

**TDS**

**COLLABORATORS**

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# Chapter 1

## TDS

### 1.1 TDS.guide

Twilight Development System 2.11

\*\*\*\*\*

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 ?

Twilight Editor

Twilight Make

Twilight Reference Generator

Special Thanks

History

Copyright

### 1.2 TDS.guide/Introduction

Introduction

\*\*\*\*\*

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Twilight Development System (TDS) provides an integrated environment for writing and compiling source files like Turbo Pascal or Borland 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, 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.

### 1.3 TDS.guide/Requirements

Requirements  
\*\*\*\*\*

Twilight Development System TDS 2.11 runs on any Amiga with Kickstart 2.04 (V37) and greater. If available, it will use the locale.library to support localization. It can also use the reqtools.library V38, but the library is not required to run the software.

## 1.4 TDS.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 file user-startup.

## 1.5 TDS.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

## 1.6 TDS.guide/Ted Workbench

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## 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

## 1.7 TDS.guide/Ted Shell

### Shell Usage

=====

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

#### FILE/M

list of text files to load

#### PROJECT/K

project file to load

#### STARTUP/K

ARexx script to execute on startup

#### PUBSCREEN/K

name of the public screen to use

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

---

## 1.8 TDS.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

## 1.9 TDS.guide/File-New

File/New

-----

Opens a new window and creates an empty file.

---

## 1.10 TDS.guide/File-Open

File/Open  
-----

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

## 1.11 TDS.guide/File-Load

File/Load  
-----

Loads a file in the current window.

## 1.12 TDS.guide/File-Insert

File/Insert  
-----

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

## 1.13 TDS.guide/File-Save

File/Save  
-----

Saves the file with the current name.

## 1.14 TDS.guide/File-Save As

File/Save As  
-----

Saves the file with a new name.

## 1.15 TDS.guide/File-Save Changed

---

File/Save Changed  
-----

Saves all files which have been modified.

## 1.16 TDS.guide/File-Delete

File/Delete  
-----

Deletes a file (asking for confirmation).

## 1.17 TDS.guide/File-Current Dir

File/Current Dir  
-----

Changes the current directory.

## 1.18 TDS.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 ).

## 1.19 TDS.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.

---

## 1.20 TDS.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.

## 1.21 TDS.guide/File-About

File/About  
-----

Displays some information about the program and the amount of free memory.

## 1.22 TDS.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.

## 1.23 TDS.guide/File-Quit

File/Quit  
-----

Quits the program.

## 1.24 TDS.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

## 1.25 TDS.guide/Edit-Mark

Edit/Mark

-----

Selects a block using the cursor keys.

---

## 1.26 TDS.guide/Edit-Mark Vertical

Edit/Mark Vertical  
-----

Selects a vertical block using the cursor keys.

## 1.27 TDS.guide/Edit-Mark All

Edit/Mark All  
-----

Selects the entire file.

## 1.28 TDS.guide/Edit-Cut

Edit/Cut  
-----

Cuts the block and copies it into the clipboard.

## 1.29 TDS.guide/Edit-Copy

Edit/Copy  
-----

Copies the block into the clipboard without modifying the file.

## 1.30 TDS.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.

---

### 1.31 TDS.guide/Edit-Paste Vertical

Edit/Paste Vertical  
-----

Inserts a block as a column.

### 1.32 TDS.guide/Edit-Erase

Edit/Erase  
-----

Erases the block without copying it into the clipboard.

### 1.33 TDS.guide/Edit-Save

Edit/Save  
-----

Saves the block as a file to the disk.

### 1.34 TDS.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.

### 1.35 TDS.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.

## 1.36 TDS.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.

## 1.37 TDS.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.

## 1.38 TDS.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.

---

## 1.39 TDS.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

## 1.40 TDS.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.

#### Special

Uses '\' as an escape character to find and replace special characters like:

'\b' backspace

```
'\f' formfeed
'\t' horizontal tab
'\v' vertical tab
'\' '\'
```

## 1.41 TDS.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 ).

## 1.42 TDS.guide/Search-Next

Search/Next

-----

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

## 1.43 TDS.guide/Search-Previous

Search/Previous

-----

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

---

## 1.44 TDS.guide/Search-Set Bookmark

Search/Set Bookmark  
-----

Set a bookmark at position of the cursor.

