

ESEE

Leon Woestenberg

COLLABORATORS

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| | <i>TITLE :</i> ESEE | | |
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Chapter 1

ESEE

1.1 ESEE (E Source Editor Environment) Guide

ESEE (E Source Editor Environment) Guide

ESEE Introduction

About Amiga E

About GoldED

About the Future

About the Author

About this Guide

ESEE Requirements

ESEE Installation

ESEE Distribution

Menu Reference Guide

Welcome to the ESEE AmigaGuide. Select the item you would like to know ↔

more about. When reading this guide for the first time, suggested order is from top to bottom.

1.2 About this Guide

About this Guide

This guide describes the features of the ESEE 1.0.

This guide serves both as a helpguide, which can be opened by just doubleclicking on its Workbench icon, and as an online menu help guide,

which is accessible from within the ESEE configuration of GoldED.

This guide is written using GoldED (Did you know the Folding feature of GoldED is very handy for writing AmigaGuides? ;·).

The version number of this document is 1.0, and will always be the same as the ESEE configuration version.

1.3 ESEE Introduction

ESEE Introduction

The Amiga E programming language (See [About Amiga E](#)) is becoming more and more popular amongst Amiga programmers. Amiga E offers an amazingly fast compiler that will compile your E sources into efficient, fast executable programs.

The Amiga E Compiler combines a compiler, linker and assembler in one, small executable. A very fast and powerful compiler.

Now, what the Amiga E Compiler is for COMPILING sources, ESEE tries to be for EDITING sources. Therefore, we need a powerful editor that can be adapted to edit E sources specifically. The ultimate candidate for this job is GoldED (See [About GoldED](#)).

The configuration possibilities of this editor are so marvellous, that I started to fully configure it to my nEEds :o) the day I downloaded it from Aminet.

Now, after a month or so, I have the almost perfect Amiga E Source Editor Environment, and want to share this with all (future) Amiga E programmers. The result of this is ESEE, the E Source Editor Environment.

In fact, ESEE is nothing more than my configuration of GoldED, including some ARexx/Assembler support that I wrote, and the guide you are reading right now. Also see [About this Guide](#).

1.4 About AmigaE

About Amiga E

E is a procedural higher programming language, mainly influenced by languages such as C and Modula 2. It is an all-purpose programming language, and the Amiga implementation is specifically targeted at programming system applications.

Some features of version 2.1b of AmigaE are:

- Fast compilation speed (10.000-35.000 lines/minute on an Amiga 500, with a 7 Mhz MC68000 and chip ram only).
- Produces small and fast executable from source in one go.
- True inline assembly with indentifier sharing.
- Module system for import of definitions/constants/functions, Commodore 2.04 includes are available as modules.
- Flexible and powerful type system with low-level polymorphism.
- Use of quoted expressions.
- Immediate and typed lists: build complex data structures, make taglists or vararg function calls on the fly.

See

Requirements
for how to obtain a copy of Amiga E.

On Internet, there is also an Amiga E mailing list. The address is <amigae@bkhouse.cts.com>. To become a member, write a message to <amigae-request@bkhouse.cts.com>.

1.5 About GoldED

About GoldED

GoldED is a fast and very user friendly text editor meant for programming purposes. It is fully based around the Amiga OS 2.1/3.x, has a good look, feel and performance.

GoldED is basically event based, as the editor waits for events like the press of a key, the selection of a menu item or the call from an ARexx script. GoldED will perform the appropriate action to this event. As these actions are not hard coded, the editor is extremely flexible. In fact, you may assign any (and multiple) of the editor's internal functions to an event.

Some features of version 0.96 of GoldED are:

- OS3.x look and functionality, such as AppWindows.
- - Folding
 - , with unlimited nesting of folders.
- Fully customizable menus and easy to use requesters.
- ARexx port, via which scripts can access all internal commands.
- - Referencing
 - , for example to sources, modules, or AutoDocs etc.
- Automatic Phrase Completion, based on a
 - Dictionary
 - .
- Smooth display and fast scrolling.
- Unlimited number of windows.
- AutoCasing, based on a
 - Dictionary
 - .

