have entered the License Number and your personal registration data, press OK, then Exit Setup.

You will no longer see the registration reminder at the program startup. The '[UNREGISTERED]' mark will no longer appear as part of the window title. You will thus have a fully functional, registered (commercial) version of the software.

Please note, that you may not distribute the registered version of the program. It is a good idea to preserve the installation copy of Code-A-Line (i.e. the contents of the original CODE.ZIP) so that you can share it with others, and also so that you are able to re-install Code-A-Line later, if needed.

See also:

[How to register by Mail](#)

[Why register?](#)

# Code-A-Line 1.01 Registration and Order Form

Single -User License. Please, contact Optimax for Site- and Network licensing.

Please include the following information with your registration (you may simply print this Help topic on a standard 8"1/2 by 11" or A4 sheet: select Print Topic from the File menu above). Mail the completed form to [Optimax Corporation](http://www.optimax.com).

\_\_\_\_\_  
Your Name/Main Contact Information

\_\_\_\_\_  
Organization/Department

\_\_\_\_\_  
Street and No./P.O. Box and Station

\_\_\_\_\_  
City/State or Province/Country

\_\_\_\_\_  
Zip or Postal Code

\_\_\_\_\_  
Phone (Optional)

\_\_\_\_\_  
Fax (Optional)

\_\_\_\_\_  
Electronic Mail Address (Optional)

Check here if you wish us to respond by fax (Continental US and Canada only)

Check here if you wish us to respond by e-mail (CompuServe or Internet only)

	<b>Number of copies</b>	<b>Price per copy</b>	<b>Subtotal</b>
Shareware Edition Special Offer Expires Sep. 30, 1994	_____	<b>\$15</b>	\$ _____
Shareware Edition - Single User License	_____	<b>\$25</b>	\$ _____
<ASP> Author Member Discount (qualified individuals only)	_____	<b>\$12</b>	\$ _____
Professional (Retail) Edition - Special Pre-Release Offer	_____	<b>\$25</b>	\$ _____
Complete (Retail) Edition - Special Pre-Release Offer	_____	<b>\$49</b>	\$ _____
		<b>Subtotal</b>	\$ _____
Add: Shipping and Handling (Retail versions only. \$10 U.S., \$15 worldwide)		\$ _____	\$ _____
Please pay by cheque or money order (U.S. funds only).		<b>TOTAL</b>	\$ _____

We welcome your suggestions and comments! Please enter them below (continue on reverse if needed):

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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**Thank you for choosing Code-A-Line!**

## Why register?

Special Offer: If your registration request with payment for Code-A-Line 1.0 Standard Edition is received on or before September 30, 1994, you are entitled to a 40% promotional discount off the regular registration fee (see [Fee Schedule](#)):

Here is the summary of rights and benefits available to the registered users:

- Registering gives you the legal right to the continued use of the program, beyond the trial 30-day period.
- Registering will disable all the registration reminders that the unregistered version of the program displays, including the initial About dialog.
- Upon registering, you will automatically receive the latest version of the software, if a newer version is available.
- Registering also entitles you to one free upgrade of the software. Once you register, you are automatically licensed for the next higher version of the same program, in addition to any upgrade you may have received *with* your registration. See [How to upgrade?](#)
- Registering entitles you to our [free support](#).
- When you register, you will be entitled to - often considerable - discounts on other quality software titles produced by Optimax.

See also:

[The Unregistered Version](#)

[How to register?](#)

[Registration Form](#)

[Software License and Disclaimer](#)

# The Unregistered Version

The unregistered, evaluation version of Code-A-Line is not copy protected, crippled, nor lacking any features. We want you, the User, to be able to appreciate the full value of the program, before you make your decision to purchase.

The unregistered version differs from the registered one in these minor respects, however:

- The unregistered version displays the "About Code-A-Line" dialog with the word "UNREGISTERED" displayed in red upon startup. Registering will disable this initial dialog.
- The main window's title of the unregistered version includes "[UNREGISTERED]". This reminder will disappear as soon as you install the registered version.
- The About-box displays UNREGISTERED in big red letters. This will change to your name and address once you install the registered version.

See also:

[How to register?](#)

[Registration Form](#)

[Software License and Disclaimer](#)

# Support for Registered Users

Support is provided only to registered users free of charge. Code-A-Line 1.0 will be supported for the period of one year after the release of a subsequent major version (if any) or at least one year after the original registration date - if no further versions are planned - by any and all of the following means:



By mail.



By electronic mail.



By fax.



By phone.

See [Optimax Corporation](#) for contact information.

You do not have to be a registered user to obtain help on installing the evaluation version of Code-A-Line. If you have any problems or questions and need technical assistance while trying to install Code-A-Line, feel free to contact [Optimax Corporation](#) by any of the means above.

Optimax Corporation reserves the right to change its support policies at any time without prior notice.

See also:

[How to register?](#)

[Registration Form](#)

[Software License and Disclaimer](#)

# How to Upgrade?

You may upgrade to a new release of Code-A-Line Standard Edition at any time after it has become available.

To upgrade Code-A-Line 1.0 Standard Edition to a higher (newer) version of the Shareware Edition (upgrades to the next major, and all minor releases are free to registered users):

1. Obtain a copy of the new shareware version from your local Bulletin Board System (BBS), from CompuServe, or directly from [Optimax](#) (you must pay \$2 to cover the postage and media costs, however, each time you order directly from Optimax; include your media preferences with your order: 3.5 or 5.25 inch disks).
2. Install the new version using SETUP utility provided, choose Register Code-A-Line, and enter your License Number you received when registering your current version of Code-A-Line along with the other information (see also [How to Register?](#)). You are automatically registered for the new Standard version and you may start using it immediately.