## 1.45 TDS.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.

## 1.46 TDS.guide/Search-Goto Line

Search/Goto Line  
-----

Open a requester with the line number to jump.

## 1.47 TDS.guide/Search-Match Bracket

Search/Match Bracket  
-----

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

## 1.48 TDS.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

---

.

## 1.49 TDS.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

## 1.50 TDS.guide/Compile-Compile

Compile/Compile  
-----

Compiles the source file in the current window.

## 1.51 TDS.guide/Compile-Build

Compile/Build  
-----

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

## 1.52 TDS.guide/Compile-Build All

Compile/Build All  
-----

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

## 1.53 TDS.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.

## 1.54 TDS.guide/Compile-Run

Compile/Run  
-----

Runs the executable file.

---

## 1.55 TDS.guide/Compile-Debug

Compile/Debug  
-----

Runs the debugger.

## 1.56 TDS.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.

## 1.57 TDS.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.

## 1.58 TDS.guide/Compile-Load Errors

Compile/Load Errors  
-----

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

## 1.59 TDS.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

## 1.60 TDS.guide/Project-New

Project/New

-----

Creates a new project.

## 1.61 TDS.guide/Project-Open

Project/Open

-----

Opens an existing project.

## 1.62 TDS.guide/Project-Save

Project/Save

-----

Saves the project with the current name.

### 1.63 TDS.guide/Project-Save As

Project/Save As

-----

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

### 1.64 TDS.guide/Project-Close

Project/Close

-----

Closes the current project.

### 1.65 TDS.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.

## 1.66 TDS.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.

## 1.67 TDS.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).

## 1.68 TDS.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.

## 1.69 TDS.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.

## 1.70 TDS.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 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.

## 1.71 TDS.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

## 1.72 TDS.guide/Settings-AutoIndent

Settings/AutoIndent  
-----

Activates the automatic indentation.

## 1.73 TDS.guide/Settings-WordWrap

Settings/WordWrap  
-----

Activates the automatic wordwrap at the end of a line.

## 1.74 TDS.guide/Settings-OverStrike

Settings/OverStrike  
-----

Activates the overstrike mode.

---

## 1.75 TDS.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.

## 1.76 TDS.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.

Select Mode

Defines how the mouse button should be used to mark blocks. There are 2 options: Single Click and Double Click.

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.

#### Create Icons

See

Settings-Create Icons?

.

#### Ask Before Quit

If set, a requester will appear before the last window will be closed to inform the user that the program will be quit.

#### 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.

## 1.77 TDS.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.

## 1.78 TDS.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

## 1.79 TDS.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.

## 1.80 TDS.guide/Settings-Load Settings

Settings/Load Settings  
-----

Loads the settings.

## 1.81 TDS.guide/Settings-Save Settings

---

Settings/Save Settings  
-----

Saves the settings with the current name.

## 1.82 TDS.guide/Settings-Save Settings As

Settings/Save Settings As  
-----

Saves the settings with a new name.

## 1.83 TDS.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

## 1.84 TDS.guide/ABOUT

ABOUT

-----

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

## 1.85 TDS.guide/BACKSPACE

BACKSPACE

-----

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

## 1.86 TDS.guide/BUILD

BUILD

-----

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

## 1.87 TDS.guide/CLOSE

CLOSE

-----

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

## 1.88 TDS.guide/CMDSHELL

CMDSHELL

-----

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

## 1.89 TDS.guide/COMPILE

COMPILE

-----

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

## 1.90 TDS.guide/COPY

COPY

-----

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

## 1.91 TDS.guide/CURSOR

CURSOR

-----

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

## 1.92 TDS.guide/CUT

CUT

----

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

## 1.93 TDS.guide/DEBUG

DEBUG

-----

Command	Options	Description
DEBUG	<no option>	start the debugger

## 1.94 TDS.guide/DELETE

## DELETE

-----

Command	Options	Description
DELETE	CHAR/S	delete the character to the right of the cursor
	LINE/S	delete the current line
	SOL/S	delete all characters from the start of 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)

**1.95 TDS.guide/DIR**

## DIR

---

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

**1.96 TDS.guide/ERASE**

## ERASE

-----

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

**1.97 TDS.guide/FIND**

## FIND

-----

Command	Options	Description
FIND	STRING/K	string to search for (STRING)
	NEXT/S	find next occurrence
	PREVIOUS/S	find previous occurrence
	BRACKET/S	find matching bracket

