

TDSEnglish

COLLABORATORS

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Chapter 1

TDSEnglish

1.1 TDSEnglish.guide

Twilight Development System (TDS) 2.04

This document describes the 'Twilight Development System (TDS)', an integrated programming environment for the Amiga.

Introduction

What is 'TDS' ?

Requirements

What hardware and software do you need ?

Installation

How to install the software ?

Version

Twilight Editor

Twilight Make

Twilight Reference Generator

Registration

How to get the full version ?

Enhancements

Special Thanks

Copyright

1.2 TDSEnglish.guide/Introduction

Introduction

Twilight Development System 'TDS' provides an integrated environment

for writing and compiling source files like Turbo Pascal or Borland C/C++. The main program of the package is a powerful text editor called Twilight Editor (

Ted

) which includes an integrated project manager.

This project manager simplifies and speeds up the development of programs composed of different source files (modules). With 'TDS' it's possible to compile and link these modules into an executable file with a single command and if the compiler finds some errors, they will be reported directly by the editor. 'TDS' doesn't provide its own compiler, but can use any compiler or assembler callable from Shell. It can interface directly with many common compilers and assemblers like DICE C, SAS C, Lattice C, Aztec C, DevPac, A68k, PCQ, HCC, GNU-C, Amiga-E, Oberon and even programs like TeX, CatComp and MakeInfo. If the compiler is not supported, it's possible to write a little interface program to convert the error messages in a format readable by the editor. The compile process will be executed concurrently using another program called Twilight Make (TMake), so the user can continue to edit the source files while the compiler is working.

Twilight Editor (

Ted

) has many functions to support the creating and editing of source files. The number of files which can be open at the same time is limited only by the amount of free memory and so is the length of a single text file and line. For every file

Ted

remembers

every change done and allows with the commands

Undo

and

Redo

to go back

through the changes. It also supports many commands to handle horizontal and vertical blocks (like

Cut

,

Copy

,

Paste

,

Indent

) and to

search for strings in the file. It's also possible to change the keyboard bindings, if you don't like the default mapping.

1.3 TDSEnglish.guide/Requirements

Requirements

Twilight Development System 'TDS' runs on any Amiga with Kickstart 2.04 (V37) and greater. If present, it will use the 'locale.library' to

support localization. It can also use the 'reqtools.library' V38 by Nico François (Thanks Nico for your wonderful work), but the library is not required to run the software.

1.4 TDSEnglish.guide/Installation

Installation

To install 'TDS' you can use the 'Installer' program from Commodore. To start the installation process simply double-click the icon called 'Install TDS' and follow the instructions. The installation script will modify your 'user-startup' to include an assignment to the directory containing the programs which will be called 'TDS:'. You have also the choice to install some example project files which will help you in building your own project files.

If you don't have the 'Installer' program, then you can manually install the software creating a directory and copying there all files. Finally add an 'assign TDS: <your directory>' to the 'user-startup'.

1.5 TDSEnglish.guide/Version

Version

This version of the software has been greatly enhanced. From version 1.90 on it will run only with Kickstart 2.04 and greater. The format of the project files has been changed.

Ted

can still load projects in the old format, but it saves them only in the new format, so you can't use the new project files with older versions of 'TDS'. The ARexx command set has also been greatly modified and enhanced (to adhere to the standard as described in the 'Amiga User Interface Style Guide'), so any ARexx macro written for

Ted

has to be corrected.

As I use a plain Amiga 1200 to develop the program, I can't use the Enforcer utility (which requires a MMU). So I will greatly appreciate any bug reports and list of Enforcer hits. Criticism and suggestions are always welcome, too.

This software is available now in 3 languages: English (built-in), German and Italian (soon in Spanish, too). If someone wishes to translate the software into another language, he/she can find the necessary catalog description files in the directory 'catalogs/source'.

1.6 TDSEnglish.guide/Ted

Twilight Editor (Ted)

This is the main program of the package. It can be run from either the Workbench or the Shell. When running on the Workbench screen 'Ted' will open its windows as AppWindows which means that if you want to open a file, just drop its icon into one of the windows and the file will be loaded.

Workbench Usage

Shell Usage

Menu File

Menu Edit

Menu Search

Menu Compile

Menu Project

Menu Settings

ARexx Commands

1.7 TDSEnglish.guide/Ted Workbench

Workbench Usage

=====

To start 'Ted' just double-click on its icon. 'Ted' supports multiple icon selection on startup to automatically open the selected files.

