

SrcEdit User Guide

Intelligent Interfaces Ltd

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INTRODUCTION

SrcEdit is a text editor, based on the RISC OS editor (Edit), with extra features to make it more suitable for creating and editing program source text.

You can control SrcEdit from a menu tree, which is described fully in this User Guide. However, many menu choices are available directly from the keyboard; once you are familiar with SrcEdit, you may find that you prefer this method. These keystroke equivalents are listed later in this User Guide.

Starting SrcEdit

You can load SrcEdit either by double-clicking on the !SrcEdit icon from a directory display, or by double-clicking on a file of type `Text (&0fff)`. You will then see an icon similar to that of Edit on the iconbar (a pen and program listing).

Typing in text

When you first open a new SrcEdit window, an I-shaped bar - the *caret* - appears at the top left of the window. This is where text will appear when you start typing. You can open more SrcEdit windows, but only one of them will have a caret in it: this is called the current window. It is also identified by the fact that parts of its border appear in cream rather than grey. You can type only in the current window.

If you type in some text without putting in any carriage returns, and using the system font (the default font) you will find that the window scrolls sideways. This is because the default SrcEdit window is not as wide as the screen. You can break your text into lines by pressing Return. Alternatively, click on the Toggle Size icon to extend the window to the full screen and avoid having to scroll sideways. There is another way of getting all your text into the window, using the **Format** command; this is described later.

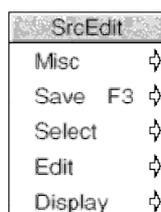
As you type, you will notice that SrcEdit fills the current line and then carries on to the next line, often breaking words in the middle. Ignore this for the moment, as there is a menu option (**Wordwrap**) that will take care of it, and this will be described later.

Inserting and deleting text

If you need to insert or delete text, position the caret where you want to make the alteration by moving the pointer there and pressing Select. You can insert text simply by typing. If you want to delete a character, position the caret immediately after it and press either Backspace or Delete; hold the key down and the auto-repeat will come into effect, deleting more characters.

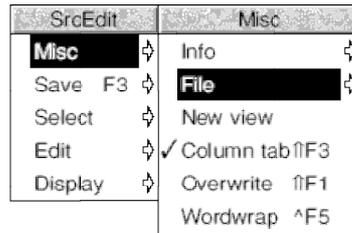
SrcEdit menus

The top level menu for text windows contains the following options:



The Misc menu

This menu offers six options:



Info tells you about SrcEdit, including the version number of your copy of the program.

File gives information about the file you are working on, in particular:

- * whether it has been modified since you last saved it;
- * what type of file it is: for example, a Text File or a Command file (its icon, if it has one, is also shown);
- * its name, including the full directory pathname;
- * its size, in number of characters;
- * the time and date it was last saved (or if you have not saved it yet, the time and date when it was first created).

New view opens a second window on the same text. This allows you to look at two parts of the same document, and makes many actions such as copying from one part of a document to another much easier. Remember that you are looking at one document, not at two separate copies of it: to illustrate this, try looking at the same part of a document in two views (not the way you will normally use **New view**!); enter some changes in the first view and you will see the same changes appearing in the second view. This is particularly useful with large documents.

Column tabs switches on a different type of tab insertion; for more detail see the section entitled *Laying out tables: the Tab key* later in this User Guide. When this option is on, it is ticked in the Misc menu and `ColTab` appears in the Title bar.

In SrcEdit the default state is to have **Column tabs** on.

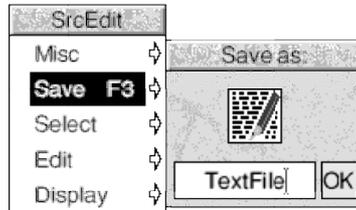
Overwrite, means that each character you type replaces the character at the cursor, instead of pushing the cursor aside and inserting the new character. When this option is on, it is ticked in the Misc menu and `Overwrite` appears in the Title bar.

Wordwrap prevents words being split over line-ends as you type. When this option is on, it is ticked in the Misc menu and `Wordwrap` appears in the Title bar. Do not confuse this option with **Wrap**, selected from the Display submenu. **Wordwrap**, unlike **Wrap**, inserts a newline character (which is there although you cannot see it on the screen) when the cursor moves to a new line.

Saving text: the Save menu

The Save menu allows you to save a complete file; you can also save part of a file using the Select menu, described below.

In order to save a file in the easiest way, you need to have on the screen the directory display for the directory where you want to save the file. Move to **Save**, and a box appears, containing an icon, the current filename, and an **OK** box. If the file has not been saved before, SrcEdit offers you a default filename of `TextFile`. If you want a different name, use Backspace or Delete (or press Ctrl-U) to delete `TextFile`, then



type in the name you want. Place the pointer on the icon in the menu and drag the icon into the directory display where you want to keep the new file. An icon for the file then appears in the directory window.