---

REFS/S

find reference of the current word

## 1.98 TDS.guide/FIRSTCAPITAL

FIRSTCAPITAL

-----

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

## 1.99 TDS.guide/FORMAT

FORMAT

-----

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

## 1.100 TDS.guide/GOTOBOOKMARK

GOTOBOOKMARK

-----

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

## 1.101 TDS.guide/GOTOCOLUMN

GOTOCOLUMN

-----

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

---

## 1.102 TDS.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)

## 1.103 TDS.guide/GOTOLINE

GOTOLINE

-----

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

## 1.104 TDS.guide/HIDE

HIDE

-----

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

## 1.105 TDS.guide/ICONIFY

ICONIFY

-----

Command	Options	Description
ICONIFY	<no option>	iconify the program

## 1.106 TDS.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

**1.107 TDS.guide/INSERT**

## INSERT

-----

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

**1.108 TDS.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

**1.109 TDS.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

## 1.110 TDS.guide/LOWERCASE

LOWERCASE

-----

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

## 1.111 TDS.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

## 1.112 TDS.guide/NEW

NEW

---

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

## 1.113 TDS.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

### 1.114 TDS.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

### 1.115 TDS.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

### 1.116 TDS.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

---

## 1.117 TDS.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

## 1.118 TDS.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

## 1.119 TDS.guide/PROTECT

PROTECT

-----

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

## 1.120 TDS.guide/QUERY

QUERY

-----

Command	Options	Description
QUERY	NAME/A	query the value of some internal variable
Name	Result	

```

-----
FILE          name of the current file
ROW           current row
COLUMN       current column
LINES        length of the current file
CURSOR       position of the cursor in the format 'row,col'
WORD         current word at the cursor
LINE         current line at the cursor

```

## 1.121 TDS.guide/QUIT

QUIT

----

Command	Options	Description
QUIT	<no option>	quits the program

## 1.122 TDS.guide/REDO

REDO

----

Command	Options	Description
REDO	<no option>	redo the last action undone

## 1.123 TDS.guide/REPLACE

REPLACE

-----

Command	Options	Description
REPLACE	FIND/K CHANGE/K ALL/S	string to find (STRING) string to replace (STRING) replace all occurrences

## 1.124 TDS.guide/REQUESTFILE

REQUESTFILE

-----

Command	Options	Description
REQUESTFILE	TITLE/K PATH/K FILE/K PATTERN/K	open a file requester title (STRING) initial path (STRING) initial file (STRING) initial pattern (STRING)

## 1.125 TDS.guide/REQUESTNOTIFY

REQUESTNOTIFY

Command	Options	Description
REQUESTNOTIFY	PROMPT/A	open a notify requester prompt (STRING)

## 1.126 TDS.guide/REQUESTNUMBER

REQUESTNUMBER

Command	Options	Description
REQUESTNUMBER	PROMPT/K DEFAULT/K	open a number requester prompt (STRING) default number (INTEGER)

## 1.127 TDS.guide/REQUESTRESPONSE

REQUESTRESPONSE

Command	Options	Description
REQUESTRESPONSE	TITLE/K PROMPT/A	open a response requester (OK,Cancel) title (STRING) prompt (STRING)

## 1.128 TDS.guide/REQUESTSTRING

## REQUESTSTRING

-----

Command	Options	Description
REQUESTSTRING	PROMPT/K DEFAULT/K	open a string requester prompt (STRING) default string (STRING)

**1.129 TDS.guide/REVEAL**

## REVEAL

-----

Command	Options	Description
REVEAL	<no option>	open the Reveal requester

**1.130 TDS.guide/RUN**

## RUN

----

Command	Options	Description
RUN	<no option>	run the program specified in the project

**1.131 TDS.guide/RX**

## RX

---

Command	Options	Description
RX	COMMAND/A	execute an ARexx command

**1.132 TDS.guide/SAVE**

## SAVE

-----

Command	Options	Description
---------	---------	-------------

---

SAVE	FILE/S	save the current file
	PROJECT/S	save the current project
	SETTINGS/S	save the current settings
	CHANGED/S	save all files which have been changed

### 1.133 TDS.guide/SAVEAS

SAVEAS

-----

Command	Options	Description
SAVEAS	FILE/S	save the current file with a new name
	PROJECT/S	save the current project with a new name
	SETTINGS/S	save the current settings with a new name
	BLOCK/S	save the selected block
	NAME/K	name of file, project, settings or block
(STRING)		

