

in

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REVISION HISTORY

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Chapter 1

in

1.1 main

CedBar 1.0 - (c) D.Keletsekis - 1998

A ButtonBar for the CygnusEd Editor

The Purpose
 What is it ?

Installation
 Where to put it

The Buttons
 What they do

The Editor
 Edit Amiga Guide files

The Functions
 Indent, Wrap..

The Guis
 Calculator, Search..

The Author
 He who done it

Gui4Cli
 Gui4Cli's command set
Gui4Cli Guide If you have it..

email dck@hol.gr
www http://users.hol.gr/~dck/gcmain.htm

1.2 aguide

T h e A m i g a G u i d e E d i t o r .

The idea behind the Amiga Guide editor is the following:

You create a directory into which you keep the Nodes of the guide, each in a separate file, named as the node will be named inside the guide.

Creating a new guide :

The first icon, the white page with the AG at the corner, will ask you for the name of a directory to create. If you give one, a dir will be created, and :

- a gui will pop up to allow you to add @AUTHOR etc header information and when you're done with that,
- an other gui will open to allow you to edit node MAIN which is the one node which **must** exist in your guide.

Spliting an existing guide :

Alternatively, you can press the 2nd button, the spilt AG, and you'll be prompted to supply the name of a guide and a directory. The directory will created and the guide will be split into it's nodes and placed in this dir as small files named as the nodes in the guide were named.

The header information, if any, will be placed in a file called ".CBAG_Header"

Creating a node :

You can create a node by just creating a new file in this directory, or by choosing the 4th icon (the page with the N at the corner). This will allow you to enter various parameters.

Constructing the guide :

When you are ready you can construct the guide by hitting the 3rd button (AG with lightning). You'll be asked for the name and then all the nodes in the directory will be joined together properly and saved out as an Amiga Guide. A full INDEX of the nodes will also be constructed.

The only requirement is that there be a node named MAIN. This the the first page the guide will open on. Thereafter all the other pages will be linked together. Note that if a node doesn't have a link to it, it will not be seen. (except in the index..)

Making buttons :

To create buttons you can select the text that you want to appear as the button's title and click on the "Links" icon. A Gui will appear with the available choices. You can link to other nodes (normal) or other files, rexx programs etc.

Don't make buttons that span lines!..

Adding effects :

Again, you select some text and hit the "fx" icon. A gui will allow you to add the desired effect to the text chosen.

Cleaning up text :

You can remove all Amiga Guide formatting from a block of text by selecting it and hitting the "!" icon.

Viewing the node :

You can have a preview of the current file (node) by hitting the icon with the eye. A Multiview window will open on the CEed screen with the node properly rendered.

However, the links to other nodes will NOT work. You must load a complete file for that.

1.3 author

This program is AmigaWare.
To use it, you must own an Amiga :)

The Author of this mess is :

Dimitris C. Keletsekis
14 King George str.,
Athens 10674,
Greece

Email : dck@hol.gr

He's also the person who will not take any responsibility if this gui and the accompanying icons, binaries etc destroy your data or computer..

 If you design a new set of icons for CedBar, specially
 ones for Interlace screens, please send them to me.

1.4 buttons

 T h e n o r m a l i c o n s :

- Quit (The Q) - quit CedBar, but not CED itself
- Right arrow - minimize the buttonbar
- New - open new blank document
- Open - load a document - SEE BELOW REGARDING REQUESTER
- Enlarge view - (the narrow button) Maximize current doc
- Save As.. - save as..
- Save - (the one that looks like a disk - almost)
- Close doc - (the chequered flag) close current doc. If changed,
 you'll be asked (twice) if you want to save it
- Cut - cut selected text into current clipboard unit
- Copy - copy selected text
- Paste - is anyone reading this ?..
- Clip Number - the current clipboard unit - all cut/paste operations
 are done to this unit. CLICK FOR CLIPBOARD GUI!!
- Up/Dn arrows - change clipboard unit
- Bent arrows - Undo/Redo
- Magnifyer - (magnifying glass) Open CED's search gui
- right arrow - Repeat search forward
- Paper + R - Open CED's replace gui
- right arrow - repeat search forward

Extra icons :

- Select all - select all the text
- Goto - (the running man) will pop up a gui for Mark/goto
- Clear - (the page with the !) clear the document
- Mark columnar - but avoid using this, since it sometimes freezes..
- Brackets - for finding matching brackets
- Print - print the current document
- (empty icon) - I'll think of something..

