SkoEd

COLLABORATORS

	TITLE : SkoEd		
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REVISION HISTORY

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Contents

Chapter 1

SkoEd

1.1 MAIN

SkoEd V1.14
A Programmer’s Editor Revisited.
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AmigaGuide Documentation produced using AmigaGuide Writer by me :-)

SkoEd Icons and Gadgets created using IE by Peter Kiem.

1.2 INTRODUCTION

Before getting into this wonderfull doco :-) a quick look at why I wrote SkoEd.

Why another editor? Hmm it is hard to say, but the more I look around at editors the more I think that an Editor is a very personal preference. Not just in the keymappings (After all most editors these days will remap keys) but also in how they look and how they operate. (I refuse to say look and feel only a lawyer would use such terms).

Well, when I got my Amiga I found that there were no editors around that I really liked. Some were good and did quite a lot but they were not me. So I wrote SkoEd which is in may ways my personal preference. SkoEd is by no means the begin and end all of Editors; there are a number of areas which need improving. It is however at a stage that I feel can be released to the Amiga community.

1.3 FEATURES

Here is a list of what SkoEd can do.

- Remaps keystrokes to commands.
- Customisable.
- Multiple Files.
- Multiple Views of files.
- Clones the WorkBench Screen and WorkBench Screen text font.
- Set own Screen and Font.
- Reads,Writes and Converts IBM format files.
- A FAST Find/Replace.
- Column Blocks.
- Clipboard support.
- AutoSave after time limit expires.
- Folding.
- Match {([])}.
- Count number of braces {} in a file.
- Word Completion

. (I like this one :-)

- Zoom / Explode of Views.
- Memory file to remember files previously loaded and cursor location.
- Unlimited Marks to allow you to go instantly to a marked location.
- Undelete n Deletes. (n is setable)
- Iconify .
- Script file bit is handled correctly (and is settable).
- AREXX
- User Configurable Gadget Strip
- And other, less obvious functions.

Here are the areas I wish to improve.

- A full macro language. (although with Arexx do I need this?)
- A full Undo as opposed to Undelete (and Redo).
- Repeat command.
- Allow user to create own menu strips.

1.4 INSTALLATION

SkoEd is for Workbench 2.0 and 3.0 only.

To Install SkoEd you may either:

Use the Installer Script supplied or,

Copy Skoed to somewhere in your path.
Copy Skoed.Config to the directory where SkoEd is located.
Copy Skoed.Macro to the directory you work in.
Copy Gadgets directory to the directory where SkoEd is located.
Make a directory in ENV: called SkoEd.

Edit both Skoed.Config and Skoed.Macro to map the key to commands etc.
Add the Assign SkoEd: <place where SkoEd is located> to user startup.

A note about the support files (Config & Macro) The following search order is performed - Current Directory, The Directory SkoEd was loaded from then "SKOED:". The way I work things is Config goes where SkoEd is located and Macro goes in my work directory. This way unchanging keymaps and commands are in SkoEd.Config and work specific commands are in SkoEd.Macro.

Additional support files are for the gadget strip. SkoEd looks for the gadgets using "<Search Path>Gadgets/#?.info". Any Icon located in that directory is checked for a COMMAND string and loaded into the

gadget strip

.

The <Search Path> is the same as for the Config and Macro files.

These system libraries are needed in libs:

ReqTools.library

IffParse.library

1.5 DISTRIBUTION

SKOED VERSION 1.14 is SHAREWARE

So you may,

Distribute the NON REGISTERED versions of SkoEd as much as you like. However no more than a nominal fee may be charged for distributing SkoEd.

If you use SkoEd on a regular basis then you should REGISTER. Registered users receive :

- The latest version,
- 1 free update and then,
- Notification of the next update.

Registration is only $25.00 Australian (which is cheaper than you think considering most exchange rates :-)

Please send Registration fee to:

David McPaul,
P.O. Box 2830,
Canberra,
A.C.T,
AUSTRALIA,
2601.

I prefer International Money Orders, Bankers Cheques or Cash. Personal cheques are just too difficult to get changed.

Please include with your Registration:

Your Name (So I can personalise SkoEd for you)
Your Address (So you can get SkoEd sent to you :-)
Comments, thoughts, wish list etc or even just a hello.

Other programs available

```
                - AmigaGuide Writer (AGW) ($15)
```

1.6 Folding

Folding is a method whereby sections of code is hidden ↩ from the display. This makes the studying of code sections easier because you hide away code that you know is working or not relevant. SkoEd allows you to highlight the section of code that you do not wish to see and use the

Fold_Block command to hide it away. Unfold reverses this process.

1.7 Gadgets

SkoEd now supports a user configurable gadget strip. To ↩ add a gadget to the strip just create an icon with a maximum height of 28 pixels and store it in " Gadgets/ ". Add a COMMAND tooltype and you are ready to go.

```
        TOOLTYPES Used are:

        COMMAND  - This is the command that will be executed by skoed when
                   you press the gadget.  Macros are also supported.
                   e.g COMMAND=Make;
                   or  COMMAND=ARexx(screxx:NextError.Rexx);

        TICK     - Add this tooltype if you want the command to be repeated
                   while the gadget is activated.  This tooltype overrides
                   the GADGETUP tooltype.

        GADGETUP - Add this tooltype if you want the command to be executed
                   when the gadget is released instead of selected.  Does
                   not function when TICK is present.

        ORDER    - This tooltype controls the order of gadget placement.
                   by giving each icon an ORDER of placement you can control
                   which gadget goes where.
                   e.g ORDER=5
                        This makes the gadget the 5th gadget in the strip.
                   Note if you do not supply an order it defaults to 0 and
                   this may affect other gadget ordering.

        GAP      - Use to determine the GAP between this gadget and the
                   previous gadget.
                   e.g GAP=30
```

```
                        This leaves 30 pixels between this gadget and the
                        previous gadget default is 3.
```