This action assigns a full pathname to the file, as you will see from the Title bar of the SrcEdit window. When you have made some changes to the text and want to save the file a second time, use the **Save** option again, but this time, provided you want to use the same filename, you can save the file by clicking the **OK** box.

Manipulating blocks of text - the Select menu

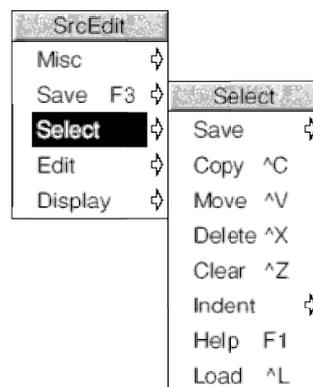
You can *select* blocks of text, then manipulate them.

The simplest way to select a block is to position the pointer where you want the block to start and, using the Select button, drag the pointer to the end of the block and release the button. The selected block of text is highlighted.

If necessary, you can then use Adjust to `adjust' the ends of the block. Position the pointer exactly where you want the block to start or finish, click Adjust and the block lengthens or shrinks accordingly. This is particularly useful when you want to select a block that extends beyond the part of the text you can see in the window. Select a few words or lines at the start of the block, scroll until you can see the point where you want the block to end, place the cursor there and click Adjust.

To select a single word, position the pointer anywhere within the word and double-click Select; select a single line by triple-clicking. Double-clicking with Adjust will extend the block to include the whole of the current word at the pointer, triple-clicking with Adjust extends it to the current line.

Once selected, text can be saved, copied, moved, deleted, deselected (cleared), indented, searched for programming help in an information library or treated as a filename to load by choosing **Load** from the Select menu:



To save a selected block, move to **Save** from the Select menu, and follow the standard saving procedure. Use this option to copy a selection into another SrcEdit window: open a new window and drag the icon into it. The copied block will appear at the end of any text that is already in the destination window.

To make a copy of a selected block of text, first position the caret where you want the copy inserted, then call up the **Select** submenu and choose **Copy**; the original block remains

selected. Keep clicking on **Copy** to make as many copies as you want.

If the caret is already at the position where you want the copied block to appear, press and hold Ctrl while making the selection in the usual way. Still holding Ctrl, press C, and the block will be copied to the caret position.

If you copy to a position inside a selected block, both the original and the new copy remain selected. If you then make multiple copies you will get double the number you indicate. This may happen accidentally if you position the caret immediately to the right of a selected block ending in a carriage return: because the carriage return does not appear on the screen it is not highlighted, but is still part of the selected block. To undo an action, choose **Undo** from the Edit menu (see later).

To move a selected block of text, place the caret where you want the text moved to, then click on **Move**.

If the caret is already where you want the block to end up, press and hold Ctrl while making the selection in the usual way. Still holding Ctrl, press V, and the block will be moved to the caret position.

To delete a selected block of text, click on **Delete**. The marked block then disappears.

Undo - in the Edit menu - allows you to reverse any changes or deletions made in the Select menu.

To clear (or deselect) a block of text you have previously marked, click on **Clear**. The marked block reverts to the normal display and the block is no longer selected.

Indent allows you to indent a selected block of text. The indent is defined in character spaces. You can also use **Indent** to add a text prefix to the beginning of a block.

To indent a selected block of text, call up the **Indent** submenu, then type in a number.

- * A positive number gives you an indent of the specified width.
- * A negative number, eg -5, removes the specified number of spaces or characters from the beginning of the block line; use this to cancel an indent.
- * You can also type in text: IGNORE, or NB, for example. This will then appear at the beginning of every line in the selected block. You can remove this text by indenting with a negative number.

By selecting some text and choosing the **Help** submenu, some language-specific help can be given on that selection. This help is supplied by a language package, which will have registered a help file containing typically a list of help messages for keywords of a programming language (eg the C `printf` function).

The **Load** submenu allows you to load a file into the editor, whose name is given by the current selection. The rule used to determine the name of the file to be loaded (assuming the current selection is in a file whose name has the form `DirectoryPath.LanguageExtension.foo`) is as follows:

- 1 Try to load file `Selection`.
- 2 If (1) fails try to load file:
`DirectoryPath.LanguageExtension.Selection`
- 3 Try to load file `DirectoryPath.Selection`.
- 4 If (3) fails try the comma-separated list of directories entered by the user from the **Search Path** entry in the **Options** submenu of SrcEdit's icon bar menu, with `Selection` appended as a leafname.