- Next CED - Jump to the next ced window. All actions will now
 be done to the next ced.. Neat or what ?.. :)

 The file requester :

For loading files I use a special Gui4Cli gui and not the normal
 ASL requester. I find this very helpfull since it has many things
 that the ASL requester doesn't have, such as Favourites dirs,

copy/mkdir/rename capabilities, easy multiselection, longer file listview showing more files etc.

However, some people don't like it..

If you are one of them and want to remove it, just delete or rename the file `FILEREQ.GC` and `cedbar` will use the ASL requester.

Remember to click on the Clip number to open the clipboard gui!

1.5 functions

T h e f u n c t i o n s :

One of the binaries accompanying `CedBar.gc` is called `LVFormat`. This is a `Gui4Cli` command host, written specially to communicate with `Gui4Cli` and apply various formatting to the "current" listview, like indentation, word wrap etc..

When you select some text and hit a button, the selection is CUT and placed into a `Gui4Cli` listview (via the clipboard). Then this program is called which formats the listview in the required way and then the text is PASTEd back into CED.

It all happens very fast and works great. The source is included and well documented, so if you know anything about C you can alter it and add to it.

The functions currently, are :

- Indent (the right arrow with lines)

Will pop up a gui asking you what want to indent the text by. You can enter tabs (`\t`) or spaces or anything..

- Unindent (the left arrow with lines)

Will remove all leading spaces from the selected lines, keeping the formatting - try it and see..

- WordWrap (the W with the lines)

Will pop up a gui requesting the line length to wrap to and will wrap the text to this size **intelligently**, i.e. if there are any leading spaces they will be left untouched.

There are also various options you can add :

JUST - meaning justify the text by adding extra spaces to make up the line length.
 UNJUST - remove all these extra spaces.
 CENTER - center the text (automatically unjust)
 RESET - remove all extra spacing & indentations.

You can also provide "Starting Characters" :

This is a string of characters that wrap should consider as part of the line header. This is useful for wrapping email messages etc, by giving ">/" or whatever your mailer uses. You don't have to give spaces - they're always considered as header.

The wrapping is always best on text on which a paragraph is denoted with 2 newline characters.

1.6 g4c_commands

Gui4Cli command set

=====

These are the commands available in Gui4Cli 3.6, together with their templates. For more info, get the full Gui4Cli archive at :
 - <http://users.hol.gr/~dck/gcmain.htm> or from Aminet

=====

Parser Commands :

NewFile NewFileName
 TextFile FileName

----- GLOBAL COMMANDS -----

WinBig L T W H Title
 WinSmall L T W H
 WinType MASK (Close|Drag|Zoom|Depth|Borderless|Backdrop|RIGHT|BOTTOM)
 WinOut ConsoleSpecification
 WinOnWin GuiName LeftOffset TopOffset
 WinOnMouse LeftOffset TopOffset
 Screen PublicScreenName
 WinFont FontName Size UL|BD|IT(Mask)
 WinBackground SOLID|PATTERN|ICON|IMAGE APen|Name BPen
 UseTopaz
 NoFontSense
 VarPath VariableSearchPath

----- GRAPHICS COMMANDS -----

Graphics The following commands :

| | |
|--------|---|
| BOX | L T W H IN OUT |
| CTEXT | L T Text FontName size FGpen BGpen UL BD IT EMBOSS SIZE(mask) |
| LINE | L T L T ColorNo |
| SQUARE | L T W H ColorNo FILL NOFILL |
| CIRCLE | centerL centerT xradius yradius ColorNo FILL NOFILL |
| ICON | L T IconName (no info) |

Images The following commands :

| | |
|-------------|------------------------------------|
| LOADIMAGE | ImageFile Alias ScreenName NoRemap |
| FREEIMAGE | Alias |
| IMAGE | Left Top Alias |
| CHANGEIMAGE | GuiFile GadID Left Top Alias |