1.8 EXECUTION

```
        SkoEd only works with Workbench 2.0 and above.

        SkoEd can be started via the CLI or the Workbench, when run from the
CLI some parameters may be accepted.  These may be seen by typing Skoed ?

Usage: Skoed [options] [filename]
options are :
+r - Use Reload file if available
-r - Don’t use a Reload file if found

        The filename specified in the command line will be loaded (names
can be surrounded by double quotes ("") if the name contains spaces).

        SkoEd will open it’s own Public screen (SkoEd).  The screens width,
Height and Font will be cloned from the Workbench Screen & Screen font.  If
the font found is a non proportional font then topaz/8 will be used.

        SkoEd can then be configured using the Set Font and Set Screen menu
options.  When you have decided on your preferred Screen and Font select
Save Prefs.
```

1.9 CONFIGURATION

```
                        In order to use SkoEd with the keymappings you like, then ↩
                           you will
need to change the SkoEd.Config/SkoEd.Macro files to contain the mappings
you wish to use.

  Each keymapping is of the format :

  <Key Description> <Equals> <String>|<Command> <SemiColon> <Comment>

  where

  <Equals>          -> =
  <SemiColon>       -> ;
  <Comment>         -> Whatever you like.
  <Key Description> -> {<Qualifier>}<Key>{<Key>}
  <Command>         -> <CommandName>{<(><Parameters><)>}
  <CommandName>     -> A command from the command list.
  <Parameters>      -> The parameters seperated by spaces that are to be
                       parsed by the command using ReadArgs.
  <(>               -> (
  <)>               -> )
  <String>          -> Anything enclosed in Double Quotes e.g "fred"
```

<Qualifier>	-> A qualifier from the list below.
<Key>	-> The key you wish to map (Case is ignored)

Qualifiers are :

#	- Shift key
^	- Control key
@	- Alt key
&	- Numeric Keypad
!L	- Left Amiga
!R	- Right Amiga

or you may also use

SHIFT	- Shift key
CTRL	- Control key
ALT	- Alt key
KEYPAD	- Numeric Keypad
LEFTAMIGA	- Left Amiga
RIGHTAMIGA	- Right Amiga

Special Keys are :

$Fn where 0 <= n <= 9	- Function keys
RETURN	- The Return Key
UP	- The up arrow key
DOWN	- The down arrow key
LEFT	- The left arrow key
RIGHT	- The right arrow key
DEL	- The Del key
HELP	- The Help key
BACKSPACE	- The Backspace key
TAB	- The Tab key
ESC	- The ESC key
\	- The next character is not a special character eg \# is the hash character not a Shift qualifier.

See also
Examples
and
ARexx
Several variables may also be set in the configuration files. These
are :

C_DIR - This string determines where to save the current file for compiling. Set to blank if you wish to us current directory.

COMPILE - This string is inserted before the filename and then that string is passed to System(). eg "SC" to use the SAS C compiler.

LINK - This string is passed to System when you call the Link command.

MAKE - This string is passed to System when you call the Make command.

EXECUTE - This is the default string to use when you call the Run command.

```
   ERRORS      - This is the default string to use when you call the Errors
                 command.
   CLI         - This is the default string to create a new CLI/Shell.
   INSERT      - This boolean variable is set to TRUE if you want insert
                 mode to be on at startup.
   INDENT      - This boolean variable is set to TRUE if you want automatic
                 indenting to be on.
   CAPTIVECRSR - This boolean variable is set to TRUE if you want Captive
                 Cursor mode on at startup.
   MEMORY      - This boolean variable is set to TRUE if you want to have
                 SkoEd save memory files when you exit.
   BACKUPS     - This boolean variable is set to TRUE if you want to have
                 SkoEd create .BAK files when saving.
   TABSIZE     - This numeric variable sets the size of a TAB character.
   AUTOTIME    - This numeric variable sets the amount of time in minutes
                 between autosaves of the most changed file.
   MAXUNDO     - This numeric variable sets the maximum level of Undo you
                 want.
   RELOAD      - This boolean variable if set to TRUE in the config file
                 will force a reload if a memory file is available.
   PRINTER     - This string is passed to System() and is used to support
                 printing.
   SAVETABS    - This boolean variable is set to TRUE if you want SkoEd to
                 save every TABSIZE spaces at the start of a line as a TAB
                 character.
   LOADTABS    - This boolean variable is set to TRUE if you want SkoEd to
                 load TABS as TABS and NOT convert them to spaces.
   TABSSPACES  - This boolean variable is set to TRUE if you want TAB command
                 to output TABSIZE spaces or a TAB character.
```

1.10 AREXX

SkoEd now has an Arexx Port named "SKOED1". All commands are available to Arexx via this port. All commands in SkoEd are Case Sensistive and should therefor be enclosed in Quotes.

For example to put up the About requester in Skoed

```
ADDRESS SKOED1 "About"
```

Commands will either return 0 for success or 10 for failure.

Some commands accept parameters (eg Load_File) and parameters are passed as follows:

```
ADDRESS SKOED1 "Load_File(work:Skoed.doc)"
ADDRESS SKOED1 "Goto_Line(10)"
```

Basically everything between the () is passed to the routine as a single string and then ParseArgs is used to make sense of it.

The same method of parameter passing is used for parameter passing in SkoEd.Config.

See the example ARexx routines given for more clues on interfacing ARexx to SkoEd.

