Codeditor Help File

A product of DonnaWare International LLC

Introduction

Codeditor 1.0 - just this side of an IDE

by DonnaWare International LLC

Codeditor 1.0 was developed because I wanted to develop my ideal Code Editor Program. This came out of my own frustration with editors or IDE's that are overly complicated for the average user who really just need a basic simple editor with some very basic build assist features but nothing as complex as a full make.

Codeditor is generic enough that it can be used for most simple projects that involve a few modules and are not complicated involving a large number of build steps. If you are like me, you might be a hobbyist who likes to develop small fun projects and there is no need for an elaborate development system.

Codeditor Help File

Printed: May 2016 in (whereever you are located)

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Table of Contents

Foreword

I hope you find this program as useful as I have and appreciate the work that has gone into it. I have offered it up as a freeware program with no request for any compesation. Please enjoy.

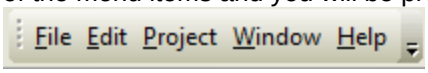
Part I

Codeditor

1 Codeditor

The Codeditor program contains several primary components which are described in more detail below.

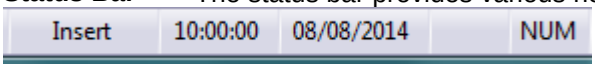
Main Menu The main menu is presented at the top of the window and looks like this. Click on any of the menu items and you will be presented with a number of sub-menu items.



Top Toolbar The Tool bar is in the top part of the window and contains the Main Menu as well as various tool bar buttons shown below. Each of these are functionally equivalent to their corresponding drop down menu items.

Project Bar The Project bar is used to select a project file folder to operate on. The project bar allows you to navigate around in the sub-folders where you have your various source files. The current folder is saved in the project settings file. There is also a file filter function at the bottom of the project bar to allow you to filter on file types *.c, *.h and so on.

Status Bar The status bar provides various helpful information items.



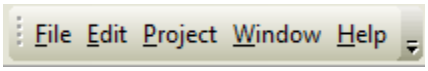
Keyboard Shortcuts

Part II

Main Menu

2 Main Menu

The File menu provides commands for creating new, opening existing, saving and printing files, and exiting the application. The Main Menu Menu is presented as an item in the Top Toolbar, click on the main menu item and a drop down menu will appear offering the following Commands:



It is important to note that some menu items are not show unless a file is being edited.

File Main Menu Item:

New	Create a new, untitled, document.
Open	Open an existing file.
Close	Close the current document.
Close All	Close all currently open documents.
Save	Save the current document if its contents have changed.
Save As	Save the current document under a new name.
Save All	Saves all currently open documents.
Recent>	Opens a sub-menu list of recently opened documents
Print	Print the current document.
Print Preview	View a sample printout of the current document.
Print Setup	Set printer characteristics.
Exit	Exit test application.

Edit Main Menu Item:

The Edit menu provides commands to undo edits, access the clipboard, and to delete text.

Cut	Delete selected text and move it to the clipboard.
Copy	Copy selected text to the clipboard.
Paste	Move text from the clipboard to the current cell.
Delete	Delete selected text.
Select All	Select all cells in document.
Undo	Undo the previous operation.
Find	A dialog box to enter search text is presented
Replace	A dialog box to enter search and replace text is presented
Tab Stripper	Removes all the tab stops and replaces them with spaces
Change Font	Change the Font in the Text Edit window
Code Folding	Enable the automatic code folder feature
Options...	The Editor Options Dialog box is presented

Project Main Menu Item:

The Project Menu provides commands to Compile and Make your project.

Make	The Make command is executed
Compile	The Compile command is executed
espTerminal	ESP8266 Loader and simple terminal program
FSMaker	Used to create a file system for the ESP8266 Flash Ram
yBrowser	Ssimple browser that is custom for ease of use with IP addresses rather than url's
Load Project Settings	Loads a previously saved project file
Save Project Settings	Save a current project settings to a file
Project Settings...	The Project Settings Dialog box is presented

Window:

The Window menu provides various ways of managing opened windows.