'Ted' supports the following tooltypes:

'STARTUP'

ARexx script to execute on startup

'PUBSCREEN'

name of the public screen to use

'FONTNAME'

name of the font to use

'FONTSIZE'

height of the font to use

`CX_POPKEY`
hotkey to access the commodity

`CX_PRIORITY`
priority of the editor

`ICONIFY`
starts the editor in iconified mode

1.8 TDSEnglish.guide/Ted Shell

Shell Usage
=====

Usage: Ted FILE/M,PROJECT/K,STARTUP/K

`FILE/M`
list of text files to load

`PROJECT/K`
project file to load

`STARTUP/K`
ARexx script to execute on startup

There is also a little program called 'Ed' which acts as a frontend to 'Ted'. 'Ed' will try to find a running version of the editor and open the file on it, otherwise it will start a new copy of the editor.

Usage: Ed FILE/M,PROJECT/K

1.9 TDSEnglish.guide/Menu File

Menu File
=====

This menu contains the commands to open, insert, save and close the source files and to hide and reveal the windows. The number of windows which can be open at the same time depends only from the amount of free memory.

New
Open
Load

Insert
Save
Save As
Save Changed
Delete
Current Dir
Hide
Reveal
Protect
About
Iconify
Quit

1.10 TDSEnglish.guide/File-New

File/New

Opens a new window and creates an empty file.

1.11 TDSEnglish.guide/File-Open

File/Open

Opens a new window and loads a file. Using the SHIFT key the user can select more the one file to open.

1.12 TDSEnglish.guide/File-Load

File/Load

Loads a file in the current window.

1.13 TDSEnglish.guide/File-Insert

File/Insert

Inserts a file in the current window at the cursor position.

1.14 TDSEnglish.guide/File-Save

File/Save

Saves the file with the current name.

1.15 TDSEnglish.guide/File-Save As

File/Save As

Saves the file with a new name.

1.16 TDSEnglish.guide/File-Save Changed

File/Save Changed

Saves all files which have been modified.

1.17 TDSEnglish.guide/File-Delete

File/Delete

Deletes a file (asking for confirmation).

1.18 TDSEnglish.guide/File-Current Dir

File/Current Dir

Changes the current directory.

1.19 TDSEngish.guide/File-Hide

File/Hide

Hides the current window, but the contents of the file remains in memory. If it was the last window, iconifies the program (See Iconify).

1.20 TDSEngish.guide/File-Reveal

File/Reveal

Opens a requester listing all the files currently in memory including those hidden. With this requester you can select the file that you want to edit or to reveal a file which has been hidden.

1.21 TDSEngish.guide/File-Protect

File/Protect

Opens a requester with the comment and protection bits of the current file. Use the gadgets to set the protection bits and the comment.

1.22 TDSEngish.guide/File-About

File/About

Displays some information about the program and the amount of free memory. If you have the keyfile, it should display your name, otherwise it states that you are using the "Unregistered demo release".

1.23 TDSEnglish.guide/File-Iconify

File/Iconify

Use this command to iconify

Ted

. It closes all windows and the screen, but all files remain still in memory. On the workbench screen appears an application icon. Clicking on this icon will bring back the editor.

Ted

also installs itself as a commodity and can be awaked with the 'Exchange' tool or the hotkey. The hotkey can be set either with the tooltype entry CX_POPKEY or using the

Editor

requester.

1.24 TDSEnglish.guide/File-Quit

File/Quit

Quits the program.

1.25 TDSEnglish.guide/Menu Edit

Menu Edit

=====

This menu contains all the commands necessary to handle selected portions of the file (blocks). The blocks can be of 2 types: horizontal and vertical. To select a horizontal block simply position the mouse pointer at the start of the block and click the left mouse button, then drag the mouse with the left button pressed to the end of the block and finally release the button. Double clicking the left button selects the word at the mouse pointer, while holding down also the Shift key will select all the line. To select a vertical block hold down the Alt key while selecting it. It's also possible to select a block with the

Mark

or

Mark Vertical

and using the cursor keys.

Mark

Mark Vertical

Mark All
Cut
Copy
Paste
Paste Vertical
Erase
Save
Indent
Change To
Format
Undo
Redo

1.26 TDSEnglish.guide/Edit-Mark

Edit/Mark

Selects a block using the cursor keys.

1.27 TDSEnglish.guide/Edit-Mark Vertical

Edit/Mark Vertical

Selects a vertical block using the cursor keys.

1.28 TDSEnglish.guide/Edit-Mark All

Edit/Mark All

Selects the entire file.

1.29 TDSEnglish.guide/Edit-Cut

Edit/Cut

Cuts the block and copies it into the clipboard.

1.30 TDSEnglish.guide/Edit-Copy

Edit/Copy

Copies the block into the clipboard without modifying the file.

1.31 TDSEnglish.guide/Edit-Paste

Edit/Paste

If there is a block selected then it will be replaced with the contents of the clipboard, otherwise the contents of the clipboard will be inserted at the position of the cursor.