1.11 COMMANDS

Movement Commands File/Buffer Commands

Up

Load_File

Down

Save_File

Left

Print_File

Right

Reload

Page_Up

Kill_Buffer

Page_Down

Make_Buffer

StartOfFile

Print_Buffer

EndOfFile

Next_Buffer

StartOfLine

Prev_Buffer

EndOfLine

Goto_Buffer

Scroll_Up

Buffer_Info

Scroll_Down

Scroll_Left

Block Commands

Scroll_Right

Goto_Line

Block_Begin

Goto_Column

Block_End

UpUp

Block_Copy

DownDown

Block_Delete

Block_Move
Word Commands
StartOfBlock

EndOfBlock

Word_Left

Block_Hide

Word_Right

Block_Clip

Word_End

Clip_Block

Word_Delete

Block_File

Complete_Word

File_Block

Block_Mode
Fold Commands
Indent_Block

Unindent_Block

Fold_Line

Undo

Unfold_Line

Fold_Block

String Commands

Unfold

Next_Fold

Find

Prev_Fold

Replace

Again

Mark Commands

Match

Count_Braces

Mark

Str_Size

Unmark

Next_Mark

Prev_Mark

CLI/Compiler Commands

Goto_Mark

Compile

Window Commands

Link

Run

Split_Window

Make

Close_Window

Errors

Zoom

New_CLI

Explode

Refresh

Generic Editing Commands

Miscellaneous Commands

```
Return

None

Backspace

Set_Var

Tab

Get_Var

Del

Set_Env

Del_Line

Set_Vars

Del_EOL

Auto_Save

Del_SOL

Iconify

Exit

Reconfigure

Msg

ARexx
```

1.12 UpUp

```
COMMAND     : UpUp

 PARAMETERS : NONE

 DESCRIPTION: This command moves the Cursor up 1 line, scrolling if needed.
              This routine attempts to keep the Cursor 1 line below the
              topline so that the line above the Cursor is always visible.
```

1.13 DownDown

```
COMMAND     : DownDown

 PARAMETERS : NONE
 DESCRIPTION: This command moves the Cursor Down 1 line, scrolling if needed.
              This routine attempts to keep the Cursor 1 line above the
              bottomline so that the line below the Cursor is always
              visible.
```

1.14 StartOfBlock

```
COMMAND     : StartOfBlock

 PARAMETERS : NONE

 DESCRIPTION: This command moves the Cursor to the start of the current
              Block.
```

1.15 EndOfBlock

```
COMMAND     : EndOfBlock

 PARAMETERS : NONE

 DESCRIPTION: This command moves the Cursor to the end of the current Block.
```

1.16 Up

```
                COMMAND     : Up

 PARAMETERS : NONE

 DESCRIPTION: This moves the Cursor up 1 line, scrolling if needed.

 See Also   :
                Down

                Left

                Right

                Page_Up

                Page_Down
```

1.17 Down

```
                COMMAND     : Down

 PARAMETERS : NONE
```

```
DESCRIPTION: This moves the Cursor Down 1 line, scrolling if needed.

See Also   :
               Up

               Left

               Right

               Page_Up

               Page_Down
```

1.18 Left

```
               COMMAND     : Left

PARAMETERS : NONE

DESCRIPTION: This moves the Cursor Left 1 character.  If the Start of a
             line is reached the the Cursor is move to the end of the line
             above.

See Also   :
               Up

               Down

               Right

               Page_Up

               Page_Down
```

1.19 Right

```
               COMMAND     : Right

PARAMETERS : NONE

DESCRIPTION: This moves the Cursor Right 1 character until you reach the
             maximum length of the line (Currently 4096 chars).

See Also   :
               Up

               Down

               Left

               Page_Up
```

```
                Page_Down
```

1.20 Page_Up

```
                COMMAND     : Page_Up

 PARAMETERS : NONE

 DESCRIPTION: Move Cursor up 1 page.

 See Also   :
                Up

                Down

                Left

                Right

                Page_Down
```

1.21 Page_Down

```
                COMMAND     : Page_Down

 PARAMETERS : NONE

 DESCRIPTION: Move Cursor down 1 page.

 See Also   :
                Up

                Down

                Left

                Right

                Page_Up
```

1.22 StartOfFile

```
                COMMAND     : StartOfFile

 PARAMETERS : NONE

 DESCRIPTION: Move to First Line, First Column of File.

 See Also   :
                EndOfFile
```

1.23 EndOfFile

```
               COMMAND     : EndOfFile

PARAMETERS : NONE

DESCRIPTION: Move to Last Line, End of the Line.

See Also   :
               StartOfFile
```

1.24 StartOfLine

```
               COMMAND     : StartOfLine

PARAMETERS : NONE

DESCRIPTION: Move to the Start of Current Line.

See Also   :
               EndOfLine
```

1.25 EndOfLine

```
               COMMAND     : EndOfLine

PARAMETERS : NONE

DESCRIPTION: Move to End of Current Line.

See Also   :
               StartOfLine
```

1.26 Scroll_Up

```
               COMMAND     : Scroll_Up

PARAMETERS : NONE

DESCRIPTION: Scroll File Up beneath the Cursor.

See Also   :
               Scroll_Down

               Scroll_Left

               Scroll_Right
```

1.27 Scroll_Down

```
               COMMAND     : Scroll_Down

PARAMETERS : NONE

DESCRIPTION: Scroll File Down beneath the Cursor.

See Also   :
               Scroll_Up

               Scroll_Left

               Scroll_Right
```

1.28 Scroll_Left

```
               COMMAND     : Scroll_Left

PARAMETERS : NONE

DESCRIPTION: Scroll File Left beneath the Cursor.

See Also   :
               Scroll_Up

               Scroll_Down

               Scroll_Right
```