Show Project Pane	The Project Bar can be show or hidden by checking or unchecking
Cascade	Automatically arrange the windows in a cascading fashion
Tile Horizontally	Automatically arrange the windows tiled horizontally
Tile Vertically	Automatically arrange the windows tiled vertically
Minimize All	Minimize all the windows
Arrange All	Arrange all the windows
Window List	A list of all opened windows is added to the end of this menu

Help Main Menu Item:

The Help menu provides access to the help system and the about dialog.

Contents	Help topic contents.

Part III

Toolbar

3 Toolbar

The Toolbar is a row of buttons at the top of the main window which represent application commands. Clicking one of the buttons is a quick alternative to choosing a command from the menu. Buttons on the toolbar activate and deactivate according to the state of the application.

Toolbar Examples:

Button	Action	Menu Equivalent
	Locate and open a file	File | Open
	Save the file in the active window	File | Save
	Save All the files in all edit windows	File | Save All
	Copy selected text to Clipboard	Edit | Copy
	Paste text from Clipboard	Edit | Paste
	Execute make using makefile	Project | Make
	Execute compilation	Project | Compile
	Cascade editor windows	Window | Cascade
	Horizontal editor windows	Window | Horizontal
	Vertical editor windows	Window | Vertical
	Display help file contents	Help | Contents

Code Styler Examples:

The Codeditor uses a concept of stylers, you can select a styler when opening a file to edit, the styler is automatically selected based on the file extension when opening a file for editing. You can select the styler prior to creating a New file or turn off the feature using this drop down.

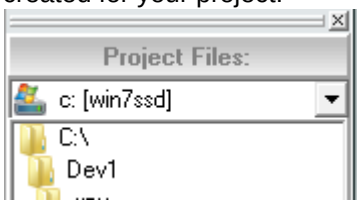
Part IV

Project Bar

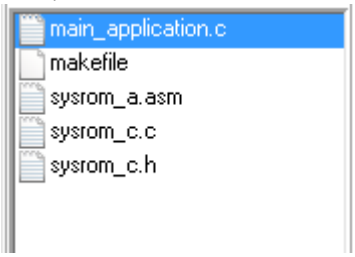
4 Project Bar

The Codeitor uses the idea that is similar to Linux development which is that your project should be contained within a file folder (subdirectory) and when the developer executes the make command, the make utility searches for a file called makefile contained in that subdirectory.

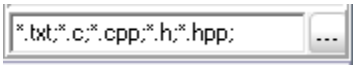
The top part of the project bar is a drive and folder selector, simply select a file folder that you have created for your project.



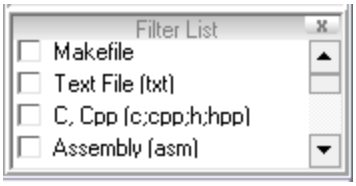
Below the folder section you will be presented with the list of files within the subdirectory. You can double click on any of these files and it will be opened in the editor window. You can shift click multiple selections and open multiple files at a time. You can edit the makefile file to control the make process. Also, these functions are available by right clicking in the file area.



At the bottom of the project bar, there is a file filter, you can enter a string of the format "*.c;*.h;*.asm", simply enter the files you want filtered on using the typical wildcards and separate each filter with a semicolon.



There is a helper button labeled '...' which will expand the selector to a drop down check box selection that looks like this:



Simply check on the file types you would like to filter on.

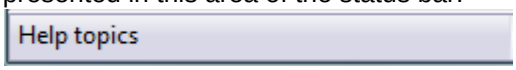
Part V

Status Bar

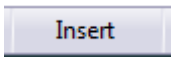
5 Status Bar

The status bar is shown at the bottom of the Codeditor window and contains some helpful information described below:

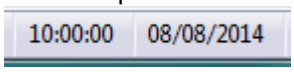
The left side of the status window is the hint section, as you hover the mouse cursor over particular items in the Codeditor window, hint information intended to describe the function of the item is presented in this area of the status bar.



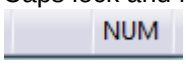
The next section shows the status of any open editor window, the default is the insert mode, by hitting the Insert button on the keyboard, the mode will be toggled between Insert and Overwrite mode and the current mode displayed here.



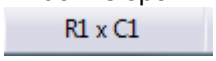
The current time and date is show in the middle of the status bar, this is the date and time that the file time stamp will be saved with.