1.32 TDSEnglish.guide/Edit-Paste Vertical

Edit/Paste Vertical

Inserts a block as a column.

1.33 TDSEnglish.guide/Edit-Erase

Edit/Erase

Erases the block without copying it into the clipboard.

1.34 TDSEnglish.guide/Edit-Save

Edit/Save

Saves the block as a file to the disk.

1.35 TDSEnglish.guide/Edit-Indent

Edit/Indent

has a submenu with 2 options:

'Forward'

Moves the block one position to the right.

'Backward'

Moves the block one position to the left.

1.36 TDSEnglish.guide/Edit-Change To

Edit/Change To

has a submenu with 3 options. If there is no block selected, then these commands will change the word at the cursor.

'Upper Case'

Changes the block or the current word to upper case.

'Lower Case'

Changes the block or the current word to lower case.

'First Capital'

Changes every word in the block or the current word to have the first letter in upper case and the rest in lower case.

1.37 TDSEnglish.guide/Edit-Format

Edit/Format

Reformats a portion of text called a paragraph. The paragraph starts at the cursor and ends with the first blank line. The margins of the paragraph can be set with the 'Left Margin' and 'Right Margin' gadgets

of the

Editor
requester.

1.38 TDSEnglish.guide/Edit-Undo

Edit/Undo

Use this command to step backward through the changes done to the file.

Ted
remembers for each file a maximum number of changes which can be modified with the Editor requester.

1.39 TDSEnglish.guide/Edit-Redo

Edit/Redo

Use this command to step forward through the changes done to the file.

Ted
remembers for each file a maximum number of changes which can be modified with the Editor requester.

1.40 TDSEnglish.guide/Menu Search

Menu Search

=====
This menu contains the commands for finding and replacing strings in the file, for jumping to a specified line, for finding the bracket which matches the one at the cursor and to get information about a particular keyword. It also has commands to set and recall bookmarks.

Find

Replace
Next
Previous
Set Bookmark
Goto Bookmark
Goto Line
Match Bracket
Find Reference

1.41 TDSEnglish.guide/Search-Find

Search/Find

Open a requester to enter the string to search for and with the following search options:

'Case Sensitive'

Distinguishes between upper and lower case.

'Words Only'

Finds only strings surrounded by spaces.

'Wildcards'

Uses '?' as a wildcard which matches any character.
e.g. 't??t' matches 'test', 'that', etc.

1.42 TDSEnglish.guide/Search-Replace

Search/Replace

Open a requester to enter the string to search for, the string to replace and the search options (See

Find
).

1.43 TDSEnglish.guide/Search-Next

Search/Next

Repeat the last command (
 Find
 or
 Replace
) finding the next
occurrence.

1.44 TDSEnglish.guide/Search-Previous

Search/Previous

Repeat the last command (
 Find
 or
 Replace
) finding the previous
occurrence.

1.45 TDSEnglish.guide/Search-Set Bookmark

Search/Set Bookmark

Set a bookmark at position of the cursor.

1.46 TDSEnglish.guide/Search-Goto Bookmark

Search/Goto Bookmark

Open a requester with all bookmarks set. To recall the selected bookmark use the 'Goto' button, to delete it use the 'Delete' button.

1.47 TDSEnglish.guide/Search-Goto Line

Search/Goto Line

Open a requester with the line number to jump.

1.48 TDSEnglish.guide/Search-Match Bracket

Search/Match Bracket

Find the matching bracket to the bracket at the cursor.
e.g. '(' matches ')'

1.49 TDSEnglish.guide/Search-Find Reference

Search/Find Reference

Search the word at the cursor in the reference files and if it exists, load the file it references and moves the cursor to the line in which it has been defined. The reference files can be set with the

References

requester. The format of a reference file is described in TRefs.

1.50 TDSEnglish.guide/Menu Compile

Menu Compile

=====

This menu contains the commands to compile source files, to build an entire executable program and to run and debug it. All the commands use the project file defined with the commands of the

Project
menu.

The commands

Compile

,

Build

and

Build All

are not built into the

editor, but their execution is demanded to TMake. When one of these

commands has been selected,
 Ted
 starts TMake which executes the command
and if it finds some errors, returns an error list to
 Ted
 . Using the
multitasking facilities of the operating system TMake runs in
background, so you can continue to edit your source files. Also these
commands open a console window where it's possible to follow the
compiling process and to interrupt it with Ctrl-C. This feature can be
disabled with the 'No TMake Window' option of the
 Options
 requester.

Compile

Build

Build All

Stop

Run

Debug

Next Error

Previous Error

Load Errors

1.51 TDSEnglish.guide/Compile-Compile

Compile/Compile

Compiles the source file in the current window.

1.52 TDSEnglish.guide/Compile-Build

Compile/Build

Builds the executable file compiling only the source files which has
been modified.