To upgrade your Code-A-Line Standard Edition to any commercial (retail) edition (see [Code-A-Line Family of Products](#)), when it becomes available, please contact [Optimax](#) first for availability, current pricing and discounts you may be entitled to as a registered user of the shareware edition.



Mailing Address:

**Optimax Corporation  
P. O. Box 25447  
Chicago, IL 60625-9998**

While the above mailing address will likely remain in effect for the foreseeable future, changes are possible. If you are having any difficulty reaching us by any means listed here, please contact the [Association of Shareware Professionals](#) to obtain our current contact information. We take pride in supporting our products and there always is a way to contact us!

**CompuServe Mail: 75020,3617  
Internet E-Mail: 75020.3617@compuserve.com**

Electronic mail is the preferred support and communication vehicle. Please use it if you can. It allows you to correspond directly with the author of this shareware and to receive your answers quickly and inexpensively. It is available 24 hours a day, 365 days a year from around the world and will be given prompt attention and priority for any support questions.

**Phone/Fax (24-hours, 7 days): 312-561-6363**

Feel free to leave a message with your name and telephone number and we will get back to you, usually the same day or early next morning, provided that your number is within the continental United States or Canada (if you are calling from outside the area code 312, we will call you back collect; please be prepared to accept the charges). For your own convenience, please indicate in your message your time zone and the hours most suitable for you to accept our call. You have a strong chance of speaking to a live person on your first attempt if you call between the hours of 6 p.m. and 9 p.m. Central Time.

When faxing, you may hear the first few phrases of our answering machine's greeting message through your fax' speaker. Please, do not interrupt your fax transmission at this point as within a few seconds the line will automatically be switched to the fax mode at our end.

### **About Optimax Corp.**

Optimax Corporation is a small, dynamic group of information technology professionals providing innovative information technology solutions (programming, analysis, consulting) that truly work, based on a solid software engineering expertise. We are committed to the highest professional quality and look forward to long-term business relationships.

We specialize in custom software solutions based on the Microsoft Windows graphical environment exclusively. Business applications, databases, networks, distributed and client-server systems, are among our specialties.

If you would like more information about our consulting services or custom programming options, please feel free to contact us by any means listed above.



# Fee/Price Schedule

Code-A-Line 1.01 Standard Edition License Fees:

**PROMOTIONAL OFFER!** **\$15**  
**Standard Edition Single-User Registration**  
Offer Expires on September 30, 1994

**Standard Edition Single-User Registration** **\$25**  
After September 30, 1994

**Site Licenses, Network Licenses, Corporate  
and Educational Discounts** **Available,  
Please Call**

**50%+ Discount for Author-Members of the  
Association of Shareware Professionals (ASP).  
An ASP Author Member's Single-User  
Registration.** **\$12**  
No expiry date! Cannot be combined with other  
discounts. Standard Edition only.

Commercial (Retail) Edition Code-A-Line Prices - Pre-release Special Offer:

**Order Code-A-Line 1.0 Professional now and  
save nearly 50% off the regular price of \$49!** **\$25**  
Offer expires with the official release of the  
Professional package.

**Order your copy of Code-A-Line 1.0 Complete  
now and save nearly 40% off the regular price  
of \$79!** **\$49**  
Offer expires with the official release of the  
Complete package.

Please remit in U.S. funds drawn on a U.S. bank. No foreign currency, please. Make checks payable to Optimax Corporation. Please do not send cash. Please contact [Optimax](#) for network- and site-licenses. Optimax reserves the right to change the fee schedule and availability at any time without notice.

**WIN** a lifetime license for all future upgrades of Code-A-Line by designing a Code-A-Line icon. See [Contest Rules](#) for details.

See also:

[Code-A-Line Family of Products](#)  
[How to register?](#)  
[Why register?](#)  
[About Shareware](#)

# CODE.ZIP Packing List

README.1ST      Text file with essential installation instructions and any last minute updates to the documentation.  
SETUP.EXE      Installation program.  
SETUP.EX\$      Archived copy of the installation program to be used after the initial installation.  
SETUP.INF      Installation script file used by SETUP.EXE.  
CODE.EX\$      Code-A-Line application (archived).  
CODE.HLP      Online help file for Code-A-Line.  
DISPLAY.CF\$      Sample configuration suitable for display (archived).  
PRINTER.CF\$      Sample configuration suitable for printer (archived).  
FILE\_ID.DIZ      Standard description of the program for use by online BBS services.

The files with extensions ending with \$ are archived and cannot be used directly. You should use the provided SETUP utility to install the program. Setup will take care of installing and de-archiving the files as needed.

# Design a Code-A-Line Icon: Contest Rules

We invite you to participate in our ongoing contest for the Code-A-Line icon.

**If your design is selected for a future version of Code-A-Line, you will be awarded a lifetime registration number, with a license to all future shareware versions of Code-A-Line. If you are already a registered user, the registration fee you paid will be refunded.**

Your name will also appear in future releases inside this help topic (unless you prefer not to be identified), along with the picture of the winning design (see below).



The current icon has been designed by

**Andrew J. Wozniwicz**

the author of this program.

The next release could have YOUR name here!

When submitting your icon designs, please observe the following rules:

1. You may submit any number of entries by any means available to you as long as you send us the icons in one of the following two formats: either as standard binary .ICO files, or as standard ICON resource scripts.
2. In both cases, they must be submitted on electronic media as files (printed scripts will not be accepted). The files can be compressed by any of the popular copression utilities.
3. The icon must be in a standard Windows desktop size of 32x32 pixels, maximum 16 colors.
4. Send the files to Optimax Corporation.
5. The icon(s) you submit must be originally designed by you and must not have been previously copyrighted, or used in any commercial or proprietary product or program before (It is your responsibility to ensure that you do not violate any rights of others. Optimax assumes no responsibility for *your* violation of others' copyrights).