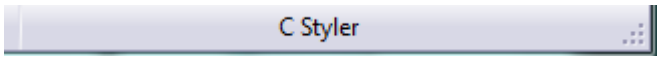
Caps lock and Num lock status is shown in the next to status bar sections.



The current cursor position row and column number is shown here, this item is active only if an file edit window is open.



The right most section of the status bar identifies the currently selected code styler for the currently edit window.



The Codeditor uses a concept of stylers, you can select a styler when opening a file to edit, the styler is automatically selected based on the file extension when opening a file for editing.

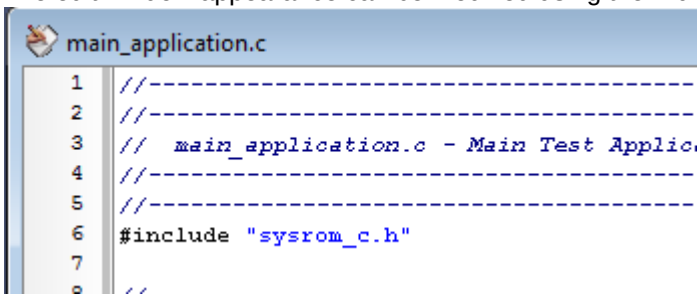
Part VI

Edit Window

6 Edit Window

Codeditor allows for multiple editing windows to be open at the same time, the printing, saving and editing commands will apply to whichever editing window is on top.

The edit window appearance can be modified using the Edit | Options.. menu item



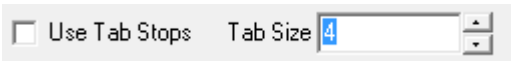
The left hand portion of the window contains the gutter which contains the line numbers, this can be turned off. The right hand side of the screen shows an indicator line at 80 characters. Word wrapping is to the window not the right margin line.

Part VII

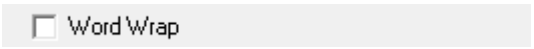
Editor Options

7 Editor Options

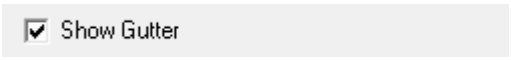
The Editor options allows certain editing behaviors to be set, the options are set globally to all editor windows.
The options apply to all editor windows.



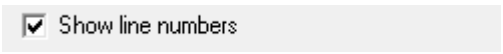
If this item is checked, then tabs will be used for indentations rather than spaces. The tab size is the number of spaces or the tab size in equivalent spaces.



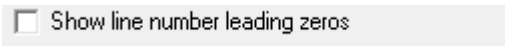
Wraps the text to the size of the window, if you un-check this option the lines will extend to the right and you will have to scroll to the right to view the complete line.



Shows or hides the gutter on the left hand side of the screen.

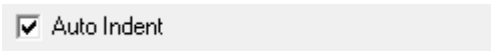


Checking this item will display line numbers in the gutter area to the left.



Checking this item will place zeros in front of all the line numbers so they show up as 0001, 0002 and so on instead of 1, 2, 3.

If you check this option it will enable the code folding feature which puts a - sign button in the text and if you click on it that section of code will be collapsed and replaced with a button labeled +



This option will cause the editor to automatically indent your code whenever you hit enter.

The option shows a margin line on the right hand side of the window to guide you as to when you have reached the right hand margin setting.

