TDSEnglish

COLLABORATORS			
	TITLE :		
TDSEnglish			
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		March 24, 2022	

REVISION HISTORY				
NUMBER	DATE	DESCRIPTION	NAME	

Contents

1	TDS	English	1
	1.1	TDSEnglish.guide	1
	1.2	TDSEnglish.guide/Introduction	2
	1.3	TDSEnglish.guide/Requirements	3
	1.4	TDSEnglish.guide/Installation	3
	1.5	TDSEnglish.guide/Version	3
	1.6	TDSEnglish.guide/Ted	4
	1.7	TDSEnglish.guide/Ted Workbench	4
	1.8	TDSEnglish.guide/Ted Shell	5
	1.9	TDSEnglish.guide/Menu File	5
	1.10	TDSEnglish.guide/File-New	6
	1.11	TDSEnglish.guide/File-Open	6
	1.12	TDSEnglish.guide/File-Load	7
	1.13	TDSEnglish.guide/File-Insert	7
	1.14	TDSEnglish.guide/File-Save	7
	1.15	TDSEnglish.guide/File-Save As	7
	1.16	TDSEnglish.guide/File-Save Changed	7
	1.17	TDSEnglish.guide/File-Delete	7
	1.18	TDSEnglish.guide/File-Current Dir	8
	1.19	TDSEnglish.guide/File-Hide	8
	1.20	TDSEnglish.guide/File-Reveal	8
	1.21	TDSEnglish.guide/File-Protect	8
	1.22	TDSEnglish.guide/File-About	9
	1.23	TDSEnglish.guide/File-Iconify	9
	1.24	TDSEnglish.guide/File-Quit	9
	1.25	TDSEnglish.guide/Menu Edit	9
	1.26	TDSEnglish.guide/Edit-Mark	10
	1.27	TDSEnglish.guide/Edit-Mark Vertical	10
	1.28	TDSEnglish.guide/Edit-Mark All	11
	1.29	TDSEnglish.guide/Edit-Cut	11

1.30	TDSEnglish.guide/Edit-Copy	11
1.31	TDSEnglish.guide/Edit-Paste	11
1.32	TDSEnglish.guide/Edit-Paste Vertical	11
1.33	TDSEnglish.guide/Edit-Erase	12
1.34	TDSEnglish.guide/Edit-Save	12
1.35	TDSEnglish.guide/Edit-Indent	12
1.36	TDSEnglish.guide/Edit-Change To	12
1.37	TDSEnglish.guide/Edit-Format	13
1.38	TDSEnglish.guide/Edit-Undo	13
1.39	TDSEnglish.guide/Edit-Redo	13
1.40	TDSEnglish.guide/Menu Search	13
1.41	TDSEnglish.guide/Search-Find	14
1.42	TDSEnglish.guide/Search-Replace	14
1.43	TDSEnglish.guide/Search-Next	15
1.44	TDSEnglish.guide/Search-Previous	15
1.45	TDSEnglish.guide/Search-Set Bookmark	15
1.46	TDSEnglish.guide/Search-Goto Bookmark	15
1.47	TDSEnglish.guide/Search-Goto Line	16
1.48	TDSEnglish.guide/Search-Match Bracket	16
1.49	TDSEnglish.guide/Search-Find Reference	16
1.50	TDSEnglish.guide/Menu Compile	16
1.51	TDSEnglish.guide/Compile-Compile	17
1.52	TDSEnglish.guide/Compile-Build	18
1.53	TDSEnglish.guide/Compile-Build All	18
1.54	TDSEnglish.guide/Compile-Stop	18
1.55	TDSEnglish.guide/Compile-Run	18
1.56	TDSEnglish.guide/Compile-Debug	19
1.57	TDSEnglish.guide/Compile-Next Error	19
1.58	TDSEnglish.guide/Compile-Previous Error	19
1.59	TDSEnglish.guide/Compile-Load Errors	19
1.60	TDSEnglish.guide/Menu Project	19
1.61	TDSEnglish.guide/Project-New	20
1.62	TDSEnglish.guide/Project-Open	20
1.63	TDSEnglish.guide/Project-Save	21
1.64	TDSEnglish.guide/Project-Save As	21
1.65	TDSEnglish.guide/Project-Close	21
1.66	TDSEnglish.guide/Project-Translators	21
1.67	TDSEnglish.guide/Project-Linker	23
1.68	TDSEnglish.guide/Project-Debugger	24