1.29 Scroll_Right

```
               COMMAND     : Scroll_Right

PARAMETERS : NONE

DESCRIPTION: Scroll File Right beneath the Cursor.

See Also   :
               Scroll_Up

               Scroll_Down

               Scroll_Left
```

1.30 Word_Left

```
               COMMAND     : Word_Left
```

```
PARAMETERS : NONE

DESCRIPTION: Move the Cursor to the previous word if at the start of a word
             or move to the start of the current word.

See Also   :
               Word_Right

               Word_End

               Word_Delete

               Complete_Word
```

1.31 Word_Right

```
               COMMAND     : Word_Right

PARAMETERS : NONE

DESCRIPTION: Move the Cursor to the start of the next word.

See Also   :
               Word_Left

               Word_End

               Word_Delete

               Complete_Word
```

1.32 Word_End

```
               COMMAND     : Word_End

PARAMETERS : NONE

DESCRIPTION: Move the Cursor to the end of the current word.

See Also   :
               Word_Left

               Word_Right

               Word_Delete

               Complete_Word
```

1.33 Goto_Line

```
                COMMAND     : Goto_Line

PARAMETERS : LINE/N

DESCRIPTION: Goto a line Number.  If Line number is not given then display a
             Requester asking for a line number.

See Also   :
                Goto_Column

                Goto_Buffer
```

1.34 Goto_Column

```
                COMMAND     : Goto_Column

PARAMETERS : COLUMN/N/A

DESCRIPTION: Goto the Column Number given.

See Also   :
                Goto_Line

                Goto_Buffer
```

1.35 Next_Buffer

```
                COMMAND     : Next_Buffer

PARAMETERS : NONE

DESCRIPTION: Switch to the next buffer in the list.

See Also   :
                Prev_Buffer

                Goto_Buffer

                Kill_Buffer

                Make_Buffer

                Print_Buffer
```

1.36 Prev_Buffer

```
                COMMAND     : Prev_Buffer

PARAMETERS : NONE
```

DESCRIPTION: Switch to the previous buffer in the list.

See Also :

Next_Buffer

Goto_Buffer

Kill_Buffer

Make_Buffer

Print_Buffer

1.37 Goto_Buffer

COMMAND : Goto_Buffer

PARAMETERS : NAME

DESCRIPTION: Switch to the buffer given. If NO buffer given then show a requester listing all buffers and select a buffer to switch to.

See Also :

Next_Buffer

Prev_Buffer

Kill_Buffer

Make_Buffer

Print_Buffer

1.38 Next_Fold

COMMAND : Next_Fold

PARAMETERS : NONE

DESCRIPTION: Move to the Next Fold if any.

See Also :

Fold_Line

Unfold

Prev_Fold

Fold_Block

Unfold_Line

1.39 Prev_Fold

```
               COMMAND     : Prev_Fold

PARAMETERS : NONE

DESCRIPTION: Move to the Previous Fold if any.

See Also   :
               Fold_Line

               Unfold

               Next_Fold

               Fold_Block

               Unfold_Line
```

1.40 Next_Mark

```
               COMMAND     : Next_Mark

PARAMETERS : NONE

DESCRIPTION: Make the Next Mark the Current Mark.

See Also   :
               Mark

               Unmark

               Prev_Mark

               Goto_Mark
```

1.41 Prev_Mark

```
               COMMAND     : Prev_Mark

PARAMETERS : NONE

DESCRIPTION: Make the previous Mark the Current Mark.

See Also   :
               Mark

               Unmark

               Next_Mark

               Goto_Mark
```

1.42 Goto_Mark

```
                COMMAND     : Goto_Mark

 PARAMETERS : MARKNUM/N

 DESCRIPTION: If no parameter then
                 move to the current Mark
              else
                 move to mark number NUM.

 See Also   :
                Mark

                Unmark

                Next_Mark

                Prev_Mark
```

1.43 Match

```
                COMMAND     : Match

 PARAMETERS : NONE

 DESCRIPTION: Currently matches up {([ & ])}

 See Also   :
                Count_Braces
```

1.44 Return

```
COMMAND     : Return

 PARAMETERS : NONE

 DESCRIPTION: Splits the line at the Cursor position.
```

1.45 Backspace

```
                COMMAND     : Backspace

 PARAMETERS : NONE

 DESCRIPTION: Deletes the character to the left of the Cursor.  If the
              Cursor is at the start of the line then Join the current line
              to the line above.
```

```
See Also   :
              Del
```

1.46 Del

```
              COMMAND     : Del

PARAMETERS : NONE

DESCRIPTION: Deletes the character under the Cursor.  If the Cursor is at
             the end of the line the join the line below to the current
             line.

See Also   :
              Backspace
```

1.47 Del_Line

```
              COMMAND     : Del_Line

PARAMETERS : NONE

DESCRIPTION: Delete the current line.

See Also   :
              Del_EOL

              Del_SOL

              Block_Delete

              Undo
```

1.48 Word_Delete

```
              COMMAND     : Word_Delete

PARAMETERS : NONE

DESCRIPTION: Delete the Word beneath the Cursor.

See Also   :
              Word_Left

              Word_Right

              Word_End

              Complete_Word
```

1.49 Del_EOL

```
               COMMAND     : Del_EOL

 PARAMETERS : NONE

 DESCRIPTION: Delete all characters from Cursor until the End Of Line.

 See Also   :
               Del_Line

               Del_SOL

               Block_Delete

               Undo
```

1.50 Del_SOL

```
               COMMAND     : Del_SOL

 PARAMETERS : NONE

 DESCRIPTION: Delete all characters from Cursor until the Start Of Line.

 See Also   :
               Del_EOL

               Del_Line

               Block_Delete

               Undo
```