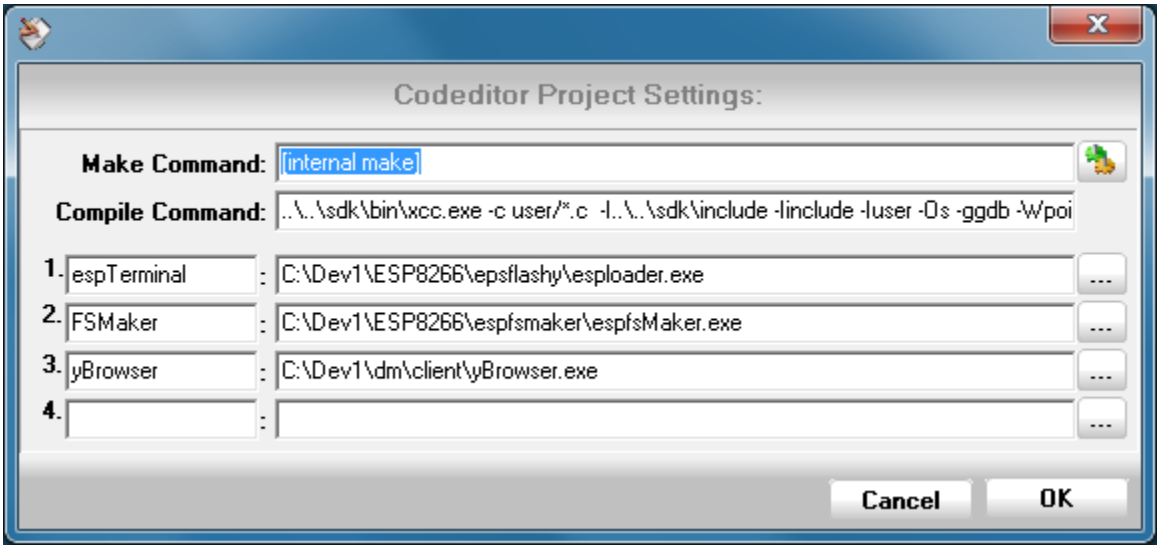
This option will tell the editor to automatically strip any spaces off the right hand side of a line.

Part VIII

Project Options

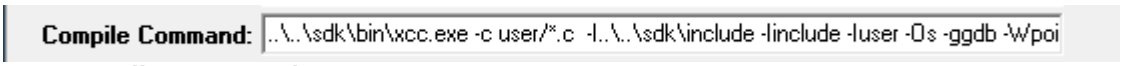
8 Project Options

The project options dialog box contains a number of option which are discussed below. In all cases the button ... will open a file sector dialog box and upon accepting the selection, the full file path and name will be inserted into the text box.



The **Make Command** is is the command executed in the background to perform the project make. Shown above is the internal make facility which is a simplified make capability that is built into Codeditor. To edit the internal make, simply click on the gear icon to the right of the Make Command field.

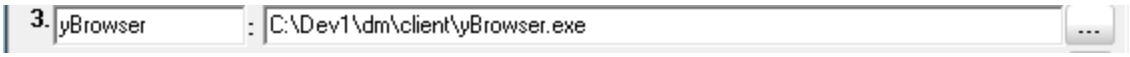
You can also choose to use an external make facility such as the Open Watcom wmake which works in the same way as the traditional Linux make command and will execute using the file "makefile" in the currently selected project folder. You may also wish to use the gmake program which is part of gcc.



The **Compile Command** is is the command executed in the background to compile the currently selected file. Shown above is the ESP8266 compiler but you can also use the Open Watcom wcc or the gcc compile command along with the desired command line options. The command is executed with the selected project file appended to this command.

This is the full path and file name of **Tool 1**, the default for the ESP8266 SDK this tool is set the esploader tool which is a terminal program and uploader for the ESP825, by clicking on th [...] button to the right you can select any tool you like. Once you have selected the tool you want there will appear a menu item **Project | espTerminal** menu item to run the tool.

This is the full path and file name of **Tool 2**, the default for the ESP8266 SDK is the **espfmaker** tool which is used to create a file system for the ESP8266 Flash Ram from various files selected. Click on **Project | FSMaker** menu item to run the tool. Again, this tool can be set to whatever the user likes.



This is the full path and file name of **Tool 3**, which the default is set to the yBrowser which is a simple browser that is custom for ease of use with IP addresses rather than url's. Click on **Project | yBrowser** menu item to run the tool. This tool can be set to whatever the user likes.