1.69	TDSEnglish.guide/Project-Command	25
1.70	TDSEnglish.guide/Project-Modules	26
1.71	TDSEnglish.guide/Project-Options	26
1.72	TDSEnglish.guide/Menu Settings	28
1.73	TDSEnglish.guide/Settings-AutoIndent	28
1.74	TDSEnglish.guide/Settings-WordWrap	29
1.75	TDSEnglish.guide/Settings-OverStrike	29
1.76	TDSEnglish.guide/Settings-Create Icons?	29
1.77	TDSEnglish.guide/Settings-Editor	29
1.78	TDSEnglish.guide/Settings-Display	31
1.79	TDSEnglish.guide/Settings-Keyboard	32
1.80	TDSEnglish.guide/Settings-References	33
1.81	TDSEnglish.guide/Settings-Load Settings	33
1.82	TDSEnglish.guide/Settings-Save Settings	33
1.83	TDSEnglish.guide/Settings-Save Settings As	33
1.84	TDSEnglish.guide/ARexx Commands	33
1.85	TDSEnglish.guide/ABOUT	36
1.86	TDSEnglish.guide/BACKSPACE	36
1.87	TDSEnglish.guide/BUILD	36
1.88	TDSEnglish.guide/CLOSE	36
1.89	TDSEnglish.guide/CMDSHELL	36
1.90	TDSEnglish.guide/COMPILE	37
1.91	TDSEnglish.guide/COPY	37
1.92	TDSEnglish.guide/CURSOR	37
1.93	TDSEnglish.guide/CUT	37
1.94	TDSEnglish.guide/DEBUG	38
1.95	TDSEnglish.guide/DELETE	38
1.96	TDSEnglish.guide/DIR	38
1.97	TDSEnglish.guide/ERASE	39
1.98	TDSEnglish.guide/FIND	39
1.99	TDSEnglish.guide/FIRSTCAPITAL	39
1.100)TDSEnglish.guide/FORMAT	39
1.101	TDSEnglish.guide/GOTOBOOKMARK	40
1.102	2TDSEnglish.guide/GOTOCOLUMN	40
1.103	3TDSEnglish.guide/GOTOFILE	40
1.104	TDSEnglish.guide/GOTOLINE	40
1.105	5TDSEnglish.guide/HIDE	40
1.106	5TDSEnglish.guide/ICONIFY	41
1.107	7TDSEnglish.guide/INDENT	41
.107	7TDSEnglish.guide/INDENT	41

1.108TDSEnglish.guide/INSERT	41
1.109TDSEnglish.guide/KEYBOARD	41
1.110TDSEnglish.guide/LOAD	42
1.111TDSEnglish.guide/LOWERCASE	42
1.112TDSEnglish.guide/MARK	42
1.113TDSEnglish.guide/NEW	43
1.114TDSEnglish.guide/NEXT	43
1.115TDSEnglish.guide/OPEN	43
1.116TDSEnglish.guide/PASTE	43
1.117TDSEnglish.guide/POSITION	44
1.118TDSEnglish.guide/PREVIOUS	44
1.119TDSEnglish.guide/PROJECT	44
1.120TDSEnglish.guide/PROTECT	45
1.121TDSEnglish.guide/QUERY	45
1.122TDSEnglish.guide/QUIT	45
1.123TDSEnglish.guide/REDO	45
1.124TDSEnglish.guide/REPLACE	46
1.125TDSEnglish.guide/REQUESTFILE	46
1.126TDSEnglish.guide/REQUESTNOTIFY	46
1.127TDSEnglish.guide/REQUESTNUMBER	46
1.128TDSEnglish.guide/REQUESTRESPONSE	47
1.129TDSEnglish.guide/REQUESTSTRING	47
1.130TDSEnglish.guide/REVEAL	47
1.131TDSEnglish.guide/RUN	47
1.132TDSEnglish.guide/RX	48
1.133TDSEnglish.guide/SAVE	48
1.134TDSEnglish.guide/SAVEAS	48
1.135TDSEnglish.guide/SET	49
1.136TDSEnglish.guide/SETBOOKMARK	49
1.137TDSEnglish.guide/SETTINGS	49
1.138TDSEnglish.guide/SPLITLINE	49
1.139TDSEnglish.guide/STOP	50
1.140TDSEnglish.guide/TEXT	50
1.141TDSEnglish.guide/UNDO	50
1.142TDSEnglish.guide/UPPERCASE	50
1.143TDSEnglish.guide/TMake	51
1.144TDSEnglish.guide/TRefs	51
1.145TDSEnglish.guide/Registration	52
1.146TDSEnglish.guide/Enhancements	53
1.147TDSEnglish.guide/Special Thanks	54
1.148TDSEnglish.guide/Copyright	54

Chapter 1

TDSEnglish

1.1 TDSEnglish.guide

Twilight Development System (TDS) 2.04

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

Introduction	What is 'TDS' ?			
Poquiromonts				
Requirements	What hardware and software do you need ?			
Installation				
	How to install the software ?			
Version				
Twilight Editor				
Twilight Make				
Twilight Reference Generator				
Registration				
	How to get the full version ?			
Enhancements				
Special Thanks				
Copyright				

1.2 TDSEnglish.guide/Introduction

Introduction

* * * * * * * * * * * *

Twilight Development System 'TDS' provides an integrated environment for writing and compiling source files like Turbo Pascal or Borland C/C++. The main program of the package is a powerful text editor called Twilight Editor (

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

), so the user can continue to edit the source files while the compiler is working.

Twilight Editor (Ted) has many functions to support the creating and editing of source files. The number of files which can be open at the same time is limited only by the amount of free memory and so is the length of a single text file and line. For every file Ted remembers every change done and allows with the commands Undo and Redo to go back through the changes. It also supports many commands to handle horizontal and vertical blocks (like Cut Copy Paste , Indent) and to search for strings in the file. It's also possible to change the keyboard bindings, if you don't like the default mapping.

1.3 TDSEnglish.guide/Requirements

Requirements *****

Twilight Development System 'TDS' runs on any Amiga with Kickstart 2.04 (V37) and greater. If present, it will use the 'locale.library' to support localization. It can also use the 'reqtools.library' V38 by Nico François (Thanks Nico for your wonderful work), but the library is not required to run the software.

1.4 TDSEnglish.guide/Installation

Installation *******

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

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

1.5 TDSEnglish.guide/Version

Version

* * * * * * *

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

Ted

Ted

can still load projects in the

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

has to be corrected.