- Automatic Indentation, using definable (See Indentation...) indent and outdent keywords.
- Section window, where you can choose and jump to your source procedures with the click of a mouse.
- and many, many more...:o)

Read the AmigaGuide coming with the GoldED release to know more about its features.

GoldED is written and copyrighted by Dietmar Eilert. The demo release (of version 0.96) offers you the ability to use its full functionality with only one restriction: Saving and printing is restricted to files containing less than 1000 lines.

See

Requirements
for how to obtain a copy of GoldED.

1.6 ESEE Requirements

ESEE Requirements

ESEE needs the following additional software:

- The Amiga E compiler, version 2.1b. On Aminet: 'dev/e/amigae21b.lha'.
- The Amiga E module texts. On Aminet 'dev/e/amigaedocs.lha'. These modules in textform are not needed by the compiler, but are handy if you want to reference to the modules.
- The GoldED editor, version 0.96. On Aminet: 'util/edit/ged096.lha', or a registered copy. If you use it, take the last option and register...
- The ReqTools library by Nico François. On Aminet: 'util/misc/ReqTools21f.lha'.
- The AmigaGuide library. On Aminet: 'fish/ff870/AmigaGuide.lha'.

Now read

ESEE Installation
to get going!

1.7 ESEE Installation

ESEE Installation

As ESEE is based on GoldED, you need to install GoldED. This can be done by using the Installer script which comes with the GoldED distribution.

As ESEE is meant for Amiga E, you have to install Amiga E. As there's no installation script available, you will have to do this job yourself:

- 1) Extract the 'amigae21b.lha' archive to your harddisk.
- 2) Extract the 'amigaedocs.lha' archive to the Amiga E directory.
- 3) Make an (permanent) assign 'EC:' to the Amiga E 'Bin' directory.
- 4) Make an (permanent) assign 'EMODULES:' to the 'Modules' directory.
- 5) Make an (permanent) assign 'ETEXTS:' to the 'ModulesText' directory.
- 6) Optionally, for your own convenience, make an 'E:' assignment to your E sources directory.

At last, run the ESEE Installer script, which will install the needed configuration and reference index files for GoldED.

1.8 ESEE Future

ESEE Future

ESEE is my idea of an ideal E Developing Environment. Although it is still in its initial state, the version is already 1.0, because it has full functionality and no bugs are known.

Personally, I think the future of ESEE is good. With the announcement of a coming Amiga E 2.5, I think ESEE can grow into a perfect environment to edit, update, maintain and compile your E sources and modules. Also, GoldED can function as a compiler platform from which you call all tools needed to compile, test and run E programs.

I will try to update the ESEE with the coming of new E or GoldED versions, as well as the coming of new tools. By the way, the reason that no support is given yet to tools like EPP or EDS is the coming of Amiga E 2.5, where many tools will be unnecessary or have to be changed (for the better).

Of course, there is no such thing as a PERFECT environment, as each user wants its own features. However, ESEE can serve as a base environment which you can adapt and configure to your own needs.

Also, any ideas or bugreports concerning ESEE are welcome. See

About the Author
for more info.

1.9 ESEE Distribution

ESEE Distribution

ESEE is freely distributable and will always stay that way. Note that this only applies to the configuration and support of which ESEE exists,

and NOT to the programs 'GoldED' and 'AmigaE', which are in no way connected to ESEE concerning copyrights and/or distributability.

Only the complete ESEE archive may be copied or uploaded. Once you have obtained ESEE you may, of course, alter it fully to your own needs. But altered or single files may not be spread under the name 'ESEE'.

Thanks for living up to these rules!