1.53 TDSEnglish.guide/Compile-Build All

Compile/Build All

Builds the executable file compiling all the source files even if they have not been modified.

1.54 TDSEnglish.guide/Compile-Stop

Compile/Stop

Stops TMake. Useful when the 'No TMake Window' option is active and you can't use CTRL-C to stop TMake.

1.55 TDSEnglish.guide/Compile-Run

Compile/Run

Runs the executable file.

1.56 TDSEnglish.guide/Compile-Debug

Compile/Debug

Runs the debugger.

1.57 TDSEnglish.guide/Compile-Next Error

Compile/Next Error

If TMake has reported some errors, use this command to find the next error in the error list.

1.58 TDSEnglish.guide/Compile-Previous Error

Compile/Previous Error

If TMake has reported some errors, use this command to find the previous error in the error list.

1.59 TDSEnglish.guide/Compile-Load Errors

Compile/Load Errors

Loads the error file as it has been created by the compiler or the linker.

1.60 TDSEnglish.guide/Menu Project

Menu Project
=====

This menu contains all the commands necessary to create, open and save project files. The project file contains the names of the source files (modules) of the program, the options for the translators (compiler, assembler, etc.), linker and debugger and the work directories. Once you have created a project, you can use the commands

Compile

,

Build

and

Build All

to compile a single source file or to rebuild the entire executable file.

New

Open

Save

Save As

Close

Translators

Linker

Debugger

Command

Modules

Options

1.61 TDSEnglish.guide/Project-New

Project/New

Creates a new project.

1.62 TDSEnglish.guide/Project-Open

Project/Open

Opens an existing project.

1.63 TDSEnglish.guide/Project-Save

Project/Save

Saves the project with the current name.

1.64 TDSEnglish.guide/Project-Save As

Project/Save As

Saves the project with a new name (the project file extension must be ``.prj``).

1.65 TDSEnglish.guide/Project-Close

Project/Close

Closes the current project.

1.66 TDSEnglish.guide/Project-Translators

Project/Translators

Opens a requester which defines the translators used by the project. A translator is a compiler, assembler or any other program which 'translates' a source file into an object file. When TMake tries to compile a source file, it searches through the list of translators to find a source extension matching the extension of the source file. Once a source file has been compiled into an object file, the extension of the object file will be compared with object extension used by the linker. If the match fails, the object file becomes a source file and the iteration restarts at the search for a translator. This way you can use a compiler, which compiles a source file into an assembler file, then this assembler file will be translated by the assembler and finally linked by the linker.

Using the buttons 'Add', 'Delete', 'Edit', '+', '-', you can add, delete, modify and reorder the translators. To modify a translator use the 'Edit' button or double-click on the name of the translator. This will open the 'Translator' requester.

'Name'

Name of the translator.

'Command'

Command of the translator.
e.g. "sc" (for SAS C)

'Debug Opt.'

'Final Opt.'

'Debug Opt.' are the options used if the 'Use Debug Options' is set in the

Options

requester, otherwise 'Final Opt.' will be used.

The following strings have a special meaning:

'%src'

Name of the source file.

'%mod'

Name of the source file without extension.

'%base'

Name of the source file without extension and path.

`'%obj'`

Name of the object file.

`'%opt'`

Local options of the source file.

`'%err'`

Name of the error file (if not present, then the standard output will be used).

e.g.

`'"-d -o%obj %src"'` and the source file `"text.c"` becomes
`'-d -otext.o text.c'`.

`'Source Ext.'`

File extension of the source files.

`'Object Ext.'`

File extension of the object files.

`'Object Dir.'`

Directory of the object files.

`'Ignore Warnings'`

If set, ignores all warning messages.

`'Check Headers'`

Option used only for C source files: if set TMake checks for every source file if an include file has been modified. If so, it compiles the source file. The checking will be done only for include files in this format:

```
'#include "....."'
```

and not for:

```
'#include <.....>'
```

`'Single Pass'`

If set, TMake will use only one translator on the source file, and will not check if the object file has the extension required by the linker.

`'Select Converter'`

`'Converter'`

Use these gadgets to select the converter program for the compiler/assembler. The purpose of the converter is to translate the error messages coming from the compiler/assembler into a format readable by the editor. The list gadget displays all converters which are available in the directory `'TDS:converters'`. If you want to use a compiler which doesn't have a converter, you can easily write your own one. All the converter has to do is to read from standard input the output of the compiler and to write to standard output the error messages with the following format:

```

MyConverter <compiler_error_file >ted_error_file source_file

`<test.c> 10 2 E <Error Message>' for an error
`<test.c> 21 5 W <Error Message>' for a warning

where
<test.c>          : source file
10                : row
2                 : optional column
E or W            : error or warning
<Error Message> : error message

```

The converter program also receives the name of the source file as the first argument on the command line which sometimes is very helpful if the compiler didn't write the name of the source file in the error messages.