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

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

1.6 TDSEnglish.guide/Ted

Twilight Editor (Ted)

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

> Workbench Usage Shell Usage Menu File Menu Edit Menu Search Menu Compile Menu Project Menu Settings ARexx Commands

1.7 TDSEnglish.guide/Ted Workbench

Workbench Usage

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

'Ted' supports the following tooltypes:

'STARTUP'

ARexx script to execute on startup 'PUBSCREEN' name of the public screen to use 'FONTNAME' name of the font to use 'FONTSIZE' height of the font to use 'CX_POPKEY' hotkey to access the commodity 'CX_PRIORITY' priority of the editor 'ICONIFY'

starts the editor in iconified mode

1.8 TDSEnglish.guide/Ted Shell

Shell Usage

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

'FILE/M'

list of text files to load

'PROJECT/K'
 project file to load

'STARTUP/K'

ARexx script to execute on startup

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

Usage: Ed FILE/M, PROJECT/K

1.9 TDSEnglish.guide/Menu File

Menu File

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

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

1.10 TDSEnglish.guide/File-New

File/New

Opens a new window and creates an empty file.

1.11 TDSEnglish.guide/File-Open

File/Open

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

1.12 TDSEnglish.guide/File-Load

File/Load

Loads a file in the current window.

1.13 TDSEnglish.guide/File-Insert

File/Insert

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

1.14 TDSEnglish.guide/File-Save

File/Save

Saves the file with the current name.

1.15 TDSEnglish.guide/File-Save As

File/Save As

Saves the file with a new name.

1.16 TDSEnglish.guide/File-Save Changed

```
File/Save Changed
```

Saves all files which have been modified.

1.17 TDSEnglish.guide/File-Delete

File/Delete

Deletes a file (asking for confirmation).

1.18 TDSEnglish.guide/File-Current Dir

```
File/Current Dir
```

Changes the current directory.

1.19 TDSEnglish.guide/File-Hide

File/Hide

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

1.20 TDSEnglish.guide/File-Reveal

File/Reveal

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

1.21 TDSEnglish.guide/File-Protect

File/Protect

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

1.22 TDSEnglish.guide/File-About

File/About

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

1.23 TDSEnglish.guide/File-Iconify

File/Iconify

Use this command to iconify

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

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

requester.

1.24 TDSEnglish.guide/File-Quit

File/Quit

Quits the program.

1.25 TDSEnglish.guide/Menu Edit

Menu Edit

This menu contains all the commands necessary to handle selected portions of the file (blocks). The blocks can be of 2 types: horizontal and vertical. To select a horizontal block simply position the mouse pointer at the start of the block and click the left mouse button, then drag the mouse with the left button pressed to the end of the block and finally release the button. Double clicking the left button selects the word at the mouse pointer, while holding down also the Shift key will select all the line. To select a vertical block hold down the Alt key while selecting it. It's also possible to select a block with the Mark or Mark Vertical and using the cursor keys. Mark Mark Vertical Mark All Cut Сору Paste Paste Vertical Erase Save Indent Change To Format Undo Redo

1.26 TDSEnglish.guide/Edit-Mark

Edit/Mark

```
_____
```

Selects a block using the cursor keys.

1.27 TDSEnglish.guide/Edit-Mark Vertical

Edit/Mark Vertical

Selects a vertical block using the cursor keys.

1.28 TDSEnglish.guide/Edit-Mark All

```
Edit/Mark All
```

Selects the entire file.

1.29 TDSEnglish.guide/Edit-Cut

Edit/Cut

Cuts the block and copies it into the clipboard.

1.30 TDSEnglish.guide/Edit-Copy

Edit/Copy

Copies the block into the clipboard without modifying the file.

1.31 TDSEnglish.guide/Edit-Paste

Edit/Paste

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

1.32 TDSEnglish.guide/Edit-Paste Vertical

Edit/Paste Vertical

Inserts a block as a column.

1.33 TDSEnglish.guide/Edit-Erase

Edit/Erase

Erases the block without copying it into the clipboard.

1.34 TDSEnglish.guide/Edit-Save

Edit/Save

Saves the block as a file to the disk.

1.35 TDSEnglish.guide/Edit-Indent

Edit/Indent -----has a submenu with 2 options: 'Forward' Moves the block one position to the right. 'Backward' Moves the block one position to the left.

1.36 TDSEnglish.guide/Edit-Change To

Edit/Change To -----has a submenu with 3 options. If there is no block selected, then these commands will change the word at the cursor. 'Upper Case' Changes the block or the current word to upper case. 'Lower Case' Changes the block or the current word to lower case. 'First Capital' Changes every word in the block or the current word to have the first letter in upper case and the rest in lower case. _____

1.37 TDSEnglish.guide/Edit-Format

Edit/Format

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

Editor requester.

1.38 TDSEnglish.guide/Edit-Undo

Edit/Undo

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

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

1.39 TDSEnglish.guide/Edit-Redo

Edit/Redo

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

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

1.40 TDSEnglish.guide/Menu Search

Menu Search

14 / 56

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

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

1.41 TDSEnglish.guide/Search-Find

```
Search/Find
------
Open a requester to enter the string to search for and with the
following search options:
'Case Sensitive'
Distinguishes between upper and lower case.
'Words Only'
Finds only strings surrounded by spaces.
'Wildcards'
Uses '?' as a wildcard which matches any character.
e.g. 't??t' matches 'test', 'that', etc.
```

1.42 TDSEnglish.guide/Search-Replace

Search/Replace

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

Find).