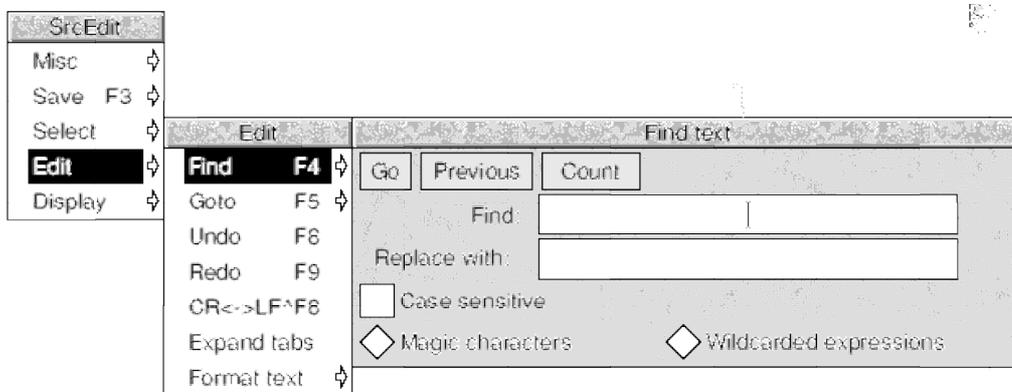
- 5 If (3) and (4) fail, try the comma-separated list of directories which are registered for the current language (see the section entitled *Application menu* later in this User Guide for details of how to set the current language).

For example, you may have a C source file with a line `#include "defs.h"`. By selecting `defs.h` and typing Ctrl-L the header file `defs.h` will be loaded into SrcEdit (providing it can be found on one of the search paths).

The Edit menu

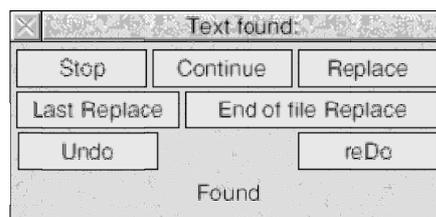
The first option in the Edit menu is **Find**. At its simplest, this allows you to locate any character(s) in your file. You can also use it to replace text with other text. To make sure that the search is complete, always position the caret at the start of the file before giving the **Find** command. In the following description, the text being searched for is referred to as a *string*; it may consist of any sequence of letters, numbers, spaces or other characters.

To use **Find** without doing anything with the found strings, choose **Find** in the Edit submenu: the **Find text** dialogue box appears, with the caret in the **Find** box. Type in the string you want to locate and press Return. The caret then moves to the **Replace with** box.



To start a search, click on **Go**, press Return or press F1.

Edit finds the first occurrence after the caret of the word in your file, then displays the **Text found** dialogue box, indicating the operations available:



To look for the next occurrence of your string, click on **Continue**. To abandon the search, click on **Stop**, or press Return or Escape.

To use **Find** for replacing a string with a new string, go to the **Find text** dialogue box as before, but this time, insert the new string into the **Replace with** box. Then press Return, and the **Text found** dialogue box appears.

Click on **Replace** to substitute the new string for the old string; if you do not want to change this particular occurrence of the old string, click on **Continue** and Edit moves on to the next one.

If you click **Last Replace**, Edit replaces the currently found instance of the string, but does not search for further occurrences.

If you click **End of file Replace**, SrcEdit finds and replaces all occurrences of the string from the present one forward to the end of the file, without stopping at each one for instructions.

Clicking on **Undo** takes you back to the last string replaced and returns it to the original version; click **reDo** to change it back again.

The display at the bottom of the menu keeps you informed of the state of the search; if Edit cannot find the word you have specified it displays the message `Not Found`.

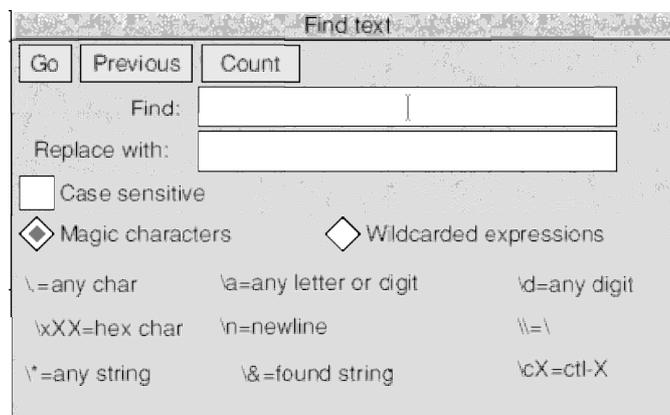
Besides using the **Select** button, you can control all these options by pressing keys; the particular keys are indicated by the capital letters in the dialogue box. Press **S** and the search stops, press **C** and it continues, **D** and it will redo, and so on. Pressing **Escape** or **Return** will stop the search and remove the **Text found** window.

Note that you can use **Find** to delete strings in a text, by entering nothing in the **Replace with** box, and clicking on **Replace** in the **Text found** dialogue box, thus replacing the found string with nothing: deleting it, in effect.