1.51 Block_Begin

```
               COMMAND     : Block_Begin

 PARAMETERS : NONE

 DESCRIPTION: Set the Start of a block to the Cursor position.

 See Also   :
               Block_End

               Block_Copy

               Block_Delete

               Block_Move

               Block_Hide
```

```
                Block_Mode

                Block_Clip

                Clip_Block

                Block_File

                File_Block

                Undo

                Indent_Block

                Unindent_Block
```

1.52 Block_End

```
                COMMAND     : Block_End

 PARAMETERS : NONE

 DESCRIPTION: Set the End of a block to the Cursor position.

 See Also   :
                Block_Begin

                Block_Copy

                Block_Delete

                Block_Move

                Block_Hide

                Block_Mode

                Block_Clip

                Clip_Block

                Block_File

                File_Block

                Undo

                Indent_Block

                Unindent_Block
```

1.53 Block_Copy

```
                COMMAND     : Block_Copy

 PARAMETERS : NONE

 DESCRIPTION: Copy a Block to the Cursor position.

 See Also   :
                Block_Begin

                Block_End

                Block_Delete

                Block_Move

                Block_Hide

                Block_Mode

                Block_Clip

                Clip_Block

                Block_File

                File_Block

                Undo

                Indent_Block

                Unindent_Block
```

1.54 Block_Delete

```
                COMMAND     : Block_Delete

 PARAMETERS : NONE

 DESCRIPTION: Delete the current Block.

 See Also   :
                Block_Begin

                Block_End

                Block_Copy

                Block_Move

                Block_Hide
                Block_Mode

                Block_Clip

                Clip_Block

                Block_File

                File_Block

                Undo

                Indent_Block

                Unindent_Block
```

1.55 Block_Move

```
                COMMAND     : Block_Move

 PARAMETERS : NONE

 DESCRIPTION: Move the current block to the Cursor position.

 See Also   :
                Block_Begin

                Block_End

                Block_Copy

                Block_Delete

                Block_Hide

                Block_Mode

                Block_Clip

                Clip_Block

                Block_File

                File_Block

                Undo

                Indent_Block

                Unindent_Block
```

1.56 Block_Hide

```
               COMMAND     : Block_Hide

PARAMETERS : NONE

DESCRIPTION: Turn off the block.

See Also   :
               Block_Begin

               Block_End

               Block_Copy

               Block_Delete

               Block_Move

               Block_Mode

               Block_Clip

               Clip_Block

               Block_File

               File_Block

               Undo

               Indent_Block

               Unindent_Block
```

1.57 Block_Clip

```
               COMMAND     : Block_Clip

PARAMETERS : NONE

DESCRIPTION: Copy the Current block to the clipboard Unit 0

See Also   :
               Block_Begin

               Block_End

               Block_Copy

               Block_Delete

               Block_Move

               Block_Hide
```

```
                Block_Mode

                Clip_Block

                Block_File

                File_Block

                Undo

                Indent_Block

                Unindent_Block
```

1.58 Clip_Block

```
                COMMAND     : Clip_Block

 PARAMETERS : NONE

 DESCRIPTION: Copy the contents of Clipboard Unit 0 to the Buffer and make
              it the current block.

 See Also   :
                Block_Begin

                Block_End

                Block_Copy

                Block_Delete

                Block_Move

                Block_Hide

                Block_Mode

                Block_Clip

                Block_File

                File_Block

                Undo

                Indent_Block

                Unindent_Block
```

1.59 Block_File

```
               COMMAND     : Block_File

 PARAMETERS : NONE

 DESCRIPTION: Copy the current block to a File.

 See Also   :
               Block_Begin

               Block_End

               Block_Copy

               Block_Delete

               Block_Move

               Block_Hide

               Block_Mode

               Block_Clip

               Clip_Block

               File_Block

               Undo

               Indent_Block

               Unindent_Block
```

1.60 File_Block

```
               COMMAND     : File_Block

 PARAMETERS : NONE

 DESCRIPTION: Copy a file into the current buffer and make it the current
              block.

 See Also   :
               Block_Begin

               Block_End

               Block_Copy

               Block_Delete

               Block_Move

               Block_Hide
```

```
                Block_Mode

                Block_Clip

                Clip_Block

                Block_File

                Undo

                Indent_Block

                Unindent_Block
```

1.61 Block_Mode

```
                COMMAND     : Block_Mode

 PARAMETERS : NONE

 DESCRIPTION: Switch between Normal Block Mode and Column Block Mode.

 See Also   :
                Block_Begin

                Block_End

                Block_Copy

                Block_Delete

                Block_Move

                Block_Hide

                Block_Clip

                Clip_Block

                Block_File

                File_Block

                Undo

                Indent_Block

                Unindent_Block
```

1.62 Indent_Block

```
                COMMAND     : Indent_Block

 PARAMETERS : NONE

 DESCRIPTION: Inserts 1 space before each fully highlighted line.

 See Also   :
                Block_Begin

                Block_End

                Block_Copy

                Block_Delete

                Block_Move

                Block_Hide

                Block_Mode

                Block_Clip

                Clip_Block

                Block_File

                File_Block

                Undo

                Unindent_Block
```

1.63 Unindent_Block

```
                COMMAND     : Unindent_Block

 PARAMETERS : NONE

 DESCRIPTION: Removes 1 space before each fully highlighted line.

 See Also   :
                Block_Begin

                Block_End

                Block_Copy

                Block_Delete

                Block_Move

                Block_Hide
```

```
               Block_Mode

               Block_Clip

               Clip_Block

               Block_File

               File_Block

               Undo

               Indent_Block
```