1.67 TDSEnglish.guide/Project-Linker

Project/Linker

Opens the requester with the options for the linker:

`Command'

Command of the linker.
e.g. "slink" (for SAS C)

`Debug Opt.'

`Final Opt.'

'Debug Opt.' are the options used if the 'Use Debug Options' is set in the

Options requester, otherwise 'Final Opt.' will be used.

The following strings have a special meaning:

`%obj'

Names of the object files.

`%lnk'

Name of the file containing the names of the object files.

`%lib'

Names of the link libraries specified with the 'Libraries' gadget.

`%exe'

Name of the executable file.

`%err'

Name of the error file (if not present, then standard output will be used).

e.g.

```
'FROM lib:c.o %obj TO %exe LIB %lib'
where
'test.o' and 'sub.o' are the object files
'lib:lc.lib' and 'lib:amiga.lib' are the libraries
'test' is the executable file
becomes
'FROM lib:c.o test.o sub.o TO test LIB lib:lc.lib lib:amiga.lib'
```

'Object Ext.'

File extension of the object files.

'Libraries'

List of link libraries. Use the 'Add', 'Delete', '+', '-' buttons to add, delete and reorder the libraries files.

1.68 TDSEnglish.guide/Project-Debugger

Project/Debugger

Opens the requester with the options for the debugger:

'Command'

Command name of the debugger.
e.g. "cpr" (for SAS C)

'Options'

Command options for the debugger.

The following strings have a special meaning:

'%exe'

Name of the executable file.

'%arg'

Arguments line set with the
Options
requester.

'%src'

Name of the current source file.

'%mod'

Name of the current source file without extension.

'%base'

Name of the current source file without extension and path.

'%screen'

Name of the public screen used by the editor.

These options are very useful if you use the Amiga-E or TeX compilers. Therefore you can have more than one source file per project and run or display only the current one (see the example project files).

1.69 TDSEnglish.guide/Project-Command

Project/Command

Opens the requester with the options for the execution of the commands:

'Command Path'

List of directories where to search the commands. If the list is empty, then the current path will be used.

'Stacksize'

Stack size used by the commands.

'Window'

Name of the console window used by the commands.

1.70 TDSEnglish.guide/Project-Modules

Project/Modules

Opens a requester with the list of the source files and precompiled object files. Use the 'Add', 'Delete', '+', '-' buttons to add, delete and reorder the source files. Use the 'Edit' button to set the local options for the module, while the 'Load' button will load the module into the editor.

1.71 TDSEnglish.guide/Project-Options

Project/Options

Opens a requester with the options for project:

'Program Name'

Name of the executable file.

The following strings have a special meaning:

'%src'
Name of the current source file.

'%mod'
Name of the current source file without extension.

'%base'
Name of the current source file without extension and path.

These options are very useful if you use the Amiga-E or TeX compilers. Therefore you can have more than one source file per project and run or display only the current one (see the example project files).

'Program Arguments'
Arguments line for the program (used by
Run
and
Debug
).

The following strings have a special meaning:

'%src'
Name of the current source file.

'%mod'
Name of the current source file without extension.

'%base'
Name of the current source file without extension and path.

'%screen'
Name of the the public screen used by the editor.

These options are very useful if you use the Amiga-E or TeX compilers. Therefore you can have more than one source file per project and run or display only the current one (see the example project files).

'Window'
Name of the console window used by the program, will be opened only if the 'Open Window' option is set.

'Source Directories'
List of directories where to search source and include files if an error has been found. Use the 'Add' and 'Delete' buttons to add and delete items from the list.

'Use Debug Options'
If set, the commands will use the debug options, otherwise the final options.

'No Linker'
If set, TMake will not call the linker (e.g. Amiga-E doesn't use a linker).

'No Requester'

If set, TMake will not display a requester after a file has been compiled or a project has been completed. Errors will always be reported.

'No TMake Window'

If set, TMake will not open a console window while working. Use the

Stop
command to interrupt it.

'Open Window'

If set,

Ted
will open a console window for the
Run
and
Debug
commands.

'Auto Open'

If set,

Ted
will open all modules loaded the last time the project
has been saved or closed.

1.72 TDSEnglish.guide/Menu Settings

Menu Settings

=====

This menu contains the commands to modify the settings of the program and to load and save them.

AutoIndent

WordWrap

OverStrike

Create Icons?

Editor

Display

Keyboard

References

Load Settings

Save Settings

Save Settings As

1.73 TDSEnglish.guide/Settings-AutoIndent

Settings/AutoIndent

Activates the automatic indentation.