There are several other useful facilities, accessed in the **Find text** dialogue box:

- * You can carry out the last Find and Replace operation again, by clicking **Previous** or pressing **F2**.
- * You can specify a string and ask Edit to count the number of times it occurs in your file (from the caret position to the end of the file) by clicking on **Count** or pressing **F3**.

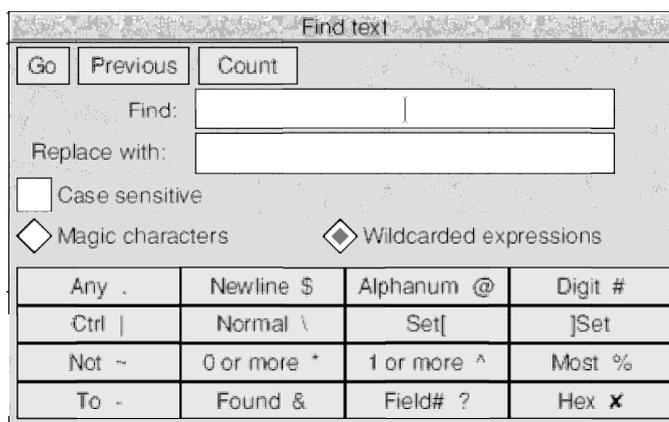
You can match case by selecting **Case sensitive** or pressing **F4**. By default, Find makes no distinction between upper and lower case characters - `HeLlO` will match to both `HELLO` and `hello`, or for that matter, `hELLo`. If you ask SrcEdit to match case, `HeLlO` will only match `HeLlO`. Case sensitivity remains selected until you deselect it by clicking again.



- * In order to remain backwards compatible with versions of the RISC OS Edit, SrcEdit supports the **Magic Characters** facilities, which can be accessed by clicking on the **Magic Characters** in the **Find** dialogue box. You will notice that the dialogue box expands to show the meaning of characters which have a special use. They operate as follows:

- * matches any string (including a string consisting of no characters at all). This is really only useful in the middle of a search string. For example, `jo*n` matches `jon`, `johnson`, and `jonathan`.
- \a matches any single alphabetic or digit character. So `t\ap` matches `tip`, `tap`, and `top`, but not `trap`.
- \d matches any digit.
- \. matches any character at all, including spaces and non-alphabetic characters.

- \n matches the newline character (remember that to the computer, this is a character just like any other).
- \cX matches Ctrl-X, where X is any character.
- \& is used in the **Replace with** box to represent the *found string*: the string matched in the search. This is useful when you have used magic characters in the Find string. For example, if you have searched for t\ap, and you want to add an s to the end of all the strings found, \&s in the **Replace with** box will replace tip, tap and top by tips, taps and tops.
- \\ enables you to search for a string actually containing the backslash character \ while using magic characters. To search for the strings cat\a or cot\a, enter c\at\\a.
- \xXX matches characters by their ASCII number, expressed in hexadecimal. Thus \x61 matches lower-case a. This is principally useful for finding characters that are not in the normal printable range.



In SrcEdit there is also a facility for specifying wildcarded expressions in search strings, providing the power of an editor like Twin. In order to use this facility, click on **Wildcarded Expressions** in the **Find** dialogue box. A number of action icons show the features which are available. These are:

Action

Action icon	Expression	Action
Any	.	matches any single character.
Newline	\$	matches the newline character (LineFeed).
Alphanum	@	matches any alphanumeric character a-z, A-z, 0-9 or _.
Digit	#	matches any digit 0-9.
Ctrl		c or c will match the character Ctrl-C.
Normal	\	\c will match the character c even if c is a special character. eg \. means the dot character not any single character.
Set[/Set]	[]	[abc] matches any one of the characters a, b, c. Note that a set is always case-sensitive.
Not	~	~c matches any other character than c, where c is any of the simple character patterns listed above.
0 or more	*	*c matches 0 or more occurrences of c, where c is any of the simple character patterns listed above.

1 or more	^	$\wedge c$ matches 1 or more occurrences of c , where c is any of the simple character patterns listed above.
Most	%	$\%c$ matches the most contiguous characters matching c , where c is any of the simple character patterns (except Any) listed above.
To	-	$[c1-c2]$ matches any character in the ASCII character set between $c1$ and $c2$ inclusive.
Found	&	refers to the whole of the found string. (only to be used in the Replace with string)
Field#	?	if a pattern was found which matched the search string, then $?n$ refers to the part of the found string which matched the n 'th ambiguous part of the search string, where n is a digit 0 to 9. Ambiguous parts are those which could not be exactly specified in the search string; eg in the search string $\%#fred*\$$ there are two ambiguous parts, $\%#$ and $*\$$, which are $?0$ and $?1$ respectively. Ambiguous parts are numbered from left to right. (only to be used in the Replace with string)
Hex		nn matches the character whose ASCII number is nn , where nn is a two-digit hex number.