----- EVENTS -----

| | |
|---------------|--|
| xButton | L T W H Title |
| xCheckBox | L T W H Title Variable OnText OffText ON OFF |
| xVSlider | L T W H Title Variable Min Max Current ShowStr |
| xHSlider | L T W H Title Variable Min Max Current ShowStr |
| xTextIn | L T W H Title Variable StartingText Bufflength |
| xCycler | L T W H Title Variable |
| xRadio | L T W H Variable Spacing |
| xArea | L T W H COMP BOX NONE |
| xPalette | L T W H |
| Gauge | L T W H IN OUT BUTTON RIDGE ICONDROP APEN BPEN PERCENT |
| xListView | L T W H Title Variable File Dir Offset NUM TXT MULTI DIR |
| LV Hooks | LVDirHook HookID, LVHook HookID |
| xMenu | Menu Item SubItem Shortcut |
| xIcon | L T IconName (no .info) |
| xAppMenu | AppMenuName Variable ONOFF |
| xAppIcon | L T IconName Title Variable ON OFF |
| xAppWindow | Variable |
| xOnKey | Letter #KeyValue |
| xRoutine | RoutineName |
| xPipe | PipeFileName ON OFF |
| xOnReturn | LaunchID |
| xOnJump | Variable |
| Text | L T W H Text Length BOX NOBOX |
| System Events | xOnLoad, xOnOpen, xOnClose, xOnQuit |
| Other Events | xOnActive, xOnFail, xOnDiskIn etc.. |

----- GADGET MODIFIERS -----

Gadget Modifiers :

| | |
|---------|----------|
| GadID | IDNumber |
| GadHelp | HelpText |

```
GadFont      FontName  FontSize  MASK(Underline|Bold|Italics)
GadTitle     ABOVE|BELOW|LEFT|RIGHT
GadKey       Letter (or #ASCII value)
GadTxt       LEFT|CENTER|RIGHT
LVDirHook    HookID
Attr         AttributeName Value
Local        Variables/var/var...
```

----- EVENT COMMANDS -----

Controlling Gadgets :

```
SetGad       GuiFile GadIDs ON|OFF|SHOW|HIDE (Arexx capable)
Update       GuiFile GadID Value (Arexx capable)
ChangeArg    GuiFile GadID ArgNumber NewValue
ChangeGad    GuiFile GadID L T W H Title
ReDraw       GuiFile
PartReDraw   GuiFile L T W H
ChangeIcon   GuiFile GadID L T NewIconName
SetAttr      GuiFile GadID AttributeName Value
```

```
SetGadValues GuiFile
```

Control Statements :

```
If/ElseIf/Else/Endif/And.. Argument Operator Argument
IfExists/Else/EndIf..      SYSTEM Name|~Name
While/EndWhile/And/Or      Argument Operator Argument
Mark/Goto                   MarkName
Gosub/Return                GuiName RoutineName (ARexx capable)
DoCase/Case/Break/EndCase (DoCase) Argument - Case Operator Argument
Stop
```

--- All Commands below this line are ARexx capable ---

```
Quit
```

DOS Commands :

```
Run, CLI      CommandLine
SendRexx     PortName CommandLine
Wait         SYSTEM Name|~Name TimeOut
MakeDir      DirName
Assign       Device: Path|REMOVE
Rename       OldFile NewFile
Launch       LaunchID CommandLine
```

```
FailAt       ErrorNumber
```

Recursive commands :

```
Copy         FileName (with wild characters) Destination
Delete       FileName (with wild characters)
Action       COPY|COPYNEW|MOVE|DELETE|SIZE|PROTECT|CLI File/Dir Destination
LVAction     COPY|COPYNEW|MOVE|DELETE|SIZE|PROTECT|CLI GuiFile GadID Destination
```

Note : DOS and Recursive Commands always set the \$\$RetCode

Handling GUIs :

```
Load/Open...  GuiLoad GuiFullPathName - GuiOpen/GuiClose/GuiQuit GuiName
GuiRename    OldGuiName NewGuiName
Status
Info         GUI|GADGET|PALETTE|IMAGE Guiname|Guiname/GadID|ImageAlias
```

Handling Variables :

```
SetVar       Variable String (or var = string)
DelVar       Variable
AppVar       Variable Text
CutVar       SourceVar CUT|COPY CHAR|WORD|LINE Amount DestinationVar
Counter      Variable INC|DEC Amount
Append       File String
Extract      Var  Root|Path|File|GuiPath|Clean|Unquote|Ext|Upper|Lower Var
JoinFile     Path File Variable
ParseVar     Variable
CalcVar      ResultVar  Argument operator Argument
ReadVar      FileName Start Length Variable
SearchVar    Variable String CI|CS FIRST|NEXT
RepVar       Variable OldString NewString CI|CS
```