All submissions become the sole property of Optimax Corporation.

Optimax Corporation reserves the right to select more than one icon design, not to select any designs received, or to cancel the contest at any time. We also reserve the right to amend the contest rules from time to time.

Please note that no acknowledgment or receipt will be issued for the contest entries. You will hear from us only if your design is selected.

# Main Window

The main Code-A-Line window consists of the following elements:

Window Frame

Main Menu

Toolbar

Outline




















Status Bar

## Code-A-Line Window Frame

Windows environment provides a standard look-and-feel for application windows by giving them a frame and a title bar. The Code-A-Line title displays the abbreviated form of the file name (just the name portion). A shareware evaluation version has the word UNREGISTERED in the window title at all times. Registering Code-A-Line removes this reminder (See [How to register?](#)).

# Code-A-Line Toolbar

Tollbar's speed-buttons give you one-click access to the most frequently used commands.

<b>Toolbar Button</b>	<b>Menu Equivalent</b>	<b>Function</b>
	<u>File New</u>	Blank the editor for a new file.
	<u>File Open</u>	Open an existing file.
	<u>File Save</u>	Save current file.
	<u>File Print</u>	Print current file.
	<u>Edit Cut</u>	Cut text to the clipboard.
	<u>Edit Copy</u>	Copy text to the clipboard.
	<u>Edit Paste</u>	Paste text from the clipboard.
	<u>Edit Find</u>	Find text.
	<u>Edit Replace</u>	Find and replace text.
	<u>Line Expand All</u>	Expand all lines.
	<u>Line Deep Expand</u>	Expand only the current line completely.
	<u>Line Collapse All</u>	Collapse all lines.
	<u>Line Move Up</u>	Move current line up.
	<u>Line Move Down</u>	Move current line down.
	<u>Line Promote</u>	Promote the current line and its children.
	<u>Line Demote</u>	Demote the current line and its children.
	<u>Line Indent</u>	Indent the current line without affecting the children..
	<u>Help Contents</u>	Display the hHelp Table of Contents.
	<u>File Exit</u>	Exit program.

# Code-A-Line Outline

The main (client) area of a Code-A-Line window is devoted to displaying the file outline.

[What Are Outlines?](#)

[Programs As Outlines](#)

[Other \(Non-Program\) Outlines](#)

[Outline Editor](#)

# What Are Outlines?

An outline is a way of utilizing both dimensions of your screen or paper - vertical and horizontal - to organize information. In outline text files lines are indented from the left to show deeper nesting, or parent-child-like relationships.

An indented line is considered subordinate (the child) to the previous one, with one less level of indentation (the parent). The unindented lines (with indentation of zero) form the main "headline" structure of the file and are "parents" of all other, deeper indented lines. Every headline can have a list of sub-heads. The sub-heads can have more sub-heads, and so on to virtually an infinite depth of detail.

With the outline structure you can look at the details of your work or get the broader view by expanding and collapsing headlines. Plus, Code-A-Line outlines can be instantly reorganized to facilitate the development of your work.



# Non-Program Outlines

Code-A-Line can help you organize ideas and details. It can make you more productive by making it easier to put every fact and goal where it belongs in relationship to other things. Similar to how spreadsheet programs help boost your productivity in financial and quantitative work, an outline processor is best used in organizational and qualitative work.

The list of applications for outlining is endless. We include some suggestions here:

- TO-DO lists
- Task Lists for Project Management
- Classifications
- Organizational "Charts"
- Tables of Contents
- Hierarchy Trees

# Programs as Outlines

Code-A-Line has been specifically designed with the programmer in mind. Almost no matter which programming language you use, you can take advantage of Code-A-Line's powerful outlining capabilities to enhance your productivity.

The key to productivity enhancement that Code-A-Line provides is called information hiding. It is a very powerful concept, which has far reaching implications as far as software construction is concerned. The term itself has many applications. Here we are using the term 'information hiding' in the context of developing (i.e. writing and editing) the program source code files.

Rather than looking at the entire source code file all at once, you can concentrate on the selected areas by appropriately expanding the lines of interest, while suppressing the display of all the remaining ones. You gain an uncluttered view of the problem you are currently trying to solve, without all the extraneous noise.

Typically, programmers spend a lot of time paging back and forth between declaration of a routine and its implementation, between declaration of a data type and the place where it is being used, and so on. With outlines, the related elements can be brought closer together.

Outlines make it easy to develop pseudo-code (what else!) outlines of your program's logic. You can later expand these outlines by providing the implementation details, while the outline headings become comments in your code. You can keep things in perspective by expanding and collapsing sub-headings, so that you never have to deal with too much detail at once.

You can use outlines to enhance and/or highlight the syntactic structure of your program source code. For example, if you treat the headings of subroutines as outline headings, and their bodies as sets of subordinate headings in the outline, you can then view the file in the fully contracted state, when it becomes a sort of table of contents. You can later expand the heading that you are interested in, to see the details of implementation of the subroutine.

This concept can be applied not only at the subroutine level, but at any level, down to individual statements or groups of related statements. After all, you are probably using indentation to help you cope with your programs' structure anyway. Code-A-Line comes in as an enhancement to let you make much better use of that indentation technique.

# Outline Editor

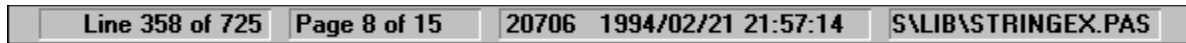
Code-A-Line has a powerful Outline Editor. This is the main portion of the Code-A-Line window, occupying the area between the toolbar at the top, and the status bar at the bottom.

The editor area is divided into two regions: on the left are the line numbers; on the right are the text lines of the current outline.