The full power of this facility can be illustrated by a few examples.

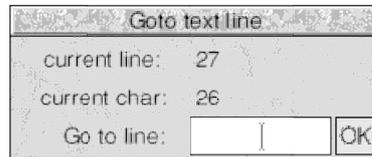
- * To count how many lower case letters appear in a text:
Find: **[a-z]**
and click on **Count**.
- * To count how many words are in a text:
Find: **%@**
and Click on **Count**.
- * To surround all words in a text by brackets:
Find: **%@**
Replace with: **(&)**
and click on **GO**, then on **End of File Replace** in the Found dialogue box
- * To change all occurrences of strings like `#include h.foo` into `#include foo.h`:
Find: **\#include 'h\.%@'**
Replace with: **\#include '?0.h'**
and click on **GO**, then on **End of File Replace** in the Found dialogue box
- * To remove all non-printing ASCII characters (other than newline) from a file:
Find: **~[-\~\$]**
Replace with:
and click on **GO**, then on **End of File Replace** in the Found dialogue box (ie find all characters outside the set from the space character to the `~` character, and newline, and replace them with nothing). In fact this could be written without the `\`, since `~`

would not make sense in this context if it had its special meaning of **Not**, ie:

Find: ~[~\$]

Returning to the Edit menu

To send the caret to a specific line of text, use the **Goto** option. Call up the **Goto** submenu and Edit displays a dialogue box:



Type in the line number you want to move to, then click on **OK**. The dialogue box disappears, and the screen displays the caret, positioned at the beginning of the line you have just specified. Note that this option understands `line' to mean the string of characters between two presses of Return. If you have not formatted your text, a line in this sense may run over more than one display line.

Undo allows you to step backwards through the most recent changes you have made to the text. The number of changes you can reverse in this way varies according to the operations involved.

Redo allows you to remake the changes you reversed with **Undo**.

CR<->LF allows you to convert the line feeds in your text to carriage returns and back again.

If you convert from linefeeds to carriage returns, the file will be converted to one continuous line, with carriage return characters inserted where linefeeds have been removed. Though it is possible to edit a file in this state, you may find that updating the screen takes a long time. This facility is useful when importing text from other text editors, which may use carriage return where SrcEdit uses the line feed character.

Expand Tabs converts tab characters to the equivalent number of spaces, since some printers can interpret spaces more easily than the tab character.

Format text allows you to reformat a paragraph of text - from the caret to the next blank line or line starting with a space - so that the lines fill the screen and break correctly at the ends of words. It is useful for tidying up text after editing. Position the caret at the beginning of the paragraph, choose **Format text** in the Edit menu and enter the number of characters per line you want your text to have in the **Format width** dialogue box. Then move the pointer back over the Edit menu and click on **Format text** to format the paragraph.

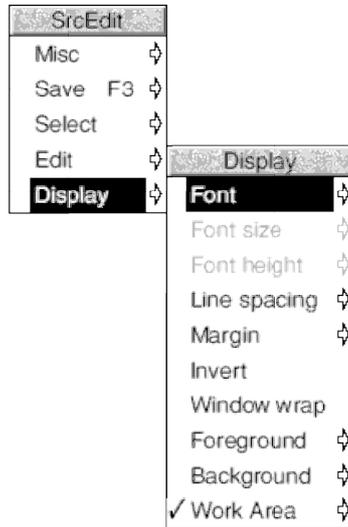
The setting in the **Format width** dialogue box also controls the length of lines when you are entering text with **Word wrap** switched on.

The Display menu

Display allows you to change the way your text looks on the screen: you can experiment with fonts, colours, line spacing and margins. However, the features you select do not form part of the text when you save it.

For example, if you choose **New view** in the Misc menu, you will have a second window on your text. If you wish, the Display features in these two windows can be different; this will not affect the text as such.

Font offers you a choice of fonts (typefaces). **System Font** is the default style, and has a



fixed character width. For further information on fonts, see the RISC OS User Guide.

You can use **Font size** to set the point size (height and width) of the characters displayed on the screen. Either select one of the sizes indicated or position the pointer on the bottom (blank) line of the menu; you can then type in another size.

Font height allows you to set the height of the characters displayed on the screen leaving their width unchanged.

Line spacing increases or decreases the space between lines. Its units are pixels (the smallest unit the screen uses in its current mode). The selected font size assigns a suitable line spacing; this option is therefore used only to increase (or if you type a negative number, to decrease) the given spacing.

Margin sets the left margin, again in pixels.

Invert swaps foreground and background colours, so that black text on white becomes white text on black, and so on.

By default, SrcEdit assumes a text width of 76 characters, but the default window is not as wide as the full screen. You can of course change the number of characters per line (by choosing **Format text** in the Edit menu) or enlarge the window to the full screen by clicking on the Toggle Size icon. Alternatively, clicking **Window wrap** makes your text fit the size of the window. When **Window wrap** is on, you can change the window to any size, and the width of the text will change accordingly. You can revert to the default by selecting **Window wrap** again.