1.10 About the Author

About the Author

I'm a novice in the E programming language, and also in using GoldED, but I have put much time in learning the powerful features of both.

I decided to learn E after I saw the complexity (read 'chaos' :o) of C sources. Now, I think E is far better than C, and I don't regret the choice I made!

The author of Amiga E is Wouter van Oortmerssen.

I fell in love with GoldED after I discovered its flexibility. I already liked GFA-BASIC's editor, which supported folding, but GoldED blows away any competitor, even CygnusEditor 3.5!

The author of GoldED is Dietmar Eilert.

I configured GoldED completely from a clean start for Amiga E and then decided to release this configuration with its ARexx and Assembler tools as ESEE, an addition to GoldED and Amiga E.

I am the author of the E Source Editor Environment (ESEE). If you have any remarks, ideas or bugreports concerning ESEE contact me:

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1.11 Menus

Main Menu Entries

Project

Block

Find

Control
Miscellaneous
Develop
Configuration
Select the menu entry you want to know more about.

1.12 Project

Project Menu Items

Clear
New N
Open... O
Load... L
Insert...
Append...
Close K
Save S
Save As... A
Bitflags...
Print... P
About...
User...
Iconify
Quit Q
Select the menu item you want to know more about.

1.13 Block

Block Menu Items

Mark B

| | |
|-------------|---|
| Hide | H |
| Cut | X |
| Copy | C |
| Paste | V |
| Move | M |
| Insert Copy | I |
| Shift | |
| Print... | |
| Save As... | |

Select the menu item you want to know more about.

1.14 Find

Find Menu Items

| | |
|------------------|---|
| Find... | F |
| Goto Next | G |
| Goto Previous | |
| Replace... | R |
| Replace Next | T |
| Cursor Marked | |
| Selectable | |
| Check Brackets | |
| Matching Bracket | |

Select the menu item you want to know more about.

1.15 Control

Control Menu Items

| |
|------------------|
| Fold/Unfold ALL |
| Toggle Word Wrap |

```
Toggle Insert Mode
  Next Window      /

Layout Windows    .

Maximize Windows  ,
Select the menu item you want to know more about.
```

1.16 Miscellaneous

Miscellaneous Menu Items

```
Help...

Statistics

Calculator

Delete File...

Open New Shell

Insert Escape

Insert FormFeed

Insert ASCII...

Insert ASCII Code...
Select the menu item you want to know more about.
```

1.17 Develop

Develop Menu Items

```
Compile E Source... E
  Select menu item you want to know more about.
```

1.18 Configuration

Configuration Menu Items

```
Key Bindings...

Tabulators

Layout...
```

Indentation...
Dictionary...
References...
File Hunter...
Display...
Menus...
Printer...
Misc...
Load...
Save As...
Split Up
Select the menu item you want to know more about.

1.19 Project/Clear

Project/Clear

Clears current window as if it were a new window (see Project/New...).

1.20 Project/New

Project/New

Opens a new window which is empty.

1.21 Project/Open...

Project/Open...

Opens filerequester where user can (multi)select files to be opened. If the current window is unused, it will be used before opening new ones.

1.22 Project/Load...

Project/Load...

Opens filerequester where user can (multi)select files to be loaded. Loading means that the current project will be overwritten. When multiselecting, the remaining files will open on a new window.

1.23 Project/Insert...

Project/Insert...

Opens filerequester where user can (multi)select files to be inserted before the cursorred line (The line the cursor is over).

1.24 Project/Append...

Project/Append...

Opens filerequester where user can (multi)select files to be appended to the end of the current file.

1.25 Project/Close

Project/Close

Saves current file and then closes the window of it. If this was the last window, the editor will also be closed.

1.26 Project/Save

Project/Save

Saves current file.

1.27 Project/Save As...

Project/Save

Opens filerequester where user can select a name for the current file, which will be saved.

1.28 Project/Bitflags...

Project/Bitflags...