### 1.134 TDS.guide/SET

SET

----

Command	Options	Description
SET	NAME/A	set an internal variable
	VALUE/A	value of the variable
Name	Value	
AUTOINDENT	TRUE, FALSE, TOGGLE	
WORDWRAP	TRUE, FALSE, TOGGLE	
OVERSTRIKE	TRUE, FALSE, TOGGLE	
STRIPBLANKS	TRUE, FALSE, TOGGLE	
CREATEICONS	TRUE, FALSE, TOGGLE	
BACKUP	TRUE, FALSE, TOGGLE	
AUTOSAVE	TRUE, FALSE, TOGGLE	

### 1.135 TDS.guide/SETBOOKMARK

SETBOOKMARK

-----

Command	Options	Description
SETBOOKMARK	<no option>	insert the current position of the

cursor in the bookmark list

## 1.136 TDS.guide/SETTINGS

SETTINGS

-----

Command	Options	Description
SETTINGS	EDITOR/S DISPLAY/S KEYBOARD/S REFS/S	open the Editor requester open the Display requester open the Keyboard requester open the References requester

## 1.137 TDS.guide/SPLITLINE

SPLITLINE

-----

Command	Options	Description
SPLITLINE	<no option>	splits the current line at the position of the cursor

## 1.138 TDS.guide/STOP

STOP

----

Command	Options	Description
STOP	<no option>	abort the last command sent to 'TMake'

## 1.139 TDS.guide/TEXT

TEXT

----

Command	Options	Description
TEXT (STRING)	STRING/A	insert a string into the current file

## 1.140 TDS.guide/UNDO

UNDO

-----

Command	Options	Description
UNDO	<no option> LINE/S	undo the last action insert the last line deleted with the "DELETE LINE" command

## 1.141 TDS.guide/UPPERCASE

UPPERCASE

-----

Command	Options	Description
UPPERCASE		convert the current word or block to uppercase

## 1.142 TDS.guide/TMake

Twilight Make (TMake)

\*\*\*\*\*

TMake is similar to the program make used in the development of programs composed of more than one source file. It checks every source file if it has been modified and depending on the file extension (e.g. .c or .asm) compiles or assembles it. Then it links all the object files together to obtain the executable file. TMake doesn't use makefiles, but instead relies on project files created with Ted.

It has been designed to interface to the most popular compilers like SAS C, Lattice C, Aztec C, DICE C, PCQ, GNU-C, Oberon, and assemblers like DevPac, A68k and even programs like TeX, CatComp and MakeInfo. It's also possible to write a custom message converter if the compiler used is not supported. TMake can also be used as a standalone program from Shell or Workbench to build projects created with Ted.

Usage: TMake PROJECT,FILE/K,ALL/S,PORTNAME/K,PRI=PRIORITY/K/N

PROJECT

name of the project file

FILE/K

if given, compiles only a single file

ALL

compiles all files, even if they have not been modified

## PORTNAME

option used by Ted to set the name of the message port used by TMake

## PRIORITY

priority of TMake

## 1.143 TDS.guide/TRefs

### Twilight Reference Generator (TRefs)

\*\*\*\*\*

TRefs generates reference files used by the Find Reference command.

With this command it's possible to get information about a particular keyword, e.g. moving the cursor to the word Window and selecting the

#### Find Reference

command will result in the loading of the file intuition.h and the editor positioning the cursor to the start of the definition of the structure struct Window. Currently TRefs can be used to generate reference files from include files #?.h, autodocs files #?.doc and AmigaGuide files #?.guide.

Usage: TRefs REFS/K/A,FILES/M/A

#### REFS/K/A

name of reference file to create

#### FILES/M/A

list of files to search

Here comes the format of the reference files for anybody who wants to make his own reference generator:

```
[file]
keyword1=row1
keyword2=row2
...
```

Using TRefs with the file intuition.h generates the following reference file:

```
[intuition/intuition.h]
Menu=61
MenuItem=89
...
TabletHookData=1661
[intuition/intuitionbase.h]
IntuitionBase=66
[intuition/preferences.h]
Preferences=58
```

```
[intuition/screens.h]
DrawInfo=66
Screen=133
NewScreen=462
...
```

## 1.144 TDS.guide/Special Thanks

Special Thanks  
\*\*\*\*\*

Special thanks go to Enrico 'Fedro' Federigo for the Italian translation of the documentation and for his many suggestions to improve TDS and to Fredrik Lundström which helped me in finding and eliminating a lot of bugs and Enforcer hits from the programs and giving me many useful suggestions. I would also like to thank Yann-Erick Proy for the French translation.