You can tell which area the cursor is over as it changes from the normal arrow pointing to the left while over the text lines into a similar arrow but pointing to the right over the line numbers.

Depending on which area you click/double-click on with your mouse, the outline contracts or expands (click on the line numbers' area), or the line editor gets activated (double click the text of the line).

## Code-A-Line Status Bar



Displayed at the bottom of the window. The status bar shows the current position in the file, both in terms of the display-based line numbers and in terms of pages. It also displays the current directory information, including the size of the file in bytes, the date, and the time as it was read from disk. Finally, the status bar displays the full path and filename of the file being edited.

Note that when you modify the current file, the directory information and the name of the file are greyed out. This is an indication that the file has changed since the last save.

# Line Numbers

As a consequence of its outlining capabilities, and the possibility of collapsing some headlines, Code-A-Line must maintain two different line-numbering schemes.

- **File-Based (Absolute) Line Numbers**

These are the consecutive, sequential numbers that the lines are numbered with as they are read from the disk file. These numbers are displayed and printed to the left of each line (unless you disabled this option) and they are the same numbers that a regular text editor might report. These numbers are "absolute" in the sense that they will remain unchanged when you expand or collapse various portions of the outline.

- **Display-Based (Relative) Line Numbers**

These are the sequential numbers of only the displayed lines in the outline. The display-based number of the currently selected line is shown inside the leftmost field on the status bar (bottom of the window). If you expand all lines in the outline, the Displayed numbers will coincide with the file-based Outline Numbers. Normally, the display-based number of a line changes as lines before it are expanded or collapsed. In that sense, these numbers are display-relative.

# Main Menu Commands

<u>F</u> ile	<u>E</u> dit	<u>L</u> ine	<u>O</u> ptions	<u>H</u> elp
--------------	--------------	--------------	-----------------	--------------

<u>F</u> ile	Opening, Saving and Printing of files.
<u>E</u> dit	Cut, Copy, Paste, Select All.
<u>L</u> ine	Manipulating the Outline.
<u>O</u> ptions	Custom configuration options.
<u>H</u> elp	Access to help pages.

# File Menu Commands

<u>New</u>	Creating a New File.
<u>Open</u>	Opening an Existing File.
<u>Save</u>	Saving an Existing File.
<u>Save As</u>	Saving a New File.
<u>Print</u>	Printing a File.
<u>Printer Setup</u>	Choosing and Setting up Printers.
<u>Exit</u>	Exiting the Program.

# Edit Menu Commands

Undo Undoing changes effected by previous commands

Cut Cutting Lines to the Clipboard.  
Copy Copying Lines to the Clipboard.  
Paste Pasting Lines from the Clipboard.

Select All Selecting All Lines.  
Find Find occurrences of the specified text.  
Replace Find and replace one or more occurrences of the specified text.

Go To Page Position the highlight bar (caret) at the top of the specified page.



# Line Menu Commands

<u>Insert</u>	Inserting a New Line.
<u>Add</u>	Adding a New Line.
<u>Edit</u>	Editing an Existing Line.
<u>Delete</u>	Deleting a Line.
<u>Expand One</u>	Expanding (Unfolding) a Line One Level.
<u>Collapse One</u>	Collapsing (Folding) a Line.
<u>Expand All</u>	Expanding (Unfolding) All Lines.
<u>Deep Expand</u>	Expanding a Line Completely.
<u>Collapse All</u>	Collapsing All Lines.
<u>Move Up</u>	Moving the Current Line Up.
<u>Move Down</u>	Moving the Current Line Down.
<u>Promote</u>	Promoting (Unindenting) a Line.
<u>Demote</u>	Demoting (Indenting) a Line.
<u>Indent</u>	Indenting a Heading, without affecting its children
<u>Go To</u>	Moving the highlight bar (caret) to the specified <u>absolute</u> line.

# Options Menu Commands

<u>Colors</u>	Selecting Custom Colors.
<u>Elements</u>	Selecting Page Elements to be included or excluded from printing/displaying.
<u>Fonts</u>	Selecting custom fonts.
<u>Page Layout</u>	Defining page layout, including margins and other dimensions.
<u>Preferences</u>	Defining miscellaneous custom preferences.
<u>Open</u>	Loading a configuration file.
<u>Save</u>	Saving the current configuration to a file.
<u>Save As</u>	Saving the current configuration to an explicitly named file.

# Help Menu Commands

<u>Index</u>	Help Table of Contents.
Keyboard	Keyboard shortcuts.
Commands	Menu commands.
Procedures	Eplanations on how to accomplish a certain task.
Using Help	Help on Windows Help.
<u>About</u>	Program and copyright information.

## **Creating a New File**

To create a new source file choose New from the File menu (Alt-F, N).

The contents of the outline will be cleared (if you have not saved the currently open file, you will be prompted to do so).

# Opening an Existing File

To open an existing file

Choose Open from the File menu (Alt-F, O), or

Drag-and-Drop the file with your mouse from the File Manager onto the Code-A-Line window or icon.

If you choose Open from the File menu, or press open file button on the toolbar, a dialog appears.

The contents of the current outline will be cleared as the new file is read in. If if you have not saved the currently open file, you will be prompted to do so.

Code-A-Line does NOT rely on any extraneous control characters to be inserted into your file in order to maintain the outline structure of the file. Only the indentatiuon of the individual, non-blank lines matters when Code-A-Line builds the outline structure on-the-fly as it reads the file..

# Saving an Existing File

The Save command records any changes you make to the currently open source file. The file name and location remain the same. You should save the contents of a file frequently as you work.

To save an existing source file choose Save from the File menu (Alt-F, S).

If this is the first time you have saved the source file, the Save As dialog box appears. See [Saving a New Document](#)

# Saving a New File

To save a new, unnamed document or source code file,

Choose Save from the File menu (Alt-F, S), or

Choose Save As from the File menu (Alt-F, A).