1.64 Undo

```
               COMMAND     : Undo

 PARAMETERS : NONE

 DESCRIPTION: Reverses the effects of Block_Delete, Del_Line & Word_Delete.
              The Undo limit is set by MAXUNDO.

 See Also   :
               Block_Begin

               Block_End

               Block_Copy

               Block_Delete

               Block_Move

               Block_Hide

               Block_Mode

               Block_Clip

               Clip_Block

               Block_File

               File_Block

               Indent_Block

               Unindent_Block
```

1.65 Split_Window

```
               COMMAND     : Split_Window

PARAMETERS : NONE

DESCRIPTION: Split the current window into 2 windows.

See Also   :
               Close_Window

               Zoom

               Explode

               Refresh
```

1.66 Close_Window

```
               COMMAND     : Close_Window

PARAMETERS : NONE

DESCRIPTION: Close the current window.

See Also   :
               Split_Window

               Zoom

               Explode

               Refresh
```

1.67 Zoom

```
               COMMAND     : Zoom

PARAMETERS : NONE

DESCRIPTION: Switch between Full sized window and current size of window.

See Also   :
               Split_Window

               Close_Window

               Explode

               Refresh
```

1.68 Explode

```
               COMMAND     : Explode

 PARAMETERS : NONE

 DESCRIPTION: Make the current window full size.

 See Also   :
               Split_Window

               Close_Window

               Zoom

               Refresh
```

1.69 Refresh

```
               COMMAND     : Refresh

 PARAMETERS : NONE

 DESCRIPTION: Force a refresh of all windows.

 See Also   :
               Split_Window

               Close_Window

               Zoom

               Explode
```

1.70 Load_File

```
               COMMAND     : Load_File

 PARAMETERS : NAME,OVER/S,NODUP/S

 DESCRIPTION: Load a file into a Buffer.

              NAME  : The name of the file to load - Full path preferred.
                      If not present then get a filename from the filerequester.
              OVER  : If present the current buffer will be OVERWRITTEN.
              NODUP : If present the Buffer list will be searched and if the file
                      requested is already in memory then the file will not be
                      loaded.

 See Also   :
               Save_File
               Print_File

               Reload
```

1.71 Save_File

```
               COMMAND     : Save_File

PARAMETERS : NEW/S

DESCRIPTION: Save the current buffer.  If the file is a temp file or parameter  ←
   NEW
             present then request a new filename.

See Also   :
               Load_File

               Print_File

               Reload
```

1.72 Print_File

```
               COMMAND     : Print_File

PARAMETERS : NAME

DESCRIPTION: Print the given file.  If no file given then prompt for a filename.
             Printing is accomplished by executing the PRINTER string with the
             filename appended.

See Also   :
               Load_File

               Save_File

               Reload
```

1.73 Reload

```
               COMMAND     : Reload

PARAMETERS : NONE

DESCRIPTION: Read the Reload file (Skoed.Memory) and load all files
             contained in it.

See Also   :
               Load_File
```

```
                Save_File

                Print_File
```

1.74 Kill_Buffer

```
                COMMAND     : Kill_Buffer

PARAMETERS : NONE

DESCRIPTION: Free the current Buffer.

See Also   :
                Next_Buffer

                Prev_Buffer

                Goto_Buffer

                Make_Buffer

                Print_Buffer
```

1.75 Make_Buffer

```
                COMMAND     : Make_Buffer

PARAMETERS : NONE

DESCRIPTION: Create a new buffer named "Temp". Please note temp files are
             not saved and are not put into memory files.

See Also   :
                Next_Buffer

                Prev_Buffer

                Goto_Buffer

                Kill_Buffer

                Print_Buffer
```

1.76 Print_Buffer

```
                COMMAND     : Print_Buffer

PARAMETERS : NAME

DESCRIPTION: Print the buffer specified. If no buffer specified then select a
```

buffer from the list. Printing is accomplished by saveing the buffer
to C_DIR and then append the filename to the PRINTER string before
executeing the PRINTER string.

See Also :

Next_Buffer

Prev_Buffer

Goto_Buffer

Kill_Buffer

Make_Buffer

1.77 Compile

COMMAND : Compile

PARAMETERS : NONE

DESCRIPTION: Save the current file to C_DIR, Append the filename to the
compile string and then Execute it.

See Also :

Link

Make

Run

Errors

New_CLI

1.78 Link

COMMAND : Link

PARAMETERS : NONE

DESCRIPTION: Execute the LINK string.

See Also :

Compile

Make

Run

Errors

New_CLI

1.79 Run

COMMAND : Run

PARAMETERS : NONE

DESCRIPTION: Display a requester asking for a EXECUTE string and then execute it.

See Also :

Compile

Make

Link

Errors

New_CLI

1.80 Make

COMMAND : Make

PARAMETERS : NONE

DESCRIPTION: Execute the MAKE string.

See Also :

Compile

Link

Run

Errors

New_CLI

1.81 Errors

COMMAND : Errors

PARAMETERS : NONE

DESCRIPTION: Execute the ERRORS string.

```
See Also   :
              Compile

              Make

              Run

              Link

              New_CLI
```

1.82 New_CLI

```
              COMMAND     : New_CLI

PARAMETERS : NONE

DESCRIPTION: Execute the NEWCLI string.

See Also   :
              Compile

              Make

              Run

              Errors

              Link
```

1.83 Find

```
              COMMAND     : Find

PARAMETERS : NONE

DESCRIPTION: Find a String.
             The following options are available :
                 No Care Case : Case is ignored in search.
                 All Buffers  : Search all buffers for word.
                 Continuous   : Count words instead of search.
                                (Not yet implemented)

See Also   :
              Replace

              Again
```