1.43 TDSEnglish.guide/Search-Next

```
Search/Next
------
Repeat the last command (
Find
or
Replace
) finding the next
occurrence.
```

1.44 TDSEnglish.guide/Search-Previous

```
Search/Previous
Repeat the last command (
Find
or
Replace
) finding the previous
```

occurrence.

1.45 TDSEnglish.guide/Search-Set Bookmark

Search/Set Bookmark

Set a bookmark at position of the cursor.

1.46 TDSEnglish.guide/Search-Goto Bookmark

Search/Goto Bookmark

Open a requester with all bookmarks set. To recall the selected

bookmark use the 'Goto' button, to delete it use the 'Delete' button.

1.47 TDSEnglish.guide/Search-Goto Line

```
Search/Goto Line
```

Open a requester with the line number to jump.

1.48 TDSEnglish.guide/Search-Match Bracket

```
Search/Match Bracket
```

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

1.49 TDSEnglish.guide/Search-Find Reference

Search/Find Reference

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

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

TRefs

1.50 TDSEnglish.guide/Menu Compile

Menu Compile

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

Project menu.

The commands Compile Build and Build All are not built into the editor, but their execution is demanded to TMake . When one of these commands has been selected, Ted starts TMake which executes the command and if it finds some errors, returns an error list to Ted . Using the multitasking facilities of the operating system TMake runs in background, so you can continue to edit your source files. Also these commands open a console window where it's possible to follow the compiling process and to interrupt it with Ctrl-C. This feature can be disabled with the 'No TMake Window' option of the Options requester. Compile Build Build All Stop Run Debug Next Error Previous Error Load Errors

1.51 TDSEnglish.guide/Compile-Compile

Compile/Compile

Compiles the source file in the current window.

1.52 TDSEnglish.guide/Compile-Build

Compile/Build

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

1.53 TDSEnglish.guide/Compile-Build All

Compile/Build All

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

1.54 TDSEnglish.guide/Compile-Stop

Compile/Stop

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

1.55 TDSEnglish.guide/Compile-Run

Compile/Run

Runs the executable file.

19 / 56

1.56 TDSEnglish.guide/Compile-Debug

Compile/Debug

Runs the debugger.

1.57 TDSEnglish.guide/Compile-Next Error

```
Compile/Next Error
```

If

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

1.58 TDSEnglish.guide/Compile-Previous Error

Compile/Previous Error

Ιf

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

1.59 TDSEnglish.guide/Compile-Load Errors

Compile/Load Errors

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

1.60 TDSEnglish.guide/Menu Project

Menu Project

This menu contains all the commands necessary to create, open and

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

```
Compile
,
Build
and
Build All
to compile a single source file or to
rebuild the entire executable file.
```

```
New
Open
Save
Save As
Close
Translators
Linker
Debugger
Command
Modules
Options
```

1.61 TDSEnglish.guide/Project-New

```
Project/New
```

```
Creates a new project.
```

1.62 TDSEnglish.guide/Project-Open

```
Project/Open
```

Opens an existing project.

1.63 TDSEnglish.guide/Project-Save

Project/Save

Saves the project with the current name.

1.64 TDSEnglish.guide/Project-Save As

Project/Save As

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

1.65 TDSEnglish.guide/Project-Close

Project/Close

Closes the current project.

1.66 TDSEnglish.guide/Project-Translators

Project/Translators

Opens a requester which defines the translators used by the project. A translator is a compiler, assembler or any other program which 'translates' a source file into an object file. When

TMake

tries to

compile a source file, it searches through the list of translators to find a source extension matching the extension of the source file. Once a source file has been compiled into an object file, the extension of the object file will be compared with object extension used by the linker. If the match fails, the object file becomes a source file and the iteration restarts at the search for a translator. This way you can use a compiler, which compiles a source file into an assembler file, then this assembler file will be translated by the assembler and finally linked by the linker.

```
Using the buttons 'Add', 'Delete', 'Edit', '+', '-', you can add,
delete, modify and reorder the translators. To modify a translator use
the 'Edit' button or double-click on the name of the translator. This
will open the 'Translator' requester.
'Name'
    Name of the translator.
'Command'
     Command of the translator.
          e.g. "sc" (for SAS C)
'Debug Opt.'
'Final Opt.'
     'Debug Opt.' are the options used if the 'Use Debug Options' is
     set in the
                Options
                 requester, otherwise 'Final Opt.' will be used.
     The following strings have a special meaning:
    `%src'
         Name of the source file.
    `%mod'
          Name of the source file without extension.
    `%base'
          Name of the source file without extension and path.
    `%obj'
          Name of the object file.
    '%opt'
          Local options of the source file.
    `%err'
          Name of the error file (if not present, then the standard
          output will be used).
     e.g.
          `"-d -o%obj %src" and the source file "text.c"' becomes
          '-d -otext.o text.c'.
'Source Ext.'
     File extension of the source files.
'Object Ext.'
     File extension of the object files.
'Object Dir.'
     Directory of the object files.
'Ignore Warnings'
     If set, ignores all warning messages.
'Check Headers'
```

Option used only for C source files: if set TMake checks for every source file if an include file has been modified. If so, it compiles the source file. The checking will be done only for include files in this format: `#include "....."' and not for: `#include <....>' 'Single Pass' If set, TMake will use only one translator on the source file, and will not check if the object file has the extension required by the linker. 'Select Converter' 'Converter' Use these gadgets to select the converter program for the compiler/assembler. The purpose of the converter is to translate the error messages coming from the compiler/assembler into a format readable by the editor. The list gadget displays all converters which are available in the directory 'TDS:converters'. If you want to use a compiler which doesn't have a converter, you can easily write your own one. All the converter has to do is to read from standard input the output of the compiler and to write to standard output the error messages with the following format: MyConverter <compiler_error_file >ted_error_file source_file `<test.c> 10 2 E <Error Message>' for an error '<test.c> 21 5 W <Error Message>' for a warning where <test.c> : source file 10 : row 2 : optional column E or W : error or warning <Error Message> : error message