"Save As" dialog box appears

To save the document in the current drive and directory, type a name of up to eight characters in the File Name box.. There is no default extension for the document you save, so you have to specify a complete file name, with an extension, if desired.

To save the document in a different drive or directory select a drive in the Drives box , then select a directory in the Directories box, then type the filename or the complete path in the File Name box..

Once you are done filling in file-name components, press the "OK" button.

# Printing a File

The printer you have installed affects how Code-A-Line prints and displays text on the screen. Before you complete the editing of your source file, you should install and select the printer you intend to use to print it.

It is a good idea to frequently save your file while you are editing it, but especially before you start printing. That way, if a printer error or other problem occurs, you will not lose any work performed since the last time you saved the file.

You can print a a range of pages (even a single page), a complete file, or a range of lines from the file.

To print the entire document,

Choose Print from the File menu (Alt-F, P). In the Print box, select All (Pages) inside the Print Range box, then press the "OK" button.

To print a range of pages,

Choose Print from the File emnu (Alt-F, P), then select Pages in the Print Range box. Specify the desired range of pages in the From and To boxes, then press the "OK" button.

To print a range of lines,

Choose Print from the File menu (Alt-F, P), then select Selection in the Print Range box. and press the "OK" button.

The selected range of lines does not necessarily have to coincide with page breaks; it can span several pages, or be as short as two lines; it can begin and end at any line on a page; it can also include all lines, in which case printing it is equivalent to printing the entire document.



# Printer Setup

A file prints on the default printer. If you have installed more than one printer, you can make any of them the default printer. You can also change the options for the default printer.

To change printers,

1. Select Printer Setup from the File menu (Alt-F, R).
2. From the drop-down list of available printers select the one you wish to use. This will become your default printer.
3. Press the "OK" button.

To change the default printer options,

1. Select Printer Setup from the File menu (Alt-F, R).
2. Choose the Setup button. A printer options dialog box will appear, allowing you to set the preferred options for the printer. The options vary, depending on the printer you selected.
3. Select the options you prefer.
4. Press the "OK" button to close the printer's Setup dialog box.
5. Choose the "OK" button in the Select Printer dialog.

# Exiting the Program

To close the window and exit Code-A-Line,

Select Exit from the File menu, or

Press Alt-F4 while the main window has the input focus.

# Undoing Changes

Any editing command that affects the text stream in the outline editor can be un-done. The commands involved include:

## **Edit Menu Commands**

- Paste
- Cut
- Replace

## **Line Menu Commands**

- Insert
- Add
- Edit
- Delete
- Move Up
- Move Down
- Promote
- Demote

To undo the last command issued,

Select Undo X from the Edit menu, where X is replaced by the name of the most recently issued command (e.g. Undo Insert, Undo Move, etc.).

If there are no commands saved in the Undo buffer, the first Edit menu selection will read 'Nothing to Undo' and will be greyed-out. Otherwise the first menu selection will show the most recently issued command and the number of undo records remaining in the Undo buffer, in square brackets.

There is no limit on the number of changes that can be undone. Code-A-Line maintains a Last-In, First-Out queue of recent commands, so that you can undo them in the reverse order, one-by-one.

Please note that line expansion and contraction commands do not affect the undo buffer. You cannot currently undo line expansion or contraction commands, and therefore undoing the effects of some of the above undo-enabled commands may not be immediately visible if you have collapsed or expanded lines since the time the command was issued.

Also note that issuing a File|New, or File|Open commands unconditionally flushes the Undo buffer removing all commands stored there.

# Cutting Lines

To cut (remove) a range of lines from the file you are editing and place them as text onto the Windows Clipboard,

Select the range of lines, then

Select Cut from the Edit menu (Alt-E, T), or  
Press Shift-Delete

Note that only the visible selected lines will be placed onto the Clipboard. The lines hidden (folded) underneath the currently visible ones will be cut from the file, but will not appear on the Clipboard.

Also note that the newly cut lines replace any previous contents of the Clipboard.

# Copying Lines

To copy (without removing from the file) a range of lines from the file you are editing and place them as text onto the Windows Clipboard,

Select the range of lines, then

Select Copy from the Edit menu (Alt-E, P), or

Press Ctrl-Insert on the keyboard.

Note that only the visible selected lines will be placed onto the Clipboard. The lines hidden (folded) underneath the currently visible ones will not appear on the Clipboard.

Also note that the newly copied lines replace any previous contents of the Clipboard.

# Pasting Lines

To paste the current contents of the Windows clipboard as text lines into the outline,

Select Paste from the Edit menu (Alt-E, P), or  
Press Shift-Insert.

The text from the Clipboard is added at the insertion point (below the currently selected line). If more than one line is currently selected, the text lines from the Clipboard replace the selected lines in the file.

# Selecting Lines

To select a range of lines:

1. Move the current highlight bar to the first line of the range to be selected.

Then do one of the following:

2. Without moving the highlight bar, scroll the window by the scrollbar so that the last line of the range is visible, then

Depress Shift and click on the last line of the range to be selected while Shift is still being depressed.

or

2. Depress Shift and move the highlight bar with the cursor (arrow) keys while Shift is still being depressed, thereby gradually extending the selection, line-by-line.

See also:

[Selecting All Lines](#)

# Selecting All Lines

To select all lines in the file in one step,

Choose Select All from the Edit menu (Alt-E, A).

See also:

[Selecting Lines](#)



# Finding Text

You can find the next occurrence of any sequence of characters in the outline, including uppercase and lowercase characters, and parts of words.