Opens a window where the user can (un)set the readable, writable, deletable and script flags for the current file.

1.29 Project/Print...

Project/Print...

Opens a requester where the user can start/cancel printing of the current file.

1.30 Project/About...

Project/About...

Opens a window where the user is told about this cool editor.

1.31 Project/User...

Project/User...

Shows if you're registered or not. If not, and you like this editor, I suggest you may register. Read the original GoldED guide for more info.

1.32 Project/Iconify

Project/Iconify

Iconifies the editor on the Workbench screen.

1.33 Project/Quit

Project/Quit

Quits the current file. If the last changes have not been saved, the user has to confirm that this will discard his file. If the last file is quit, the editor is quit too.

1.34 Block/Mark

Block/Mark

Marks the beginning/end of a block.

1.35 Block/Hide

Block/Hide

Unmarks marked block.

1.36 Block/Cut

Block/Cut

Cuts the marked block to the clipboard, where it is accessible by other programs.

1.37 Block/Copy

Block/Copy

Copies the marked block to the clipboard, where it is accessible by other programs.

1.38 Block/Paste

Block/Paste

Inserts the contents of the clipboard before the cursorred line (The line the cursor is over).

1.39 Block/Move

Block/Move

Cuts the marked block and inserts this block before the cursorred line (The line the cursor is over). This move operation does not go via the clipboard and therefore is faster.

1.40 Block/Insert Copy

Block/Insert Copy

Copies the marked block and inserts this block before the cursorred line (The line the cursor is over). This move operation does not go via the clipboard and therefore is faster.

1.41 Block/Shift

Block/Shift Subitems

Left One

Left Tab

Right One

Right Tab

Select the menu subitem you want to know more about.

1.42 Block/Print...

Block/Print...

Opens a requester where the user can start/cancel printing of the marked block.

1.43 Block/Save As...

Block/Save As...

Opens filerequester where user can select a name for the marked block, which will be saved.

1.44 Block/Shift/Left One

Block/Shift/Left One

This will shift the currently marked block one column to the left. This is very usefull when formatting the indentation of the source code. Also see

Configuration/Indentation...

for AutoIndention and SmartIndention.

1.45 Block/Shift/Left Tab

Block/Shift/Left Tab

This will shift the currently marked block to the left by the tabulator size, which is selectable via

Configuration/Tabulators

. This is very

usefull when formatting the indentation of the source code. Also see

Configuration/Indention...

for AutoIdention and SmartIndention.

1.46 Block/Shift/Right One

Block/Shift/Right One

This will shift the currently marked block one column to the right. This is very usefull when formatting the indentation of the source code. Also see

Configuration/Indention...

for AutoIdention and SmartIndention.

1.47 Block/Shift/Right Tab

Block/Shift/Right Tab

This will shift the currently marked block to the right by the tabulator size, which is selectable via

Configuration/Tabulators

. This is very

usefull when formatting the indentation of the source code. Also see

Configuration/Indention...

for AutoIdention and SmartIndention.

1.48 Find/Find...

Find/Find...

Opens a window where the user can type a pattern to search for. Also, the user can select a previous used pattern and the cursorred word (The word the cursor is over). If the pattern is found in the text, the editor will jump to that location.

1.49 Find/Find Next

Find/Find Next

Finds and jumps to the next occurrence of the defined pattern (see

Find/Find...
).

1.50 Find/Find Previous

Find/Previous

Finds and jumps to the previous occurrence of the defined pattern (see

Find/Find...
).

1.51 Find/Replace...

Find/Replace...

Opens a window where the user can type a pattern to be replaced, and a string that will replace the found occurrences. Both strings can be selected from a list of previous used patterns/strings and the cursorred word (The word the cursor is over).

1.52 Find/Replace Next

Find/Replace Next

Finds and replaces the next occurrence of the defined pattern (see

Find/Replace...
).