Foreground allows you to set the text to any one of the sixteen colours, by clicking on the selected colour square from the palette displayed.

Background allows you to set the window's background colour, as above.

Work Area allows you to set the extent of your SrcEdit windows so that you can have windows which are wider than the current screen mode. Normally SrcEdit restricts the maximum horizontal extent of a window to the size of the screen in the current mode, but you can specify a wider window in terms of System Font characters in the **Work Area** submenu (the size of System Font characters is used even if the current font used is a fancy font). This is particularly useful if you have sources which, for example, are 80 or 132 characters wide and you are viewing them in mode 12. The maximum size of window width which can be specified in this manner is 192 System Font characters.

Printing a SrcEdit file

There are two ways of printing a SrcEdit file; however, to use either, you first need to load a printer driver.

If the file you want to print is already loaded into SrcEdit, call up the Save as dialogue box and drag the icon onto the printer driver icon on the icon bar. This will print the current version of the file, whether or not it has been saved.

If the file is not loaded into SrcEdit, you can simply drag the file's icon from its directory display onto the printer driver icon. You can also do this if the file is loaded, but if you have made any changes to it since you last saved it, they will not appear in the printed copy; only what has been saved will be printed by this method.

Laying out tables: the Tab key

To set out a table, type in the first line - the column headings, for example - as you want it to appear, using spaces to separate the text in the columns. Then press Return. If **Column tabs** is turned off then pressing Tab on the next line will make the cursor jump to the position underneath the start of the next word in the line above.

If you want your table to have columns regularly spaced eight characters apart, click on **Column tabs** in the Misc menu. The word `ColTab` will appear in the window's Title bar to remind you that you have done this. Pressing Tab will then cause the cursor to jump to the next tab position.

Reading in text from another file

If you want to add all the text from another file into the file you are currently editing, position the caret at the point where the inserted text is to appear. Call up the directory display for the incoming file, and drag its icon into the text window. The entire contents of the source file are then copied into the destination file at the caret position. The caret will appear at the end of the text you have inserted.

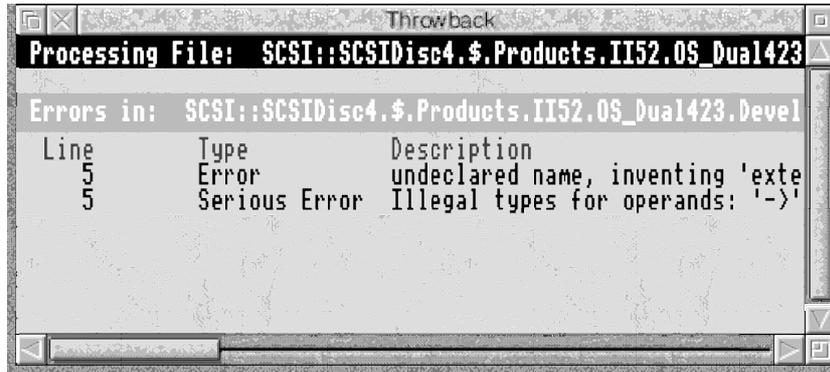
Bracket Matching

SrcEdit has a useful bracket-matching facility. If you place the caret to the left of an opening bracket (any of the set `(`, `[`, or `{`) and press Ctrl-), the corresponding closing bracket will become the current selection; similarly by placing the caret to the left of a closing bracket (any of the set `)`, `]`, or `}`) and pressing Ctrl-(, the corresponding opening bracket will be selected. If there is no matching bracket an error message is generated. This is a particularly useful feature in heavily bracketed expressions and blocks of code which extend over a large amount of source code, and is useful in conjunction with the Ctrl-F7 feature (toggle caret and selection), thus moving the selection between matching brackets.

Throwback

The purpose of throwback is to allow translators (compilers/assemblers) to signal the editor when they have detected source errors. On receiving such a signal, SrcEdit displays a window which shows the name of the file which was being processed when the error(s) were found, the name of the file in which the error(s) were found, and the relevant line number together with the text of the error message. Also displayed is the severity level of the error(s): Serious Error, Error, or Warning. The complete list of errors is shown in a scrollable window. We shall refer to a single line of this window as an *error line*. You can scroll through these as with any normal text window, using the vertical and horizontal scroll bars. Double-clicking Select on an error line opens an edit window on the appropriate file (if it is not already open), and highlights the line containing the selected error. The selected error line is also highlighted in the scrollable error window. Clicking Adjust on an error line removes it from the list (presumably you have either corrected the error or have chosen to ignore it). Note that error line numbers refer to the original source when it was processed. You may, in the course of correcting errors, insert or delete lines; the position in the source where errors were detected remains correct despite your edits (provided that the edits are made as a consequence of throwback).