To find text

- 1 From the Edit menu, choose Find (Alt-E, F).
- 2 A Find dialog box appears.
- 3 In the Find What box, type the text to search for.
- 4 Set the options you want to control the search with:

Match Case	Find text having a certain pattern of uppercase and lowercase letters, when case is significant.
Up	Search the outline above the current insertion point (highlight bar).
Down	Search the outline below the current insertion point (highlight bar).
- 5 Choose the Find Next button. If Code-A-Line finds an occurrence, the outline scrolls and expands as necessary, so that you can see the line in context.
- 6 To cancel a search or when you are finished searching, choose the Cancel button, or press Esc.

# Replacing Text

With the Replace command, you can find and replace text. You can automatically replace all occurrences of the found text, or selectively replace only certain instances.

To replace text

- 1 Select the portion of the document you want to search. Code-A-Line searches the entire document if you do not select a portion of the document.
- 2 From the Edit menu, choose Replace (Alt-E, R).
- 3 In the Find What box type the text to search for.
- 4 Set the options you want to control the search with:

Match Case Find text having a certain pattern of uppercase and lowercase letters

- 5 In the Replace With box type the text.
- 6 Choose the Find Next button. If Code-A-Line finds an occurrence, the outline scrolls and expands as necessary, so that you can see the line in context.
- 7 Do one of the following:  
To replace the text, choose Replace.  
To leave the text unchanged and search for the next occurrence, choose Find Next.
- 8 Do one of the following:  
Repeat steps 6 and 7 for each occurrence.  
To change all occurrences of the search text without confirmation, choose the Replace All button.
- 9 To cancel a replace operation in progress or when you are finished replacing, choose the Close button or press ESC.

To undo the effects of the Replace command, choose Undo Replace from the Edit menu (Alt-E, U) as the first action after completing the change. Code-A-Line reverses only the last change if you chose Replace for each occurrence. All changes will be reversed if you made the changes in one step with Replace All.

# Jumping to a Particular Page

To move the highlight bar (outline caret) to the first line of a particular page,

1. Select "Go To Page" from the Edit menu (Alt-E,G).

A Dialog box will appear allowing you to enter any number within the current range of page numbers.

2. Once you have entered the desired page number to move to, press the "OK" button.

See also:

[Jumping to a Particular Line](#)

# Jumping to a Line Number

To move the highlight bar (outline caret) to a particular absolute line,

1. Select "Go To" from the Line menu (Alt-L,G).

A Dialog box will appear allowing you to enter any number within the current range of page numbers.

2. Once you have entered the desired page number to move to, press the "OK" button.

See also:

[Jumping to a Particular Page](#)

# Inserting a Line

To insert a new line **before** the currently selected one:

Choose Insert from the Line menu (Alt-L, I), or

Press the Insert key.

A new, blank line will be inserted before the currently selected line, and the editing caret will be shown. You can start entering text for the new line immediately. Once you are finished adding text for the line, press Enter. If you want to discard changes to the current line and return to the outline editing mode, press Esc.

See also:

[Adding a Line](#)

# Adding a Line

To add a new line **after** the currently selected one:

Choose Add from the Line menu (Alt-L, A), or

Press the Enter key on your keyboard.

A new, blank line will be added after the currently selected line (if the currently selected is the last line of the file, the new line will be appended), and the editing caret will be shown. You can start entering text for the new line immediately. Once you are finished adding text for the line, press Enter. If you want to discard changes to the current line and return to the outline editing mode, press Esc.

NOTE: Pressing Enter repetitively will insert more lines. If you want to terminate the line-insertion mode and return to the outline editing mode, press Esc.

See also:

[Inserting a Line](#)

## Editing a Line

To make changes to an existing line,

Choose Edit from the Line menu (Alt-L, E), or

Double click the text of line with the mouse, or

Press the Spacebar on your keyboard, or

Just start to type the text.

The editing caret (a blinking, vertical bar at the insertion point) will show allowing you to edit the text line. Once you are finished with changes, press Enter. If you want to discard changes to the current line and return to the outline editing mode, press Esc.

## Deleting a Line

To delete a line,

Choose Delete from the Line menu (Alt-L, D), or

Press the Delete key.

Note that if there is a block marked, the entire block will be deleted.

Also, please note that when the outline is folded, all of the subordinate (lines at a higher level of indentation) under the current line will also be deleted.



## Expanding a Line

Lines that can be expanded ("outline headings") are lines followed by other lines with deeper indentation. They are marked with a plus sign right after the line number on the left. They are also marked with a trailing ellipsis (three dots by default. You can change the mark by choosing Preferences from the Options menu).

To expand the current line by one level,

Choose Expand One from the Line menu (Alt-L, X), or

Press the Plus key on the numeric keypad, or

Click (once) over the line number of the line you want to expand (to the left of the text of the line) with the mouse, provided the line is currently collapsed. If the line is already expanded, it will be collapsed instead.

See also:

[Collapsing a Line](#)

# Collapsing a Line

Lines that can be folded or collapsed ("outline headings") are lines followed by other lines, with a higher indentation level. They are marked with a minus sign right after the line number on the left.

To collapse a single outline heading,

Choose Collapse One from the Line menu (Alt-L, C), or

Press the Minus key on the numeric keypad, or

Click (once) over the line number of the line you want to collapse or fold (to the left of the text of the line) with the mouse, provided the line is currently at least partially expanded. If the line is already fully collapsed, it will be expanded.

See also:

[Expanding a Line](#)

# Expanding All Lines

To expand (unfold) all lines,

Choose Expand All from the Line menu, or

Press the Star (Multiply) key on the numeric keypad.

Expanding all lines unfolds the entire file making all the lines visible.

See also:

[Collapsing All Lines](#)

# **Collapsing All Lines**

To collapse all lines, effectively reducing the visible outline to the top-level headings,

Choose Collapse All from the Line menu, or

Press the Slash (Divide) key on the numeric keypad.