1.53 Find/Cursor Marked

Find/Cursor Marked Subitems

Section...
Finds reference within current file.

Reference...
Open cross-reference file.

File...
 Open include file, like module.

Select the menu subitem you want to know more about.

1.54 Find/Selectable

Find/Selectable Subitems

Section...
 Finds references within current file.

Reference...
 Opens cross-reference files.

Select the menu subitem you want to know more about.

1.55 Find/Check Brackets

Find/Check Brackets

Checks the cursorred line (The line the cursor is over) for a correct balance of opening brackets '(' and closing brackets ')'. If one of these occurences more than the other, a requester will tell the user, that the bracket check failed. Also see

Find/Matching Bracket

.

This feature comes in handy because AmigaE may need a lot of brackets, as it doesn't have any precedence.

1.56 Find/Matching Bracket

Find/Matching Bracket

Searches for the bracket belonging to the cursorred bracket (The bracket the cursor is over). Also see

Find/Check Brackets

.

1.57 Find/Cursor Marked/Section...

Find/Cursor Marked/Section...

This will do the same as
 Find/Selectable/Section...

but will now use the cursorred word (The word the cursoris over) as the selected section. The parse mode selected in the section window (Find/Selectable/Section...) will be used to find the section.

For example, you're editing an E source and the 'PROC' parser is selected. You now want to use a procedure defined elsewhere in your source, but you forgot the parameters it needs. Just place the cursor over the procedurename and select this menuitem. The editor will jump to the place where the procedure is defined (PROC).

For another example, the 'OBJECT' parser is selected and you're reading a referenced file (also see Find/Cursor Marked/Reference...), let's say 'graphic/displayinfo' where you found out what the object 'nameinfo' looks like. But now, you want to know what the substructure 'qh' is. Just place the cursor over 'qh' and choose this item. The editor will jump to the object definition of 'qh'.

1.58 Find/Cursor Marked/Reference...

Find/Cursor Marked/Reference...

This will do the same as Find/Selectable/Reference... but will now use the cursorred word (The word the cursor is over) as the reference to search for.

Also, this item is quite similar to the Find/Cursor Marked/Section... option, with an additional advantage. Instead of just searching ↔ the current file for this section, this option can search a whole bunch of files or directories. These files are called reference files and can be selected via Configuration/References . After the editor has found the right section in one of the files, it will open the file and jump to it.

For example, you want to read the AutoDoc of a system function. Place the cursor over the functionname and select this item. A new window will open where the AutoDoc appears. The editor jumps to the right description.

1.59 Find/Cursor Marked/File...

Find/Cursor Marked/File...

This will try to open the cursorred file. This means that the word where the cursor is over is used as a filename that will be opened on a new window. The directories and the 'try' suffixes can be selected via

```
Configuration/File Hunter...
```

```
.
```

For example, you're editing an Amiga E source and want to know what flags there exist for a gadget. You place the cursor over 'intuition/intuition' of 'MODULE 'intuition/intuition'' and select this item. A new window will appear with the file 'intuition/intuition.txt' of the module texts.

1.60 Find/Selectable/Section...

```
Find/Selectable/Section...
```

This will open a window with a list of so called 'sections'. These sections can be functions, objects, (assembler) labels etc. In fact, they can be anything, as GoldED offers the ability to use custom section parsers.

I have implemented two parsers for Amiga E. One is a procedure parser, called PROC, the other an object parser, called OBJECT.

You can choose the parse mode with the 'mode' button. After doing that, the current file will be parsed with the according parser, and a list of sections will be shown. Clicking on a section will have the editor jump to that section, leaving the section window opened. Double-clicking, however, will close the section window.

1.61 Find/Selectable/Reference...

```
Find/Selectable/Reference...
```

This is quite similar to the

```
Find/Selectable/Section...
```

```
option, with an
```

additional advantage. Instead of just searching the current file for this section, this option can search a whole bunch of files or directories. These files are called reference files and can be selected via

```
Configuration/References
```

```
. After the editor has found the right section
```

in one of the files, it will open the file and jump to the according section.