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

1.67 TDSEnglish.guide/Project-Linker

Project/Linker

```
Opens the requester with the options for the linker:
'Command'
    Command of the linker.
         e.g. "slink" (for SAS C)
'Debug Opt.'
'Final Opt.'
     'Debug Opt.' are the options used if the 'Use Debug Options' is
    set in the
                Options
                 requester, otherwise 'Final Opt.' will be used.
    The following strings have a special meaning:
    `%obj′
         Names of the object files.
    `%lnk'
         Name of the file containing the names of the object files.
    `%lib'
         Names of the link libraries specified with the 'Libraries'
         gadget.
    `%exe′
         Name of the executable file.
    '%err'
         Name of the error file (if not present, then standard output
         will be used).
    e.g.
          'FROM lib:c.o %obj TO %exe LIB %lib'
         where
          'test.o' and 'sub.o' are the object files
          'lib:lc.lib' and 'lib:amiga.lib' are the libraries
          'test' is the executable file
         becomes
          'FROM lib:c.o test.o sub.o TO test LIB lib:lc.lib lib:amiga.lib'
'Object Ext.'
    File extension of the object files.
'Libraries'
    List of link libraries. Use the 'Add', 'Delete', '+', '-' buttons
    to add, delete and reorder the libraries files.
```

1.68 TDSEnglish.guide/Project-Debugger

Project/Debugger

```
Opens the requester with the options for the debugger:
'Command'
    Command name of the debugger.
         e.g. "cpr" (for SAS C)
'Options'
    Command options for the debugger.
    The following strings have a special meaning:
    `%exe'
         Name of the executable file.
    `%arg'
         Arguments line set with the
                Options
                 requester.
    `%src'
         Name of the current source file.
    `%mod'
         Name of the current source file without extension.
    `%base'
         Name of the current source file without extension and path.
    `%screen'
         Name of the public screen used by the editor.
    These options are very useful if you use the Amiga-E or TeX
    compilers. Therefore you can have more than one source file per
```

1.69 TDSEnglish.guide/Project-Command

```
Project/Command
```

project files).

```
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.

project and run or display only the current one (see the example

'Stacksize' Stack size used by the commands.

'Window'

Name of the console window used by the commands.

1.70 TDSEnglish.guide/Project-Modules

```
Project/Modules
```

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

1.71 TDSEnglish.guide/Project-Options

Project/Options

Opens a requester with the options for project: 'Program Name' Name of the executable file. The following strings have a special meaning: `%src' Name of the current source file. `%mod' Name of the current source file without extension. `%base' Name of the current source file without extension and path. These options are very useful if you use the Amiga-E or TeX compilers. Therefore you can have more than one source file per project and run or display only the current one (see the example project files). 'Program Arguments' Arguments line for the program (used by Run and Debug). The following strings have a special meaning: `%src' Name of the current source file.

`%mod' Name of the current source file without extension. `%base' Name of the current source file without extension and path. `%screen' Name of the the public screen used by the editor. These options are very useful if you use the Amiga-E or TeX compilers. Therefore you can have more than one source file per project and run or display only the current one (see the example project files). 'Window' Name of the console window used by the program, will be opened only if the 'Open Window' option is set. 'Source Directories' List of directories where to search source and include files if an error has been found. Use the 'Add' and 'Delete' buttons to add and delete items from the list. 'Use Debug Options' If set, the commands will use the debug options, otherwise the final options. 'No Linker' If set, TMake will not call the linker (e.g. Amiga-E doesn't use a linker). 'No Requester' If set, TMake will not display a requester after a file has been compiled or a project has been completed. Errors will always be reported. 'No TMake Window' If set, TMake will not open a console window while working. Use the Stop command to interrupt it. 'Open Window' If set, Ted will open a console window for the Run and Debuq commands.

'Auto Open' If set, Ted will open all modules loaded the last time the project has been saved or closed.

1.72 TDSEnglish.guide/Menu Settings

Menu Settings

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

AutoIndent WordWrap OverStrike Create Icons? Editor Display Keyboard References Load Settings Save Settings As

1.73 TDSEnglish.guide/Settings-AutoIndent

Settings/AutoIndent

Activates the automatic indentation.

1.74 TDSEnglish.guide/Settings-WordWrap

```
Settings/WordWrap
```

Activates the automatic wordwrap at the end of a line.

1.75 TDSEnglish.guide/Settings-OverStrike

Settings/OverStrike

Activates the overstrike mode.

1.76 TDSEnglish.guide/Settings-Create Icons?

Settings/Create Icons?

If set,

Ted will create an icon for every file saved. Moreover it uses the `.info' files to store the position and size of the window and the last position of the cursor. The `.info' file used depends on the extension of the file to be saved. Ted will try to use a file called `ENV:TDS/def_XXX.info' or `ENV:SYS/def_XXX.info' where XXX is the extension of the file. So if you save a file called `mydoc.txt' which doesn't have an icon, Ted will try to add an `.info' file called `ENV:TDS/def_TXT.info' or `ENV:SYS/def_TXT.info'. The are already some icon files in the `ENV:TDS' directory, but you can add your own files or change the existing one if you don't like them.

1.77 TDSEnglish.guide/Settings-Editor

Settings/Editor

Opens a requester with the options for the editor:

'Requester'

Defines the type of requester to use: 'ASL' or 'ReqTools'. If the

