

# **EDITLIB**

Conversion program

**COLLABORATORS**

	<i>TITLE :</i> EDITLIB		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Conversion program	February 2, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## EDITLIB

### 1.1 Overview of EDITLIB

#### Overview

An Acid Software Library

Converted to AmigaGuide by

Red When Excited Ltd

Used with the permission of Acid Software

### 1.2 EDITLIB

Function: Edit\$

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Modes :

Syntax : =Edit\$ ([DefaultString\$,]Characters)

- The optional DefaultString\$ and a cursor is printed to the display.
- The program user types in a string of text.
- When 'RETURN' is hit, Edit\$ returns the text entered by the program user as a string of character.

Edit\$ operates slightly differently depending on the mode of input at the time of execution. For instance, executing a WindowInput command will cause Edit\$ to receive and print it's input to an Intuition window, whereas executing FileInput will cause Edit\$ to receive it's input from a file.

Characters specifies a maximum number of allowable characters for input. This is extremely useful in preventing Edit\$ from destroying display contents.

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## 1.3 EDITLIB

Statement: Inkey\$

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Modes :  
 Syntax : Inkey\$ [(Characters)]

Inkey\$ may be used to collect one or more characters from the current input channel. The current input channel may be selected using commands such as WindowInput, FileInput or BitMapInput. Inkey\$ MAY NOT be used from the DefaultInput input channel.

Characters refers to the number of characters to collect. The default is one character.

## 1.4 EDITLIB

Function: Edit

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Modes :  
 Syntax : =Edit ([DefaultValue,]Characters)

- The optional Defaultvalue and a cursor is printed to the display.
- The program user types in a numeric value.
- When 'RETURN' is hit, Edit returns the value entered by the program user.

Edit operates slightly differently depending on the mode of input at the time of execution. For instance, executing a WindowInput command will cause Edit to receive and print it's input to an Intuition window, whereas executing FileInput will cause Edit to receive it's input from a file.

Characters specifies a maximum number of allowable characters for input. This is extremely useful in preventing Edit from destroying display contents.

## 1.5 EDITLIB

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| EDITLIB |

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Overview

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Edit

Edit\$

Inkey\$

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