1.62 Control/(Un)Fold all

Control/(Un)Fold all

This item will unfold (open) or fold (close) all folders in your current file. If the cursor is over an opened folder, all folders will be closed, and vice versa. The key shortcut is 'Control-Help'.

See

Configuration/Misc

for an explanation of folders,

how to set the folder begin and end markers, the use of nested folders and the AutoFold feature.

1.63 Control/Make Proc Folders

Control/Make Proc Folders

This item will run an ARExx script that will encapsulate each Amiga E procedure definition (PROC) inbetween the current folder markers (See

Configuration/Misc

for how to set these markers).

After this, you are able to unfold (open) and fold (close) such a procedure folder with the 'Help' key.

1.64 Control/Toggle Word Wrap

Control/Toggle Word Wrap

This item will toggle the Word Wrap feature. Word wrapping means that the editor will jump to a new line after you typed past the right margin, which can be set via

Configuration/Layout...

.

Never use Word Wrap when editing a (Amiga E) source file, as this will destroy your source code layout.

1.65 Control/Toggle Insert Mode

Control/Toggle Insert Mode

This item will toggle between Insert Mode and Overwrite Mode. Insert Mode means that typed text will be inserted before the current cursor position. Overwrite Mode will overwrite the text below the cursor with the typed text.

1.66 Control/Next Window

Control/Next Window

The editor will activate the next window, so that this will become your current edit file. Pressing 'Right Amiga-/' will do the same.

This makes it easy to flip through source code, modules, and (other) reference files very easily.

1.67 Control/Layout Windows

Control/Layout Windows

All opened windows will be divided over the visual space, one below the other. The keyboard shortcut is 'Right Amiga-.' (which is also the Workbench 3.x shortcut for Clean Up :o)

This is handy if you want to oversee several files at once.

1.68 Control/Maximize Windows

Control/Maximize Window

The current window will be opened to its maximum size. It will be positioned directly below the menu bar of the editors screen. The key shortcut is 'Right Amiga-, '.

1.69 Miscellaneous/Menu Help...

Miscellaneous/Menu Help...

This is the menu online help entry for this guide. This guide will explain all features of the currently used GoldED configuration ESEE, which is fully customized for Amiga E .

Continue

1.70 Miscellaneous/Statistics

Miscellaneous/Statistics

This will show the text statistics of the current file, such as the number of lines or number of currently closed folders.

1.71 Miscellaneous/Calculator

Miscellaneous/Calculator

This will open the Calculator from your Workbench on GoldED's screen. This is sometimes usefull as a programmer meets a lot of numbers in his work. Too bad the Workbench calculator doesn't know hexadecimal numbers...

1.72 Miscellaneous/Delete File...

Miscellaneous/Delete File...

Opens filerequester where user can (multi)select files to be deleted.

1.73 Miscellaneous/Open New Shell

Miscellaneous/Open New Shell

Opens a new shell on GoldED's screen with the current directory set to the directory of the current file.

Usefull if you ant to test out the program you just compiled (see

Develop/Compile E Source
).

1.74 Miscellaneous/Insert Escape

Miscellaneous/Insert Escape

Types an Escape code (ASCII #27). Will insert/overwrite according to the current mode (See

Control/Toggle Insert Mode
).

1.75 Miscellaneous/Insert FormFeed

Miscellaneous/Insert FormFeed

Types an FormFeed code (ASCII #12). Will insert/overwrite according to the current mode (See

Control/Toggle Insert Mode
).

1.76 Miscellaneous/Insert ASCII

Miscellaneous/Insert ASCII...

Opens a window where you can select an ASCII character to be typed. This will insert/overwrite according to the current mode (See

Control/Toggle Insert Mode
).