```
'reqtools.library' is not installed, then it will always use the
     'asl.library'.
'Tabwidth'
    Sets the width of the tab.
'Left Margin'
'Right Margin'
    Sets the left and right margin (used by
                WordWrap
                 and
                Format
                ).
'Max. Changes'
    Sets the maximum number of changes recorded for every file.
'Autosave Delay'
    Sets the time for the autosave mode in minutes.
'Priority'
    Sets the priority of the editor.
'AutoIndent'
    Activates the automatic indentation.
'WordWrap'
    Activates the automatic wordwrap at the end of a line.
'OverStrike'
    Activates the overstrike mode.
'WrapCursor'
    Defines the behaviour of the cursor at the end of the line. If set,
    then the cursor will go to the start of the next line, otherwise it
    will continue to move to the right on the same line.
'Stripblanks'
    Removes any blanks and tabs from the end of the line which has
    been modified.
'Autosave'
    Activates the autosave mode.
'Backup'
    Creates a backup file called `#?.bak' in the directory specified
    with 'Backup Dir' for every file saved.
'Backup Dir'
    Sets the directory to use for backups. If no directory is specified
    then the backup file will be created in the same directory of the
    original file. Using a directory on the same volume of the original
    file is faster than using one on a different volume. In the first
    case the program has only to rename the file, whereas in the
    second case it has to copy the file.
'Guide'
```

Defines the guide to use for the on-line help. 'Hotkey' Defines the hotkey used to deiconify Ted .

1.78 TDSEnglish.guide/Settings-Display

```
Settings/Display
_____
  Opens a requester with the options for the screen:
'Screen'
    Selects the screen mode for the custom screen.
'Font'
    Selects the font used to display the text files.
'Public Screen'
    Defines the public screen used by
               Ted
'Window Left'
'Window Top'
'Window Width'
'Window Height'
    Sets the position and size of the first window and for any
    following window if 'Autosize' is not set. With 'Window Width' = 0
    the window will open at the maximum width allowed, with 'Window
    Height' = 0 at the maximum height.
'Type'
    Defines the type of screen used by
               Ted
                .
'Edit Palette'
    Brings up a requester to modify the colours of the screen. This
    feature is available only if
               Ted
                is running on its own screen and
    the 'reqtools.library' is installed.
'Autosize'
    If set, every new window will inherit the position and size of the
    current window.
'Hide Pointer'
    If set, hides the mouse pointer while typing.
```

1.79 TDSEnglish.guide/Settings-Keyboard

Settings/Keyboard

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

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

Here comes a list of the predefined bindings:

Binding	Command	
Back	BACKSPACE	
Delete	DELETE CHAR	
Enter	SPLITLINE	
Return	SPLITLINE	
Ctrl-y	DELETE LINE	
Ctrl-u	UNDO LINE	
Ctrl-q	DELETE EOL	
Ctrl-m	FIND BRACKET	
Ctrl-h	HIDE	
Ctrl-r	REVEAL	
Ctrl-f	FORMAT	
Ctrl-l	LOWERCASE	
Ctrl-k	UPPERCASE	
Ctrl-x	GOTOBOOKMARK	
Ctrl-b	SETBOOKMARK	
Left	CURSOR LEFT	
Right	CURSOR RIGHT	
Up	CURSOR UP	
Down	CURSOR DOWN	
Shift-Left	PREVIOUS WORD	
Shift-Right	NEXT WORD	
Shift-Up	PREVIOUS PAGE	
Shift-Down	NEXT PAGE	
Ctrl-Left	POSITION SOL	
Ctrl-Right	POSITION EOL	
Ctrl-Up	POSITION SOF	
Ctrl-Down	POSITION EOF	
F1	PREVIOUS FILE	
F2	NEXT FILE	
F10	ICONIFY	
Shift-Help	FIND REFS	

1.80 TDSEnglish.guide/Settings-References

Settings/References

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

1.81 TDSEnglish.guide/Settings-Load Settings