1.84 Replace

```
                COMMAND     : Replace

 PARAMETERS : NONE

 DESCRIPTION: Find and Replace a string.
              The following options are available :
                  No Care Case : Case is ignored in search.
                  All Buffers  : Search all buffers for word.
                  Continuous   : Replace all words.
                  Hold Updates : Keep updates to minimum (Fast)
                  Query        : Ask before replacing.

 See Also   :
                Find

                Again
```

1.85 Again

```
                COMMAND     : Again

 PARAMETERS : NONE

 DESCRIPTION: Repeat previous Find or Replace command

 See Also   :
                Find

                Replace
```

1.86 Mark

```
                COMMAND     : Mark

 PARAMETERS : MARKNUM/N

 DESCRIPTION: Create a new mark at current position.
              An optional Number may be given as a parameter and will be assigned to
              this mark.  Parameter must be > 0.

 See Also   :
                Unmark

                Next_Mark

                Prev_Mark

                Goto_Mark
```

1.87 Unmark

```
               COMMAND     : Unmark

PARAMETERS : NONE

DESCRIPTION: Remove the current Mark.

See Also   :
               Mark

               Next_Mark

               Prev_Mark

               Goto_Mark
```

1.88 Fold_Line

```
               COMMAND     : Fold_Line

PARAMETERS : NONE

DESCRIPTION: Fold the current line.

See Also   :
               Unfold

               Next_Fold

               Prev_Fold

               Fold_Block

               Unfold_Line
```

1.89 Unfold_Line

```
               COMMAND     : Unfold_Line

PARAMETERS : NONE

DESCRIPTION: Unfold a line from a fold

See Also   :
               Unfold

               Next_Fold

               Prev_Fold

               Fold_Block
```

```
                Fold_Line
```

1.90 Fold_Block

```
                COMMAND     : Fold_Block

 PARAMETERS : NONE

 DESCRIPTION: Fold an entire block

 See Also   :
                Unfold

                Next_Fold

                Prev_Fold

                Fold_Line

                Unfold_Line
```

1.91 Unfold

```
                COMMAND     : Unfold

 PARAMETERS : NONE

 DESCRIPTION: Unfold the entire fold

 See Also   :
                Next_Fold

                Prev_Fold

                Fold_Block

                Unfold_Line

                Fold_Line
```

1.92 Str_Size

```
COMMAND     : Str_Size

 PARAMETERS : NONE

 DESCRIPTION: Display the length of a string that the Cursor is in.
                  - A number preceded by \ (eg \123) is considered 1 char.
                  - A \ followed by a character is considered 1 char.
```

1.93 None

```
COMMAND     : None

 PARAMETERS : NONE

 DESCRIPTION: Do Nothing. :-) Well actually this will force a refresh of the menu
              strip.
```

1.94 Set_Var

```
                COMMAND     : Set_Var

 PARAMETERS : VAR/A,VALUE,TOGGLE/S

 DESCRIPTION: Set an internal variable.

                VAR is the variable name and must be one of :
                  C_DIR
                  COMPILE
                  LINK
                  MAKE
                  EXECUTE
                  ERRORS
                  CLI
                  INSERT
                  INDENT
                  CAPTIVECRSR
                  MEMORY
                  BACKUPS
                  TABSIZE
                  AUTOTIME
                  MAXUNDO
                  RELOAD
                  PRINTER
                  SAVETABS
                  LOADTABS
                  TABSSPACES
                  SCRIPT

                VALUE is the value to set the variable to and may be :
                        a BOOLEAN -> TRUE/FALSE
                        a string  -> "fred"
                        a number  -> 123

                TOGGLE if present will toggle the value of a boolean variable

 See Also    :
                Get_Var
```

1.95 Get_Var

```
               COMMAND     : Get_Var

 PARAMETERS : VAR/A

 DESCRIPTION: This command is for ARexx only and will retrieve the variable
              specified.
                VAR is the variable whose value you wish to retrieve and must be
                one of :

                C_DIR

                COMPILE

                LINK

                MAKE

                EXECUTE

                ERRORS

                CLI

                INSERT

                INDENT

                CAPTIVECRSR

                MEMORY

                BACKUPS

                TABSIZE

                AUTOTIME

                MAXUNDO

                RELOAD

                PRINTER

                SAVETABS

                LOADTABS

                TABSSPACES

                SCRIPT

                CurrX

                CurrY

                LineNum
```

MaxLines

FileName

FilePath

CurrLine

CurrWord

See Also :

Set_Var

1.96 Descriptions of Variables

Descriptions of variables are :

C_DIR <String>
This string stores the directory to save the current buffer to when the compile command is used. Set this to "" if you want to save to the current directory.

COMPILE <String>
This is the string that will be executed by the compile command. the C_DIR and the filename of the current buffer will be appended to this string.

LINK <String>
This is the string that will be executed by the link command.

MAKE <String>
This is the string that will be executed by the Make command.

EXECUTE <String>
This is the string that will be the default for the execute command.

ERRORS <String>
This is the string that will be executed by the Error command.

CLI <String>
This is the string that will be executed by the CLI command.

INSERT <Boolean>
This variable is set to TRUE for insert mode and FALSE for Overwrite mode.

INDENT <Boolean>
This variable is set to TRUE for Indent On and FALSE for No Indent.

CAPTIVECRSR <Boolean>
This variable is set to TRUE for a Captive Cursor and FALSE for a free Cursor.

MEMORY <Boolean>
This variable is set to TRUE if SkoEd is to save all files loaded to a Memory file on exit.

BACKUPS <Boolean>
This variable is set to TRUE is SkoEd is to rename the file being saved to <File>.bak before saving.

TABSIZE <Integer>
This variable is set to the number of spaces that a tab is defined as.