'Informational' throwback is also supported for tools like !Find. The functionality of such a



throwback window is the same as for `error' throwback.

Saving Options

To retain the same set of options whenever you use SrcEdit, set the menu and dialogue box entries to the required configuration and then choose **Save options** from the SrcEdit icon bar menu. The options you have chosen are then saved in two files:

```
<SrcEdit$Dir>.choices.options
<SrcEdit$Dir>.choices.liboptions
```

These files are read when SrcEdit starts up. The options saved are:

Feature	Default
Foreground Colour	black
Background Colour	white
Font Width	10
Font Height	10
Left Margin in pixels	0
Extra spacing between lines	0
Window wrap	off
Font name	System font
Window work area width	Screen width
Column tab	on
Overwrite	off
Wordwrap	off
Warn multiple edits	on
Current language	none
Search path	none

Application menu

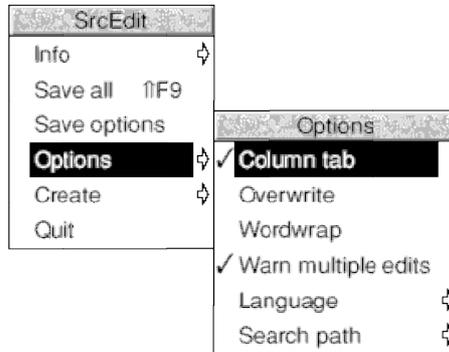
Pressing Menu on the SrcEdit icon on the icon bar produces a menu with the following options:

Info gives you some information about the version of SrcEdit you are using.

Save All saves all modified buffers, and closes all open windows.

Save Options saves the current settings of all SrcEdit options to file, so that there is no need to set the environment variables used to maintain these options.

The **Options** submenu allows you to set the following options:



Column tab, **Overwrite** and **Wordwrap** are similar to the options on the **Misc** submenu in the section entitled *The Misc menu* earlier in this User Guide. They are used to set the default options for all windows opened by SrcEdit.

Warn multiple edits, if enabled, will warn you when you attempt to load a file which is already loaded in a modified SrcEdit buffer. This reduces the chance of you accidentally editing two copies of the same file, and then saving one over the other. In such a case you will be presented with a dialogue box, giving you the choice of having a read-only copy of the file, a normal editable copy, or to cancel the load of the file. If you choose to have a read-only copy, then the SrcEdit window for the document will have `Read-Only` in its Title bar and you will be prevented from making any edits to the contents of the document.

The **Language** submenu gives you a list of any language packages which have registered themselves with SrcEdit. You can select which of these languages is current, and this will determine what Help text is available, and also the default search path used when loading from a selection.

Search path - If you load from a selection (ie when you have chosen **Load** from the Select submenu), SrcEdit will look in a number of places for the file to be loaded. You may set a comma-separated list of paths to search by typing them into the **Search path** writable icon (described in (2) in the **Load** submenu in the section entitled *SrcEdit menus* earlier in this User Guide). Note that each such path should either be a path variable or be explicitly terminated by a dot.

Create leads to a submenu which enables you to open windows for specific types of file: Text, Data, Command, Obey and Make files.

In addition, the **Create** submenu allows you to set up SrcEdit Task windows, these are described in the next section.

Finally, **Quit** stops SrcEdit and removes it from the computer's memory, first presenting you with a dialogue box for confirmation if there are any current files you have not saved.

SrcEdit task windows

SrcEdit task windows allow you to use Command Line mode in a window. To open a task window, choose **Task window** from the SrcEdit application menu. You can have more than one task window open. When you open a task window, you will see a * prompt. You can now enter commands in the window just as if you were using Command Line mode.

The major advantages in entering commands in a task window instead of at the Command Line prompt are that:

- * Other applications continue to run in their own windows while you run the task (this does mean, though, that the task may run more slowly than it would using other methods of reaching the Command Line).
- * Commands that you type, plus the output (if any), appear in a conventional Edit window, and may therefore easily be examined by scrolling up and down in the usual way. When you type into the window, or when a command produces output, the

window immediately scrolls to the bottom of the text. Anything you type in is passed to the task, and has the same effect as typing whilst in Command Line mode. You can change this by unlinking the window: in this case, anything you type in alters the contents of the window in the same way as any other Edit window, even while a task is running. Any output from the task is appended to the end.

You can also supply input to a task window by selecting some text from another text file and choosing **TaskInput** from the task window menu. The selection may be in any Edit window.

You cannot use graphics in a task window. The output of any commands that use graphics will appear as screen control codes in the task window.

The menu for a task window contains the following options:

Kill stops and destroys the task running in the window.



Reconnect starts a new task in the window, allocating memory to the task from the Task Manager's **Next** slot.

Suspend temporarily halts the task running in the window.