```
Settings/Load Settings
```

Loads the settings.

1.82 TDSEnglish.guide/Settings-Save Settings

Settings/Save Settings

Saves the settings with the current name.

1.83 TDSEnglish.guide/Settings-Save Settings As

Settings/Save Settings As

Saves the settings with a new name.

1.84 TDSEnglish.guide/ARexx Commands

ARexx Commands

This is the list of the ARexx commands available:

ABOUT

BACKSPACE

BUILD

CLOSE

CMDSHELL

COMPILE

COPY

CURSOR

CUT

DEBUG

DELETE

DIR

ERASE

FIND

FIRSTCAPITAL

FORMAT

GOTOBOOKMARK

GOTOCOLUMN

GOTOFILE

GOTOLINE

HIDE

ICONIFY

INDENT

INSERT

KEYBOARD

LOAD

LOWERCASE

MARK

NEW

NEXT

OPEN

PASTE

POSITION

PREVIOUS

PROJECT

PROTECT

QUERY

QUIT

REDO

REPLACE

REQUESTFILE

REQUESTNOTIFY

REQUESTNUMBER

REQUESTRESPONSE

REQUESTSTRING

REVEAL

RUN

RX

SAVE

SAVEAS

SET

SETBOOKMARK

SETTINGS

SPLITLINE

STOP

TEXT

UNDO

UPPERCASE

1.85 TDSEnglish.guide/ABOUT

ABOUT

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

1.86 TDSEnglish.guide/BACKSPACE

BACKSPACE

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

1.87 TDSEnglish.guide/BUILD

BUILD

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

1.88 TDSEnglish.guide/CLOSE

CLOSE

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

1.89 TDSEnglish.guide/CMDSHELL

CMDSHELL

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

1.90 TDSEnglish.guide/COMPILE

COMPILE

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

1.91 TDSEnglish.guide/COPY

COPY

Command	Options	Description
СОРҮ	<no option=""></no>	copy the selected block to the clipboard

1.92 TDSEnglish.guide/CURSOR

CURSOR

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

1.93 TDSEnglish.guide/CUT

CUT

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

1.94 TDSEnglish.guide/DEBUG

DEBUG

Command	Options	Description
DEBUG	<no option=""></no>	start the debugger

1.95 TDSEnglish.guide/DELETE

DELETE

Description
delete the character to the right of the cursor
delete the current line
delete all characters to the end of
the current line
delete a file
name of the file to delete (STRING)

1.96 TDSEnglish.guide/DIR

DIR

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

1.97 TDSEnglish.guide/ERASE

ERASE

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

1.98 TDSEnglish.guide/FIND

FIND

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

1.99 TDSEnglish.guide/FIRSTCAPITAL

FIRSTCAPITAL

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

1.100 TDSEnglish.guide/FORMAT

FORMAT

Command	Options	Description
FORMAT	<no option=""></no>	format a paragraph starting at the

40 / 56

1.101 TDSEnglish.guide/GOTOBOOKMARK

GOTOBOOKMARK

Command	Options	Descript	lon		
GOTOBOOKMARK	<no option=""></no>	open the	'Goto	Bookmark'	requester

1.102 TDSEnglish.guide/GOTOCOLUMN

GOTOCOLUMN

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

1.103 TDSEnglish.guide/GOTOFILE

GOTOFILE

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

1.104 TDSEnglish.guide/GOTOLINE

GOTOLINE

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

1.105 TDSEnglish.guide/HIDE

HIDE

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

1.106 TDSEnglish.guide/ICONIFY

ICONIFY

Command	Options	Description
ICONIFY	<no option=""></no>	iconify the program

1.107 TDSEnglish.guide/INDENT

INDENT

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

1.108 TDSEnglish.guide/INSERT

INSERT

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

1.109 TDSEnglish.guide/KEYBOARD

KEYBOARD

Command	Options	Description		
KEYBOARD	KEY/A CMD/F	key to map the ARexx command to ARexx command		
The format for the key is:				
[Ctrl-][Alt-][Shift-] <letter></letter>				
where letter is either a single character or one of:				
LEFT, RIGHT, DOWN, UP, BACK, DELETE, ENTER, ESC, F1-F10, HELP, TAB				

1.110 TDSEnglish.guide/LOAD

LOAD

 Command
 Options
 Description

 LOAD
 FILE/S
 load the file

 SETTINGS/S
 load the settings

 ERRORS/S
 load the error file

 NAME/K
 name of file or settings to load

1.111 TDSEnglish.guide/LOWERCASE

LOWERCASE

MARK

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

1.112 TDSEnglish.guide/MARK

Command	Options	Description
MARK	WORD/S	select the current word

LINE/S	select the current line
VERTICAL/S	start and stop the selection of a
	vertical block using the cursor
BLOCK/S	start and stop the selection of a
	horizontal block using the cursor
ALL/S	select the entire file

1.113 TDSEnglish.guide/NEW

NEW

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

1.114 TDSEnglish.guide/NEXT

NEXT

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

1.115 TDSEnglish.guide/OPEN

OPEN

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

1.116 TDSEnglish.guide/PASTE

PASTE

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

1.117 TDSEnglish.guide/POSITION

POSITION

POSITIONSOF/Sgo to the start of the currentEOF/Sgo to the end of the current f: SOL/Sgo to the start of the currentEOL/Sgo to the end of the current 1:	file lile line

1.118 TDSEnglish.guide/PREVIOUS

PREVIOUS

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

1.119 TDSEnglish.guide/PROJECT

PROJECT

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

OPTIONS/S	open	the	'Options'	requ	lester
TRANSLATORS/S	open	the	'Translato	ors'	requester

1.120 TDSEnglish.guide/PROTECT

PROTECT

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

1.121 TDSEnglish.guide/QUERY

QUERY

Command	Options	Description	
QUERY	NAME/A	query the value of some internal variable	
Name	Result		
FILE	name of the currer	nt file	
ROW	current row		
COLUMN	current column		
LINES	length of the current file		
CURSOR	manded and the au	where is the formet (were call	

1.122 TDSEnglish.guide/QUIT

QUIT

Command Options Description _____QUIT <no option> quits the program

1.123 TDSEnglish.guide/REDO

REDO

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

1.124 TDSEnglish.guide/REPLACE

REPLACE

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

1.125 TDSEnglish.guide/REQUESTFILE

REQUESTFILE

Command Options Description REQUESTFILE open a file requester open a file requesterTITLE/Ktitle (STRING)PATH/Kinitial path (STRING)FILE/Kinitial file (STRING)PATTERN/Kinitial pattern (STRING)

TDSEnglish.guide/REQUESTNOTIFY 1.126

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

1.127 TDSEnglish.guide/REQUESTNUMBER

47 / 56

REQUESTNUMBER

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

1.128 TDSEnglish.guide/REQUESTRESPONSE

REQUESTRESPONSE

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

1.129 TDSEnglish.guide/REQUESTSTRING

REQUESTSTRING

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

1.130 TDSEnglish.guide/REVEAL

REVEAL

Command	Options	Description
REVEAL	<no option=""></no>	open the 'Reveal' requester

1.131 TDSEnglish.guide/RUN

RUN

_	_	_

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

1.132 TDSEnglish.guide/RX

RX

Command	Options	Description
		avaguta an ABayy command
RA .	COMMAND/A	execute all ARexx collinatio

1.133 TDSEnglish.guide/SAVE

SAVE

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

1.134 TDSEnglish.guide/SAVEAS

SAVEAS

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

1.135 TDSEnglish.guide/SET

SET

Command	Options	Description
SET	NAME/A VALUE/A	set an internal variable 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	

1.136 TDSEnglish.guide/SETBOOKMARK

SETBOOKMARK

Command	Options	Description
SETBOOKMARK	<no option=""></no>	insert the current position of the
		cursor in the bookmark list

1.137 TDSEnglish.guide/SETTINGS

SETTINGS

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

1.138 TDSEnglish.guide/SPLITLINE

SPLITLINE

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

1.139 TDSEnglish.guide/STOP

STOP

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

1.140 TDSEnglish.guide/TEXT

TEXT

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

1.141 TDSEnglish.guide/UNDO

UNDO

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

1.142 TDSEnglish.guide/UPPERCASE

UPPERCASE			
Command	Options	Description	

UPPERCASE

convert the current word or block to uppercase

1.143 TDSEnglish.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, HCC, 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'

1.144 TDSEnglish.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 $\ \hookleftarrow$ 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' and autodocs files `#?.doc'. 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