See also:

[Expanding All Lines](#)

# Deeply Expanding a Line

You can expand an outline heading (a line with subordinate lines) completely, so that all 'child' or subordinate lines at the lower levels are visible. This is called 'deeply' expanding, because you are effectively in-depth exposing the subtree of hierarchically organized headings.

To deeply expand the entire su-hierarchy starting at the selected line,

Choose Deep Expand from the Line menu, or

Press Ctrl-+ (Plus on the numeric keypad).

See also:

[Expanding All Lines](#)

[Expanding a Line](#)

# Rearranging the Outline

You can move single lines up or down, thereby rearranging the order of headings in the outline.

To move the single selected line up one position, i.e. to swap the selected line with the next line at the same indentation level immediately above it,

Choose Move Up from the Line menu (Alt-L, U), or

Press Ctrl-Up Arrow.

To move the single selected line down one position, i.e. to swap the selected line with the next line at the same indentation level immediately below it,

Choose Move Down from the Line menu (Alt-L, W), or

Press Ctrl-Down Arrow.

# Promoting a Line

Promoting means decreasing the indentation of (unindenting) a line. The line gets "promoted" since it becomes a higher-level outline heading in the process.

To promote the currently selected line or range of lines,

Select Promote from the Line menu (Alt-L, P), or

Press Left Arrow key, or

Press Shift-Tab.

See also:

[Demoting a Line](#)

## Demoting a Line

Demoting means increasing the indentation of a line and its children (subordinate lines, or subheadings in the outline). The line gets "demoted" since it becomes a lower-level outline heading or a simple text line in the process.

Demoting a line that already has children (subordinate lines, or lines with higher indentation level) results in demoting the entire subtree. If your intention is to demote just one line, without moving its children, see [Indenting a Line](#).

To demote the currently selected line or range of lines and all of their children,

Select Demote from the Line menu (Alt-L, M), or

Press Right Arrow key, or

Press Tab.

See also:

[Promoting a Line](#)

[Indenting Line](#)



# Indenting Line

Indenting is similar to Demoting, with the exception that the subordinate (child) lines are not dragged along. Only the explicitly selected lines are affected.

To demote just the selected line or lines, without necessarily indenting its, or their, children,

Select Indent from the Line menu (Alt-L,I), or

Press Right Arrow key while holding Ctrl key simultaneously, or

Hold Ctrl and Tab keys simultaneously.

See also:

[Promoting a Line](#)

[Demoting a Line](#)

# Customizing Colors

To customize the colors used by Code-A-Line on the display

Select Colors from the Options menu (Alt-O, C).

"Select Colors" dialog will appear. You can customize a color for a number of display elements, shown in a list box along with sample color boxes.

Use the drop-down selectors inside the Color box near the bottom of the dialog to choose the foreground (text) and background colors of the currently selected display element.

Please note, that you can only choose colors for the display: your printouts are always black on white regardless of the custom color settings.

The display elements listed are as follows:

## **Lines Of Code**

These are the actual text lines of your file (document). All text lines will be affected by this setting.

## **Selected Lines**

This setting will affect only the selected lines, i.e. lines within a block. This is not the color of the caret line, i.e. the currently active line.

## **Line Numbers**

Line numbers are displayed to the left of each text line (unless they are disabled by your other custom settings). The settings of the text color will affect the line numbers only, but the background also affects the background of all areas within the outline window not covered by text.

## **Caret Line**

Caret line is the "current" line, on which the outline caret resides. This setting affects only this single line.

## **Page Breaks**

Page breaks, if shown, will use the foreground color. The background color has no meaning and will not be used.

# Selecting Page Elements

To select which elements (objects) get displayed and printed on the page,

Choose Elements from the Options menu (Alt-O, E).

"Select Page Elements" dialog-box will appear in which, for each element or object of interest you can either check or uncheck the box next to it using your mouse. Select the object name from the "... Elements" list, an appropriate page selection from the list above it (your choices apply to one of the selections: All Pages, First Page Only, or Subsequent Pages - other than the First), then check or uncheck the checkbox next to the element's name.

Once you are done selecting which elements are to be displayed, press the "OK" button.

When the checkbox is 'on' ('checked') the corresponding page element will get drawn on the display, if applicable, and it will also appear on the printed page. If you uncheck (turn 'off') a checkbox, the corresponding element will not appear on the printout or screen.

Note that some choices in the "Page Element" list apply only to the display (Page Breaks), while others only to the printer (Big Title, Page Header, Top Dividing Line). Only the Line Numbers and Code Lines are both applicable for the display and the printer.

When a checkbox is grayed, i.e. it is displayed in an indeterminate, neither checked, nor unchecked state, this is an indication of the fact that your page selection (such as All Pages) covers pages of which some include and others exclude the current element. Narrow down your page selection (e.g. select First Page Only) to see the checkbox turn into a determinate checked or unchecked state.

Here is the list of the object names displayed in the "Page Elements" box:

## **Big Title**

This is typically a large-print title of the file. By default, it is printed at the top of the first page only.

## **Page Header**

This consists of the full path name of the file being printed, along with the directory information including its size in bytes, and its date and time, as well as the page number of the printout.

## **Top Dividing Line**

A horizontal line dividing the header from the rest of the page is drawn by default underneath the header. You can disable the printing of this line by unchecking the corresponding box.

## **Line Numbers**

File-based (absolute) line numbers are printed by default. If line number printing is not desirable, uncheck the appropriate box.

## **Code Lines**

The text of the lines is typically what you want to print in the first place. Sometimes, however, a need may arise to, for instance, overprint the headers with page numbers over a bare source code listing, possibly pre-printed by other means. You can accomplish that by unchecking the Code Lines box.