1.77 Miscellaneous/Insert ASCII Code...

Miscellaneous/Insert ASCII...

Opens a window where you can type an ASCII code to be typed. This will insert/overwrite according to the current mode (See

Control/Toggle Insert Mode
).

1.78 Develop/Compile E Source

Miscellaneous/Compile E Source

This item will run an ARexx script that will compile the current Amiga E source to the same directory as the source is. If the E compiler found an error, GoldED will jump to the spot of error and will open a requester on GoldED's screen showing what went wrong.

1.79 Configuration/Key Bindings...

Configuration/Key Bindings...

Here you can edit the key bindings. Key bindings are shortcuts that can be assigned to (multiple) internal GoldED commands, ARexx scripts, Shell commands or texts, or even a mix of them.

Read the AmigaGuide that came with GoldED to know more about GoldED's extremely powerful and flexible command features.

1.80 Configuration/Tabulators...

Configuration/Tabulators...

Here you can edit the tabulator sizes. Although GoldED does not use real tabulator codes, it does support a very flexible tabulator system where tabulators are all converted to spaces.

Read the AmigaGuide that came with GoldED to know more about GoldED's flexible tabulator features, such as regular, dynamic and distinctive tabulators.

1.81 Configuration/Layout...

Configuration/Layout...

Here you can edit the layout settings, such as left and right margins. Also, you can select Word Wrap and an additional Reformat to have the editor do the layout work for you.

Read the AmigaGuide that came with GoldED to know more about GoldED's layout features.

1.82 Configuration/Indentation...

Configuration/Indentation...

Here you can define indent and outdent keywords that can be used in conjunction with the AutoIndentation feature. AutoIndentation means that when the user has entered a line, the editor will check the line for possible in and outdenters, and will automatically indent the cursor on the next line.

SmartIndentation means that the editor will place the cursor on the same column as where the previous line started.

For Amiga E source editing, it is suggested that both options are on, so that a neat source code can be typed without problems.

For example, when typing 'WHILE bla bla...' and pressing return, the editor will automatically indent one tab size.

Read the AmigaGuide that came with GoldED to know more about GoldED's nice indentation features.

1.83 Configuration/Dictionary...

Configuration/Dictionary...

Here you can define the correct casing of keywords, so that the editor can correct wrong cased keywords when the user presses return at the end of a line. This option is enabled by checkmarking the AutoCase gadget.

Also, the dictionary can be used to complete the cursorred word (The word the cursor is over). The first letter of the cursorred word has to match the first one of the correct dictionary entry. The editor will try to complete the word.

An additional Auto Brackets Check is available (Also see

Find/Check Brackets
).

(most of) Amiga E's keywords are already there in this configuration, so that the necessary keywords are uppercased automatically.

For example, when typing 'if bla bla then ...' and pressing return, the editor will automatically change the line to 'IF bla bla THEN ...'.

Read the AmigaGuide that came with GoldED to know more about GoldED's powerful dictionary features.

1.84 Configuration/References...

Configuration/References...

Referencing is a feature that let's you open a help text that refers to the word the cursor is over (See

Find/Cursor Marked/Reference
) , or any
selectable word (See
Find/Selectable/Reference
).

To set up the reference system, you first have to create a reference index file, which can be done by selecting a filename for the index file, and then pressing 'create'.

Now you can select the reference files. After selection of the files and/or directories, press 'OK'. The editor will now scan the files for occurrences of sections which are parsed through both built-in and custom section parsers (See
Find/Selectable/Section...
).

After parsing, the index file contains keyword-reference file pairs. These can then be used to open the reference file to a certain keyword.

For example, AutoDocs can be selected as reference files, after which the editor scans the AutoDocs for function documentation and makes an index of these. When you need the AutoDoc of a certain function, just place the cursor over the function and select

Find/Cursor Marked/Reference...
and the AutoDoc will be opened, and the correct funtion ↔
documentation

will be shown.