```
• • •
```

1.145 TDSEnglish.guide/Registration

Registration * * * * * * * * * * * * This software is *SHAREWARE* and needs a keyfile to become completely functional. Without the keyfile Ted can't open more than 4 files at once and the length of a single file is limited. Moreover the project manager can't handle more than 8 modules per project and the 'About' requester will appear occasionally. The price for the registration is: Italy Lire 30.000.-30.-Germany DM US\$ 20.-Other

The fastest, cheapest and easiest way to register is put the money together with the filled registration form into a letter and send it to:

Claudio Zani Via Liuzzi 1 42020 Cadelbosco Sotto (RE) ITALY

Please, do not send any kind of foreign cheques since the bank charges outrageous fees to change it and it takes a lot of time. If you really feel you must use such cheques, please include extra \$10.

In any case provide me with your name, address, phone number and E-Mail address for filing purposes. You can send this information via electronic mail, if you wish.

Once registered you will receive the newest version with the keyfile which permits you to use any further update of the software. You don't have to pay anything else to get an update. All you have to do is to download the newest version from a BBS or to copy it from a PD-Disk and install the keyfile.

1.146 TDSEnglish.guide/Enhancements

```
Enhancements
*********
These are some of the features I would like to add to the next
versions of the editor:
*Multiple windows per file
Edit the same file in different windows and bring in different
views of the file at the same time.
*Folding
```

	This feature gives the user the possibility to hide certain parts of a source file, like structure definitions and functions.
*Auto	Highlight Use boldface, italics and different colours to highlight the syntactical elements of a source file like reserved words, comments, strings and special characters. With a special requester the user can define what words are reserved, how comments start and end, how strings and characters are delimited.
*Mess	age Browser The message browser should facilitate the locating of the errors and warnings in the source files.
*Mult	iple Settings With this feature the user can define the settings for every type of file. So when you edit a C file you have certain options, when editing an ASM file other options, and so on.
*Cust	omizable Menus Give the user the possibility to build his/her own menu structure.
*MUI	Interface Support for the MagicUserInterface (MUI) by Stefan Stuntz.

1.147 TDSEnglish.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 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.

1.148 TDSEnglish.guide/Copyright

```
Copyright
********
All programs and files are Copyright ©1993-94 by
Claudio Zani
Via Liuzzi 1
42020 Cadelbosco Sotto (RE)
```

ITALY Tel. 0522/911710 InterNet: zani@cs.unibo.it FidoNet: Claudio Zani 2:332/516

License

This license applies to the product called "Twilight Development System" (short "TDS"), a collection of programs for the Amiga computer, published by Claudio Zani under the concepts of shareware, and the accompanying documentation. The terms "Program" and "TDS" below, refer to this product. The licensee is addressed as "you".

You may copy and distribute verbatim copies of the program's executable code and documentation as you receive it, in any medium, provided that you conspicuously and appropriately publish only the original, unmodified program, with all copyright notices and disclaimers of warranty intact and including all the accompanying documentation, example files and anything else that came with the original.

Except when otherwise stated in this documentation, you may not copy and/or distribute this program without the accompanying documentation and other additional files that came with the original. You may not copy and/or distribute modified versions of this program.

You may not copy, modify, sublicense, distribute or transfer the program except as expressly provided under this license. Any attempt otherwise to copy, modify, sublicense, distribute or transfer the program is void, and will automatically terminate your rights to use the program under this license. However, parties who have received copies, or rights to use copies, from you under this license will not have their licenses terminated so long as such parties remain in full compliance.

By copying, distributing and/or using the program you indicate your acceptance of this license to do so, and all its terms and conditions.

Each time you redistribute the program, the recipient automatically receives a license from the original licensor to copy, distribute and/or use the program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein.

You may not disassemble, decompile, re-source or otherwise reverse engineer the program.

You agree to cease distributing the program and data involved if requested to do so by the author.

Disclaimer

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDER AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.