AUTOTIME <Integer>
This variable is the number of minutes before the AutoSave command is invoked. Setting this value to 0 will turn off AutoSave.

MAXUNDO <Integer>
This variable defines the maximum number of Undo commands that can be performed.

RELOAD <Boolean>
This variable is set to TRUE if you want skoed to automatically invoke the reload command upon startup.

PRINTER <String>
This is the string that will be executed by the print commands. A filename will be appended to this string.

SAVETABS <Boolean>
This variable is set to TRUE if you want leading spaces on a line to be converted to TABS when saving the file.

LOADTABS <Boolean>
This variable is set to TRUE wif you want TABS to be converted to SPACES on loading a file. FALSE will leave TABS alone.

TABSSPACES <Boolean>
This variable is set to FALSE if you want to insert a TAB character into your file. TRUE will convert the TAB to upto TABSIZE spaces.

SCRIPT <Boolean>
This variable is set to TRUE if the current file has the Script protection bit set. FALSE otherwise

CurrX <Integer> <Read Only>
This is the column position of the cursor. Ranges from 1 to 4096.

CurrY <Integer> <Read Only>
This is the abs position of the cursor relative to the Top most visible line in the window. Ranges from 1 to WindowSize.

LineNum <Integer> <Read Only>
This is the current line number of the cursor.

MaxLines <Integer> <Read Only>
This is the number of lines in the file.

FileName <String>
This is the filename of the file.

FilePath <String>

```
  This is the filepath of the file.

CurrLine <String> <Read Only>
  This is the current line.

CurrWord <String> <Read Only>
  This is the word beneath the Cursor.
```

1.97 Buffer_Info

```
COMMAND     : Buffer_Info

 PARAMETERS : NONE

 DESCRIPTION: Give some hopefully usefull information about the current buffer.
              Also allows you to :
                 convert the file from AMIGA -> IBM and back.
                 Set/Unset the Script bit.
                 Set/Unset the Read Only flag.
```

1.98 Set_Env

```
COMMAND     : Set_Env

 PARAMETERS : NONE

 DESCRIPTION: Allow you to set a keymapping on the fly.
              basically requests a string and parses it in the same manner as the
              Skoed.Config file is.
```

1.99 Set_Vars

```
COMMAND     : Set_Vars

 PARAMETERS : NONE

 DESCRIPTION: Allow you to set various variables via a requester.
```

1.100 Count_Braces

```
                COMMAND     : Count_Braces

 PARAMETERS : NONE

 DESCRIPTION: Count all the { and } characters in the current buffer.

 See Also   :
                Match
```

1.101 Complete_Word

```
                COMMAND     : Complete_Word

 PARAMETERS : NONE

 DESCRIPTION: Attempt to complete the word that was started.
              This will only work if the word has been used previously in the file.

 See Also   :
                Word_Left

                Word_Right

                Word_End

                Word_Delete
```

1.102 Auto_Save

```
COMMAND     : Auto_Save

 PARAMETERS : NONE

 DESCRIPTION: Save the file that has had the most changes as <File>.Auto
```

1.103 Tab

```
COMMAND     : Tab

 PARAMETERS : NONE

 DESCRIPTION: Insert/Overwrite with TABSIZE spaces.
```

1.104 Exit

```
COMMAND     : Exit

 PARAMETERS : NONE

 DESCRIPTION: Exit SkoEd.
```

1.105 Iconify

```
COMMAND     : Iconify

 PARAMETERS : NONE

 DESCRIPTION: Closes the SkoEd screen and window and open up a small window
              on WorkBench.  Use Right mouse button to UnIconify.
```

1.106 Reconfigure

```
COMMAND     : Reconfigure

 PARAMETERS : NONE

 DESCRIPTION: This removes all configuration details and reloads them from the
              SkoEd.Config ans SkoEd.Macro files.
```

1.107 Msg

```
COMMAND     : Msg

 PARAMETERS : MESSAGE/A/K

 DESCRIPTION: Puts the message given onto the message line.
```

1.108 ARexx Command

```
COMMAND     : ARexx

 PARAMETERS : COMMAND/A

 DESCRIPTION: Execute an ARexx script given in COMMAND.
              Note: the script is executed Asynchronously.  SkoEd will continue to
              accept input from the user even if ARexx is giving commands.   ↩
                 However
              I believe under the current implementation if ARexx begins
              communicating with SkoEd then User commands are held until ARexx has
              finished but don’t bet on it.
```

1.109 EXAMPLES

```
        Some Examples of configuring keys.

^Y = Del_Line; This will delete the current line.
CTRL Y=Del_Line;
    ^ Note the space

^Q = Exit; Exit Skoed
```

```
$F1 = "Hello"; Output the string "Hello" when Function key 1 is pressed.
&RETURN = Return; Make the enter key on the numeric keypad the same as Return key.
^UP = Page_Up;
$F5 = Zoom;
^$F5 = Explode;
^KB = Block_Begin;
!LP = Prev_Buffer;
```

Note that ^> is incorrect as the shift key needs to be down to get >. You should use ^#> or #^> or SHIFT CTRL >.

SkoEd sets the following keys automatically :

```
  RETURN = Return;
  &RETURN = Return;
  UP = Up;
  DOWN = Down;
  LEFT = Left;
  RIGHT = Right;
  DEL = Del;
  BACKSPACE = Backspace;
  TAB = Tab;
```

Some examples of setting variables in Config files.

```
COMPILE = "cc";
CLI = "AShell";
MEMORY = FALSE;
BACKUPS = TRUE;
TABSIZE = 4;
MAXUNDO = 10;
```

Have a look at the config and macro files given with this distribution for more examples. A lot of it is test configs that I use so there is a fair range of key and variable configurations.

1.110 DISCLAIMER

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