1.85 Configuration/File Hunter...

Configuration/File Hunter...

The file hunter makes it possible to open include files by just placing the cursor over the filename and selecting

```
Find/Cursor Marked/File...
```

.

GoldED will now try to open that include file.

Although many include files have extensions, these often have not to be typed within the source code. For example, Amiga E uses '*.m' extension for modules, but when using a module with 'MODULE 'xx/xx'', the '*.m' extension must not be typed.

Therefore, you have to set up 'try suffixes' for include directories. This must be done in the File Hunter window. For example, if you want to be able to hunt for Amiga E module texts, just select the 'ModuleText' directory and set the 'try suffix' to '*.txt'. Now place the cursor over the 'xx/xx' of 'MODULE xx/xx' and select

```
Find/Cursor Marked/File...
```

.

1.86 Configuration/Display...

Configuration/Display...

Here, you can select the screen mode, pen colors, fonts and other appearance option.

Read the AmigaGuide that came with GoldED to know more about GoldED's display options.

1.87 Configuration/Menus...

Configuration/Menus...

Here, the menu layout and functionality can be edited.

You can attach (multiple) internal GoldED commands, ARexx scripts, Shell commands or texts, or even a mix of them, to menu items.

Read the AmigaGuide that came with GoldED to know more about GoldED's extremely powerful and flexible command features.

1.88 Configuration/Printer...

Configuration/Printer...

Here, the printer settings can be changed.

Read the AmigaGuide that came with GoldED to know more about GoldED's printer settings.

1.89 Configuration/Misc...

Configuration/Misc...

AutoLoad

This option enabled will command GoldED to open the last closed project upon start.

AutoFold

This option enabled will command GoldED to fold (close) all folders upon loading.

Folding is a feature that makes it easy for you to oversee your (large) source code more clearly. You can place so-called 'folder markers' in your source code, commented out for the compiler/interpreter, that indicate the beginning and end of a folder. Each folder can then be opened and closed by a simple key shortcut, the 'Help' key.

Center window

This option enabled will command GoldED to center all opened windows upon loading.

Fast Scrolling

If enabled, GoldED will speed up scrolling after the cursor if past the first or last line of the window.

Stay in RAM

If enabled, and you closed the last window, GoldED will stay in memory waiting to be re-activated by the HotKey 'Shift-Right Alt-Return' or by the quickstarter.

Default bitflags

Here you can set the default flags for a new file (See
Project/New
) or
after you cleared a window (See
Project/Clear
).

Folder Markers

Here you can enter the folder markers, used by the editor to determine the beginning and end of folders. If both begin and end markers are the same, folding is faster than when they are different. Also, the shorter the markers, the faster the folding. Maximum size is 8 characters.

It is also possible to use nested folders (new folders may exist inbetween a begin and end marker), but this requires the begin and end markers to be different.

Read the AmigaGuide that came with GoldED to know more about GoldED's configuration settings.

1.90 Configuration/Load...

Configuration/Load...

This will overwrite all current settings by a new configuration, loaded with this item. All configurations will be affected.

For example, if you want to change the Dictionary keywords, do NOT use this function, but use the 'load' option of
Configuration/Dictionary...
instead.

If you want to know more about setting GoldED's configuration, read the AmigaGuide that came with GoldED.

1.91 Configuration/Save As...

Configuration/Save As...

This will save all current settings to a preferences file. The complete configuration will be saved.

If you want to know more about setting GoldED's configuration, read the AmigaGuide that came with GoldED.

1.92 Configuration/Split Up

Configuration/Split Up

This will save the current configuration to several preset files. The complete configuration will be split up and saved.

Now, for example, you are able to overwrite the current menu layout by a preset file, without changing the other settings. These preset files can be loaded from within each configuration window with the load gadget.

If you want to know more about setting GoldED's configuration, read the AmigaGuide that came with GoldED.