1.74 TDSEnglish.guide/Settings-WordWrap

Settings/WordWrap

Activates the automatic wordwrap at the end of a line.

1.75 TDSEnglish.guide/Settings-OverStrike

Settings/OverStrike

Activates the overstrike mode.

1.76 TDSEnglish.guide/Settings-Create Icons?

Settings/Create Icons?

If set,

Ted

will create an icon for every file saved. Moreover it uses the '.info' files to store the position and size of the window and the last position of the cursor. The '.info' file used depends on the extension of the file to be saved.

Ted

will try to use a file called 'ENV:TDS/def_XXX.info' or 'ENV:SYS/def_XXX.info' where XXX is the extension of the file. So if you save a file called 'mydoc.txt' which doesn't have an icon,

Ted

will try to add an ``.info'` file called ``.ENV:TDS/def_TXT.info'` or ``.ENV:SYS/def_TXT.info'`. There are already some icon files in the ``.ENV:TDS'` directory, but you can add your own files or change the existing one if you don't like them.

1.77 TDSEnglish.guide/Settings-Editor

Settings/Editor

Opens a requester with the options for the editor:

``.Requester'`

Defines the type of requester to use: ``.ASL'` or ``.ReqTools'`. If the ``.reqtools.library'` is not installed, then it will always use the ``.asl.library'`.

``.Tabwidth'`

Sets the width of the tab.

``.Left Margin'`

``.Right Margin'`

Sets the left and right margin (used by
WordWrap
and
Format
).

``.Max. Changes'`

Sets the maximum number of changes recorded for every file.

``.Autosave Delay'`

Sets the time for the autosave mode in minutes.

``.Priority'`

Sets the priority of the editor.

``.AutoIndent'`

Activates the automatic indentation.

``.WordWrap'`

Activates the automatic wordwrap at the end of a line.

``.OverStrike'`

Activates the overstrike mode.

``.WrapCursor'`

Defines the behaviour of the cursor at the end of the line. If set, then the cursor will go to the start of the next line, otherwise it will continue to move to the right on the same line.

``.Stripblanks'`

Removes any blanks and tabs from the end of the line which has

been modified.

'Autosave'

Activates the autosave mode.

'Backup'

Creates a backup file called '#?.bak' in the directory specified with 'Backup Dir' for every file saved.

'Backup Dir'

Sets the directory to use for backups. If no directory is specified then the backup file will be created in the same directory of the original file. Using a directory on the same volume of the original file is faster than using one on a different volume. In the first case the program has only to rename the file, whereas in the second case it has to copy the file.

'Guide'

Defines the guide to use for the on-line help.

'Hotkey'

Defines the hotkey used to deiconify
Ted
.

1.78 TDSEnglish.guide/Settings-Display

Settings/Display

Opens a requester with the options for the screen:

'Screen'

Selects the screen mode for the custom screen.

'Font'

Selects the font used to display the text files.

'Public Screen'

Defines the public screen used by
Ted
.

'Window Left'

'Window Top'

'Window Width'

'Window Height'

Sets the position and size of the first window and for any following window if 'Autosize' is not set. With 'Window Width' = 0 the window will open at the maximum width allowed, with 'Window Height' = 0 at the maximum height.

'Type'

Defines the type of screen used by
Ted

.

'Edit Palette'

Brings up a requester to modify the colours of the screen. This feature is available only if

Ted

is running on its own screen and the 'reqtools.library' is installed.

'Autosize'

If set, every new window will inherit the position and size of the current window.

'Hide Pointer'

If set, hides the mouse pointer while typing.

1.79 TDSEnglish.guide/Settings-Keyboard

Settings/Keyboard

Opens a requester with the list of all key bindings. Use the 'Add', 'Delete' and 'Edit' buttons to add, delete and edit them.

This requester describes the binding of a key to a command. The command can be of 3 types: 'Internal', 'ARexx Macro', 'AmigaDos'. If you want to define an internal command, you can choose it from the gadget 'Internal Commands'.

Here comes a list of the predefined bindings:

Binding	Command
Back	BACKSPACE
Delete	DELETE CHAR
Enter	SPLITLINE
Return	SPLITLINE
Ctrl-y	DELETE LINE
Ctrl-u	UNDO LINE
Ctrl-q	DELETE EOL
Ctrl-m	FIND BRACKET
Ctrl-h	HIDE
Ctrl-r	REVEAL
Ctrl-f	FORMAT
Ctrl-l	LOWERCASE
Ctrl-k	UPPERCASE
Ctrl-x	GOTOBOOKMARK
Ctrl-b	SETBOOKMARK
Left	CURSOR LEFT
Right	CURSOR RIGHT
Up	CURSOR UP

Down	CURSOR DOWN
Shift-Left	PREVIOUS WORD
Shift-Right	NEXT WORD
Shift-Up	PREVIOUS PAGE
Shift-Down	NEXT PAGE
Ctrl-Left	POSITION SOL
Ctrl-Right	POSITION EOL
Ctrl-Up	POSITION SOF
Ctrl-Down	POSITION EOF
F1	PREVIOUS FILE
F2	NEXT FILE
F10	ICONIFY
Shift-Help	FIND REFS

1.80 TDSEnglish.guide/Settings-References

Settings/References

Opens a requester with the list of the reference files. Use the 'Add', 'Delete', 'Edit', '+' and '-' buttons to add, delete, edit and rearrange the files.