**Page Breaks**

Page breaks are displayed for your information to allow you to preview the printout and possibly adjust the text lines. You can disable the display of the page breaks by unchecking the box. Note that the page breaks will only display properly once you selected the printer that you intent to use for printing the file.

# Selecting Fonts

To customize the fonts with which the page elements or objects are displayed and printed,

Choose Fonts from the Options menu (Alt-O, F).

"Select Fonts" dialog will appear, in which you can choose a custom tailored font for each of the following page elements: Lines of Code (regular text), Line Numbers, First-Page Title (typically the "Big Title", and Page Headers.

As you select a particular page element, the corresponding font attributes are copied to the entry fields inside the "Font" box. You can edit these entries and thereby change the font attributes of the currently selected Page Element.

If you prefer, you can choose from a list of all available fonts on your system. Press the "Fonts" button to open the standard "Font" dialog that allows you to select the typeface name and other attributes of the font.

Once you are done with the selections, press the "OK" button.

Once you made a change to a page element's font, if you wish to apply the same font attributes to another page element, use the "Repeat" button. It will copy the last font attributes into the currently selected page element.

You can activate the "Repeat" button without doing any font attribute editing by double-clicking on an entry with the desired font properties inside the Page Element box. Once the button has been activated, you can apply the font properties to other Page Element entries by selecting the other entry and then pressing the "Repeat" button.

# Customizing Page Layout

To customize the overall layout of the page, i.e. to set-up margins and other key dimensions,

Select Page Layout from the Options menu (Alt-O, L).

"Page Layout" dialog with a list of page dimensions will appear allowing you to select the desired value for each dimension. You can edit the value below the list-box, inside the "Size" box.

You can also choose one of the possible measurement units to be one of: points, millimeters, thousands-of-an-inch, or device pixels.

Please note, that the last choice (device pixels) is device- (printer-) dependent, and that the results will likely change as you select a different printer.

# Defining Preferences

To customize miscellaneous Code-A-Line settings not covered by other, specific commands choose Preferences from the Options menu (Alt-O, P).

A "Custom Preferences" dialog will appear, in which you can change the following settings affecting the display and/or printed output:

## **End-Of-Line Markers:**

These are displayed and printed at the end of some text lines to indicate a special status of a line. Two endline markers are currently defined:

### **Expansion**

This is a string of characters displayed at the end of an expandable line. By default it is a space character followed by three dots. It can be changed to any combination of characters and/or special symbols.

### **Null-Line**

This marker string is displayed in place of empty (null) lines. By default it is a single underscore. It can be changed to any combination of characters and/or special symbols.

## **Tab Size:**

Tab size settings affect how Code-A-Line reads text files and how it generates the output file.

### **Source**

Source Tab Size setting is used to determine the number of consecutive leading spaces (ASCII 32) which are to be treated as one logical indentation level. Note that TAB characters in the input file are always assumed to increase the logical indentation level by one. By default this value is two, which means that each indentation level is indented two space characters to the right from the previous one.

### **Destination**

When Code-A-Line saves a file, it uses this setting to determine how many space characters to output at the beginning of a line for each logical indentation level. By default this is set to two spaces. Please note, that depending on the setting of the Use TAB Char checkbox (see the explanation below), TAB characters may be output one per indentation level instead of space characters.

This setting also affects the line indentation on the display. Its value roughly corresponds to the number of characters in the currently selected font by which a line is offset from the left for each level of indentation. Please note, that this setting has no effect on the printed output; use [Options|Page Layout](#) to determine the indentation of the printed lines.

### **Use TAB Character**

This setting determines whether TAB characters (ASCII 9) are used on output to indicate the indentation level of a text line. If this box is checked, the settings in the Destination Tab Size box have no effect other than on the display.

Filter Button, when pressed, expands the dialog box further to show the [File Filter](#) settings.

Once you are satisfied with the settings, press the "OK" button and your preferences will immediately take effect.

See also:

[Saving a Configuration File](#)



# File Filter

Whenever you attempt to open a file by choosing Open from the File menu, an "Open File" dialog box appears with, among other elements, a drop-down list of file extensions ("List Files of Type") near its bottom left hand corner.

These file extensions lists are typically predefined in most Windows applications and cannot be changed by the user. It then becomes a very frustrating task to repetitively have to open files with extensions not foreseen by the program designers. Code-A-Line takes the extra step of allowing you to customize the list - we call it File Filter - to suit your needs, and change it on the fly.

To customize the File Filter settings,

Select Preferences from the Options menu (Alt-O, P), then  
Press the Filter button.

The Custom Preferences dialog box expands showing a File Filter list of filename extensions and their descriptions.

You can manipulate the list by double clicking on the entries to edit them, or pressing the Add or Remove buttons, as needed.

Once the File Filter list suits your preferences, press the "OK" button to exit and save your settings.

# Opening a Configuration File

All custom program settings can be stored in a configuration file. To open an existing configuration file,

Select Open from the Options menu (Alt-O, O).

An "Open Configuration" dialog box will appear allowing you to select a configuration file. Configuration files typically have the extension of \*.cfg.

Once you have selected the configuration file you wish to load, press the "OK" button.

# Updating a Configuration File

All custom program settings can be stored in a configuration file. To update an existing configuration file,

Select Save from the Options menu (Alt-O, S).

The file will be updated with the current custom settings. You can retrieve these settings later by choosing Open on the Options menu.

# Saving Current Configuration

All custom program settings can be stored in a configuration file. To save the current program settings in an explicitly named configuration file,

Select Save As from the Options menu (Alt-O, A).

A "Save Configuration As" dialog box will appear allowing you to choose the destination drive, path and file name for the configuration settings. Once you have selected the name for the configuration file, press the "OK" button.

The file will be updated with the current custom settings. You can retrieve these settings later by choosing Open on the Options menu.