ListView Commands :

```
LVUse       GuiFile GadID
LVDel       LineNumber
LVPut       NewText
LVChange    NewFromFile
LVSort      ASC|DSC|%FieldName
LVFind      String
LVAdd       String
LVInsert    (Before)LineNumber String
LVClear
LVSave      FileName
LVMove      +-Offset|#LineNumber
LVGo        first|next|prev|last|#LineNumber
LVSearch    string CI|CS First|Next
LVRep       OldString NewString CI|CS
LVMode      NUM|TXT|MULTI|DIR
LVClip      CUT|COPY lines|-1 ADD|PASTE|INSERT Gui ID
LVSwitch    Gui ID

LVMulti     First|Next|On|Off|All|None|Show
LVDir       Parent|Root|Disks|All|None|Refresh|NoRefresh|#DirName
```

DataBase ListView Commands :

```
DBSum       ALL|SELECTED|UNSELECTED %FieldName ResultVar
RecSort     %FieldName
```

Various Commands :

```
SetScreen   GuiFile ScreenName
```

```

GuiScreen      GuiFile FRONT|BACK
GuiWindow      GuiFile ON|BIG|SMALL|FRONT|BACK|WAIT|RESUME
SetWinTitle    GuiFile NewTitle
ReqFile        L T W H Title SAVE|LOAD|MULTI|DIR Variable DirName
CD             NewDirectoryName
Delay          Ticks
EZReq          Text Choices Variable
Say            Text
Set            [parameter] [value]
SetStack       StackSize
MakeScreen     ScreenName Depth Title
KillScreen     ScreenName
SetColor       GuiFile ColorNumber R G B
TTGet         FullPath/IconName (without ".info")
BreakTask     TaskName CDEF(signals)

```

1.7 guis

```

-----
  T h e  G u i s  :
-----

```

There are currently 2 independent guis provided.
 These appear in slightly altered forms also in the main
 Gui4Cli archive.

- Calculator :

Uses Gui4Cli's mathematical abilities to provide you with
 a super-duper, do-it-all-and-then-some calculator..

- FSearch gui :

This is a front end of the FSearch CLI command (included)
 which will help you locate anything and load it into CED.

1.8 installation

```

INSTALLATION :
-----

```

When you de-archive the lha, you will find 2 directories.

CEDBAR - copy this anywhere. It contains all the guis, binaries
 icons etc for the button bar. Click on the CedBar.gc
 icon to start it.

C - This contains the binaries GUI and GUI4CLI. If you
 already have Gui4Cli, you know what to do..
 If you don't, copy both these files to your C: dir.

 If you are already a user of Gui4Cli :

1. This is version 3.6 of Gui4Cli. You must use this or newer versions for the gui to work..
2. You probably already have an old version of CedBar. Throw it away. This is better. There are also extra copies of the FSearch.gc and Calc.gc guis included in this new CedBar. You may want to consolidate..

1.9 purpose

 C E D B A R

CedBar is a button bar for the CygnusEd Editor, providing easy access to most of the CED's menu functions.

It also features additional guis and binaries (to which you can add), providing things like :

- Text formatting functions such as Indent, Unindent, Re-Wrap, Justify, Center etc..
- an Amiga Guide editor, consisting of a suite of guis and binaries which work together to help you edit AGs with CED
- a calculator
- an extensive search gui (with binary)
- a clipboard viewer capable of handling all 256 clips

It made life very easy for me and I wouldn't dream of using CED without it anymore, but then I'm kind of biased :)..

The Icons :

The buttons are actually icons which are stored in the icons directory - You can change them to your liking.

The button bar has 2 types of icons:

- The normal ones, on the left side, which are the most common functions and so are available all the time.
- The last 8 icons which change everytime you click on the double arrow button in the middle, rotating through 3 sets of buttons :
 - o More CED functions such as goto, match brackets etc
 - o The Amiga Guide Editor
 - o Special functions (Indent etc..) and other Guis

The icons are pretty self explanatory..

1.10 index

Guide INDEX :

AGuide

Author

Buttons

Functions

G4C_Commands

guis

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Purpose