1.81 TDSEnglish.guide/Settings-Load Settings

Settings/Load Settings

Loads the settings.

1.82 TDSEnglish.guide/Settings-Save Settings

Settings/Save Settings

Saves the settings with the current name.

1.83 TDSEnglish.guide/Settings-Save Settings As

Settings/Save Settings As

Saves the settings with a new name.

1.84 TDSEnglish.guide/ARexx Commands

ARexx Commands

=====

This is the list of the ARexx commands available:

ABOUT

BACKSPACE

BUILD

CLOSE

CMDSHELL

COMPILE

COPY

CURSOR

CUT

DEBUG

DELETE

DIR

ERASE

FIND

FIRSTCAPITAL

FORMAT

GOTOBOOKMARK

GOTOCOLUMN

GOTOFILE

GOTOLINE

HIDE

ICONIFY

INDENT

INSERT

KEYBOARD
LOAD
LOWERCASE
MARK
NEW
NEXT
OPEN
PASTE
POSITION
PREVIOUS
PROJECT
PROTECT
QUERY
QUIT
REDO
REPLACE
REQUESTFILE
REQUESTNOTIFY
REQUESTNUMBER
REQUESTRESPONSE
REQUESTSTRING
REVEAL
RUN
RX
SAVE
SAVEAS
SET
SETBOOKMARK
SETTINGS
SPLITLINE
STOP
TEXT
UNDO
UPPERCASE

1.85 TDSEnglish.guide/ABOUT

ABOUT

Command	Options	Description
ABOUT	<no option>	open the 'About' requester

1.86 TDSEnglish.guide/BACKSPACE

BACKSPACE

Command	Options	Description
BACKSPACE	<no option>	delete the character to the left of the cursor

1.87 TDSEnglish.guide/BUILD

BUILD

Command	Options	Description
BUILD	<no option> ALL/S	rebuild the project recompile all modules even if they have not been modified

1.88 TDSEnglish.guide/CLOSE

CLOSE

Command	Options	Description
CLOSE	FILE/S PROJECT/S	close the current file close the project

1.89 TDSEnglish.guide/CMDSHELL

CMDSHELL

Command	Options	Description
CMDSHELL	<no option>	open the ARexx command shell

1.90 TDSEngish.guide/COMPILE

COMPILE

Command	Options	Description
COMPILE	<no option> NAME/K	compile the current file compile the specified file (STRING)

1.91 TDSEngish.guide/COPY

COPY

Command	Options	Description
COPY	<no option>	copy the selected block to the clipboard

1.92 TDSEngish.guide/CURSOR

CURSOR

Command	Options	Description
CURSOR	UP/S DOWN/S LEFT/S RIGHT/S	move the cursor up one position move the cursor down one position move the cursor left one position move the cursor right one position

1.93 TDSEngish.guide/CUT

CUT

Command	Options	Description
CUT	<no option>	remove the selected block and copy it to the clipboard

1.94 TDSEnglish.guide/DEBUG

DEBUG

Command	Options	Description
DEBUG	<no option>	start the debugger

1.95 TDSEnglish.guide/DELETE

DELETE

Command	Options	Description
DELETE	CHAR/S	delete the character to the right of the cursor
	LINE/S	delete the current line
	EOL/S	delete all characters to the end of the current line
	FILE/S	delete a file
	NAME/K	name of the file to delete (STRING)

1.96 TDSEnglish.guide/DIR

DIR

Command	Options	Description
DIR	PATH	change the current directory path
	ASK/S	open the 'Current Dir' requester

1.97 TDSEnglish.guide/ERASE

ERASE

Command	Options	Description
ERASE	<no option>	remove the selected block without copying it to the clipboard

1.98 TDSEnglish.guide/FIND

FIND

Command	Options	Description
FIND	STRING/K NEXT/S PREVIOUS/S BRACKET/S REFS/S	string to search for (STRING) find next occurrence find previous occurrence find matching bracket find reference of the current word

1.99 TDSEnglish.guide/FIRSTCAPITAL

FIRSTCAPITAL

Command	Options	Description
FIRSTCAPITAL	<no option>	convert the current word or block to first capital