Resume restarts a suspended task.

Unlink prevents the sending of typed-in characters to the task. Instead, they are processed as if the task window were a normal Edit text window.

Link reverses the effect of **Unlink**.

TaskInput reads task input from the currently selected block.

Ignore Ctl, when selected, prevents any control characters generated by the program from being sent to the screen.

Edit leads to the normal Edit menu. Although this makes available most of Edit's features, you cannot use facilities such as the cursor keys or keys such as Page Up and Home while you are using a Task window.

Some guidelines and suggestions for using task windows

In order to use a task window, you will need to be familiar with Command Line mode. There are some commands which you will find are more useful in a task window than they are directly from the Command Line. In particular:

`*wimslot min [max]` can be used to adjust the amount of memory available to the task, which will otherwise start up using the **Next** space allocation. If you want to remove all the memory allocated to a task without closing its window or destroying the task, use the command `*wimslot 0 0`.

`*filer_opendir path` opens a new directory display for the directory with the given path. The path must start with a filing system name, but need not be a full pathname. For

example, `adfs : @` will open a display for the current directory.

The command `*Spool` should not be used from a task window. Because its effect is to write everything that appears on the screen to the spool file, using `*Spool` from the desktop will produce unusable files full of screen control characters. There is, in any case, no point in using `*Spool`, since the output from the task appears in the window, and can be saved using `SrcEdit` as normal.

When you run a command in a task window, the computer divides its time between the task window and other activities running in the desktop. You should note that some time-consuming commands, for example, a `*Copy` of a large file, may prevent access to the filing system that they use until the command is complete.

Note that Command Line concepts such as current directory become relevant when you are using Task Windows.

Keystroke equivalents

On occasions, it can be convenient to use the keyboard instead of the mouse, especially once you are familiar with `SrcEdit` through its menus.

When editing

Cursor keys Move caret one character left, right, up or down.

Shift left cursor Move caret one word left or right.
Shift right cursor

Shift up cursor Move caret one windowful up or down.
Shift down cursor

Ctrl up cursor Move caret to start of file.

Ctrl down cursor Move caret to end of file.

Ctrl left cursor Move caret to start or end of line.
Ctrl right cursor

Ctrl-Shift up cursor Scroll file without moving caret.
Ctrl-Shift down cursor

Ctrl-Shift left cursor Scroll all documents up by one line.

Ctrl-Shift right cursor Scroll all documents down by one line.

Copy Delete character to right of caret.

Shift-Copy Delete word at current caret position.

Ctrl-Copy Delete line at caret.

Home Place caret at top of document.

Insert Insert space to right of caret.

Page Up Scroll up or down one windowful.
Page Down

Shift-Page Up Move caret up or down one line without scrolling.
Shift-Page Down

Ctrl-Page Up Move caret and scroll up or down one line.
Ctrl-Page Down

Shift-F3	Toggle column tabs on or off.
Shift-F1	Toggle overwrite mode on or off.
Ctrl-F5	Toggle word wrap on or off.
Ctrl-F7	Make where the caret is the current selection, and move the caret to where the selection was (ie toggle caret and selection).

Keystroke equivalents in the **Select** menu

Ctrl-Z	Clear selection.
Ctrl-X	Delete selection.
Ctrl-C	Copy selection to caret.
Ctrl-V	Move selection to caret.
F1	Request language-specific help.
Ctrl-L	Load file whose leafname is given by selection.

Keystroke equivalents in the **Edit** menu

F4	Display Find dialogue box.
Ctrl-F4	Indent text block.
F5	Display GoTo dialogue box.
F6	If no block is selected, select the single character after the caret. If a block is selected, and the caret is outside it, extend the selection up to the caret. If a block is selected and the caret is inside it, cut the block from the caret position to the nearest end of the block.
Shift-F6	Clear the current selection.
F7	Copy the selected block at the current caret position.
Shift-F7	Move the current selection to the caret position.
F8	Undo last action.
F9	Redo last action.
Ctrl-F6	Format text block.
Ctrl-F8	Toggle between CR and LF versions of the file.
Ctrl-Shift-F1	Expand tabs.

Keystroke equivalents in the **Find** menu

Note: these keystroke definitions only come into play once the **Find** dialogue box has been displayed (eg by typing F4).

Up cursor	Find / replace text string.
Down cursor	
F1	Display Text found dialogue box.
F2	Use previous find and replace strings.
F3	Count occurrences of find string.
F4	Toggle case sensitive switch.
F5	Toggle magic characters switch.
F6	Toggle wildcarded expressions switch.

Keystroke File options

F2	Open a dialogue box enabling you to load an existing Edit file into a new window.
Shift-F2	Open a dialogue box enabling you to insert an existing SrcEdit file at the caret position.
F3	Save the file in the current window. This is a shortcut to the normal Save as dialogue box.