I also want to thank all of you who sent me the bug reports and suggestions to make the program better, and many thanks goes to all the registered users.

## 1.145 TDS.guide/History

```
*****

History

Version 2.00

Version 2.01

Version 2.02

Version 2.03

Version 2.04

Version 2.10
```

## 1.146 TDS.guide/Version 2.00

Version 2.00  
=====

---

FIXED: Empty requester appearing when selecting CANCEL from requester brought up by the REQUESTRESPONSE command.

FIXED: QUERY FILE command now returns the complete filename of the current file.

FIXED: Enforcer Hits when quitting while having files hidden.

FIXED: RETURN key now works as Ok in the REVEAL requester.

FIXED: BINDINGS Listview in KEYBOARD Requester disappearing after editing an existing binding.

FIXED: Dice2Msg didn't work correctly with DICE 2.06.XX.

FIXED: Black Screen when selecting CANCEL from DISPLAY Requester (only when using old ted.prefs file).

FIXED: Now hides mouse-pointer only when inserting text.

FIXED: TREFS didn't generate refs-files from MUI Autodocs.

FIXED: FORMAT command added a space at the end of every line.

## 1.147 TDS.guide/Version 2.01

Version 2.01  
=====

FIXED: FORMAT command sometimes split the word at the cursor.

## 1.148 TDS.guide/Version 2.02

Version 2.02  
=====

FIXED: Ted locked up when quitting and there are some other programs running on its screen.

FIXED: Title of PROTECT requester got messed up.

FIXED: Enforcer hits with HIDE POINTER option enabled.

FIXED: Ted always created an empty file called "Untitled" at startup. Now it will use the name(s) from the command line.

## 1.149 TDS.guide/Version 2.03

---

Version 2.03

=====

FIXED: Bug in memory management caused Ted to allocate some memory blocks and releasing them only at the end of the program instead at the end of the usage.

FIXED: Autoindent didn't work with more than 2 tabs.

ADDED: TRefs now supports AmigaGuide documents.

FIXED: Ted no more automatically saves a project when opening a new project.

FIXED: Ted wouldn't load files with length = 0.

## 1.150 TDS.guide/Version 2.04

Version 2.04

=====

ADDED: QUERY WORD and QUERY LINE commands added.

## 1.151 TDS.guide/Version 2.10

Version 2.10

=====

FIXED: Ted asks a filename before saving a new file.

FIXED: Ted now maintains a time counter for the AUTOSAVE feature for every file, instead of a single counter for all files.

ADDED: New block select mode like TurboText and CygnusEd. Start and stop the selecting of a block double-clicking the mouse button. Using this select mode it's now possible to move the cursor holding down the mouse button.

FIXED: Using REPLACE with a selected block didn't replace the first occurrence.

ADDED: Option to disable the "Do you really want to quit ?" requester

FIXED: Resizing the window sometimes overwrote the borders.

ADDED: DELETE SOL command added.

FIXED: WORDWRAP didn't work correctly with AUTOINDENT enabled.

ADDED: New project maintains settings of the previous project.

FIXED: TMake halted with "TMake: Command Error !" when a converter only returned warnings and the "Ignore Warnings" option was selected.

FIXED: Nasty bug which caused a strange requester like "Please insert volume XXX:" where XXX: is a harddisk to appear.

FIXED: Using the PUBSCREEN tooltype would cause an unnecessary screen swap.

FIXED: After a BUILD or COMPILE command the previously active window will be activated.

FIXED: Ted didn't insert block at cursor, if the cursor is positioned to the right of the end-of-line.

ADDED: FIND/REPLACE special characters like tabs.

FIXED: Ted will shorten the filename on the titlebar if it's too long to display the cursor position.

## 1.152 TDS.guide/Copyright

Copyright

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Claudio Zani  
Via Liuzzi 1  
42020 Cadelbosco Sotto (RE)  
ITALY  
Tel. +39-522-911710  
Internet: zani@cs.unibo.it  
Fidonet: Claudio Zani 2:332/516.18  
Amiganet: Claudio Zani 39:102/502.18

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