1.100 TDSEnglish.guide/FORMAT

FORMAT

Command	Options	Description
FORMAT	<no option>	format a paragraph starting at the current line

1.101 TDSEnglish.guide/GOTOBOOKMARK

GOTOBOOKMARK

Command	Options	Description
GOTOBOOKMARK	<no option>	open the 'Goto Bookmark' requester

1.102 TDSEnglish.guide/GOTOCOLUMN

GOTOCOLUMN

Command	Options	Description
GOTOCOLUMN	COL/N/A	go to the specified column

1.103 TDSEnglish.guide/GOTOFILE

GOTOFILE

Command	Options	Description
GOTOFILE	NAME/A	go to the specified file (if the file is not in memory, it will be opened)

1.104 TDSEnglish.guide/GOTOLINE

GOTOLINE

Command	Options	Description
GOTOLINE	<no option> LINE/N	open the 'Goto Line' requester go to the specified line

1.105 TDSEnglish.guide/HIDE

HIDE

Command	Options	Description
HIDE	<no option>	hide the current file

1.106 TDSEnglish.guide/ICONIFY

ICONIFY

Command	Options	Description
ICONIFY	<no option>	iconify the program

1.107 TDSEnglish.guide/INDENT

INDENT

Command	Options	Description
INDENT	FORWARD/S	indent the selected block one position to the right
	BACKWARD/S	indent the selected block one position to the left

1.108 TDSEnglish.guide/INSERT

INSERT

Command	Options	Description
INSERT	NAME/K	insert the specified file into the current file

1.109 TDSEnglish.guide/KEYBOARD

KEYBOARD

Command	Options	Description
KEYBOARD	KEY/A CMD/F	key to map the ARexx command to ARexx command

The format for the key is:

[Ctrl-] [Alt-] [Shift-] <letter>

where letter is either a single character or one of:

LEFT, RIGHT, DOWN, UP, BACK, DELETE, ENTER, ESC, F1-F10, HELP, TAB

1.110 TDSEnglish.guide/LOAD

LOAD

Command	Options	Description
LOAD	FILE/S	load the file
	SETTINGS/S	load the settings
	ERRORS/S	load the error file
	NAME/K	name of file or settings to load

1.111 TDSEnglish.guide/LOWERCASE

LOWERCASE

Command	Options	Description
LOWERCASE		convert the current word or block to lowercase

1.112 TDSEnglish.guide/MARK

MARK

Command	Options	Description
MARK	WORD/S	select the current word
	LINE/S	select the current line
	VERTICAL/S	start and stop the selection of a vertical block using the cursor
	BLOCK/S	start and stop the selection of a horizontal block using the cursor
	ALL/S	select the entire file

1.113 TDSEnglish.guide/NEW

NEW

Command	Options	Description
NEW	FILE/S	creates an empty file
	PROJECT/S	creates an empty project

1.114 TDSEnglish.guide/NEXT

NEXT

Command	Options	Description
NEXT	WORD/S	go to the next word
	PAGE/S	go to the next page
	FILE/S	go to the next file
	ERROR/S	go to the next error

1.115 TDSEnglish.guide/OPEN

OPEN

Command	Options	Description
OPEN	FILE/S	open a file
	PROJECT/S	open a project
	NAME/K	name of the file or project to open

1.116 TDSEnglish.guide/PASTE

PASTE

Command	Options	Description
PASTE	<no option>	insert the contents of the clipboard into the current file
	VERTICAL/S	insert the contents of the clipboard into the current file as a vertical block

1.117 TDSEnglish.guide/POSITION

POSITION

Command	Options	Description
POSITION	SOF/S	go to the start of the current file
	EOF/S	go to the end of the current file
	SOL/S	go to the start of the current line

EOL/S go to the end of the current line

1.118 TDSEnglish.guide/PREVIOUS

PREVIOUS

Command	Options	Description
PREVIOUS	WORD/S	go to the previous word
	PAGE/S	go to the previous page
	FILE/S	go to the previous file
	ERROR/S	go to the previous error

1.119 TDSEnglish.guide/PROJECT

PROJECT

Command	Options	Description
PROJECT	COMMAND/S	open the 'Command' requester
	DEBUGGER/S	open the 'Debugger' requester
	LINKER/S	open the 'Linker' requester
	MODULES/S	open the 'Modules' requester
	OPTIONS/S	open the 'Options' requester
	TRANSLATORS/S	open the 'Translators' requester

1.120 TDSEnglish.guide/PROTECT

PROTECT

Command	Options	Description
PROTECT	<no option>	open the 'Protect' requester

1.121 TDSEnglish.guide/QUERY

QUERY

Command	Options	Description
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QUERY	NAME/A	query the value of some internal
-------	--------	----------------------------------