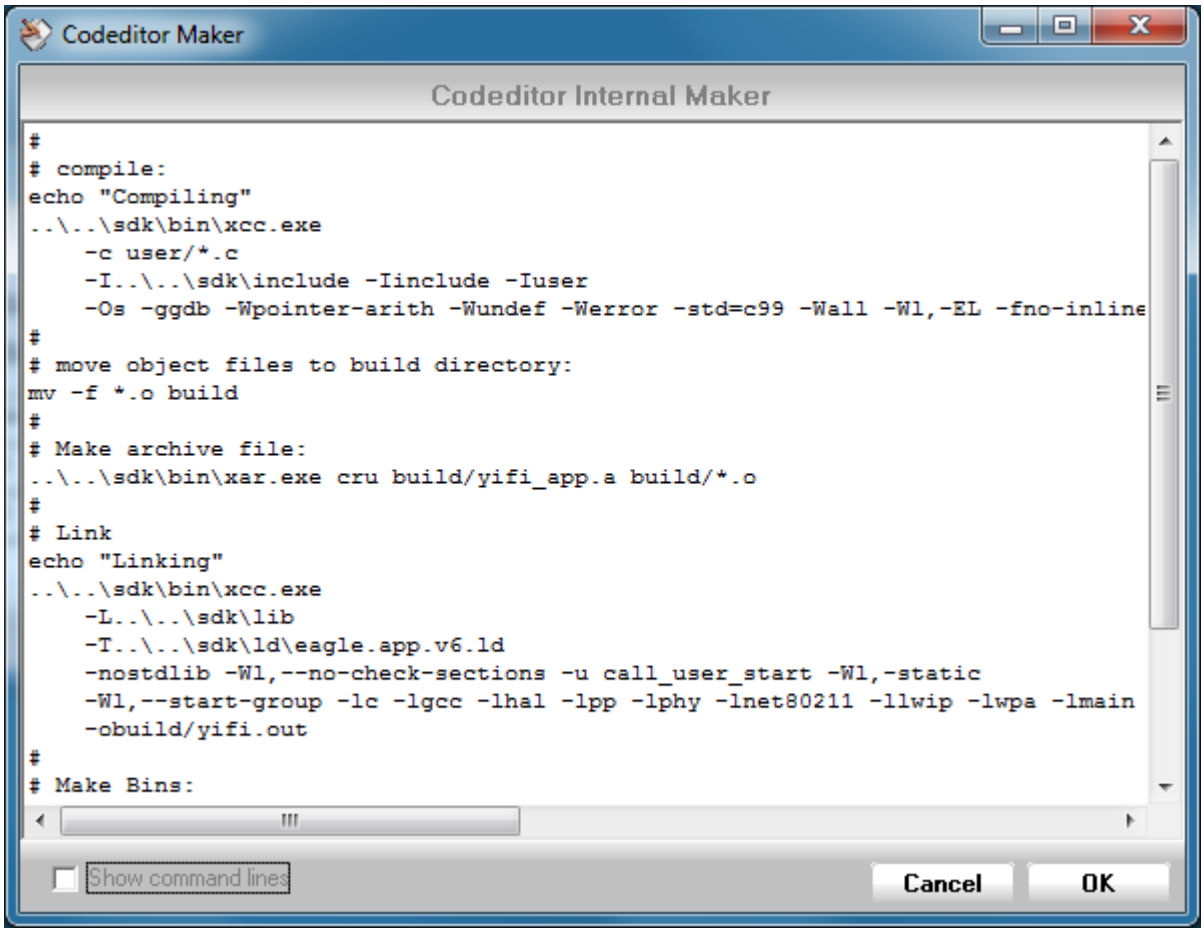
This is the full path and file name of **Tool 4**, which in this case is blank and hence, no **Project** menu item will be shown for this tool, if the user selects a tool and inserts the full path and file name of that tool in the file text box, and names it using the tool name text box, a new menu item will appear with that tool name in the **Project** menu.

Part IX

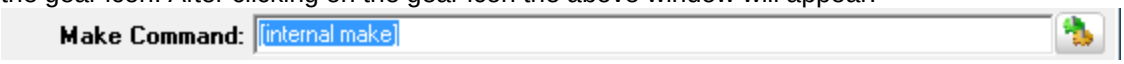
Internal Maker

9 Internal Maker

The **Make Command** is is the command executed in the background to perform the project make from the main menu or the maker speed button.



Shown above is the internal make facility which is a simplified make capability that is built into Codeditor. To edit the internal make, go to the Project Menu, select the Project Settings, the click on the gear icon. After clicking on the gear icon the above window will appear.



There are no special commands or other confusing make language to learn. This system is much more like a simple batch file. Any line that starts with the character '#' is a comment and is ignored. All the output from the make function is directed to a file called log.txt which will be stored in the same place that the project file is stored. Upon completion of the make command, the log.txt file will automatically be opened in a regular editor window.

Inserting a command line like:
echo "Compiling" will cause the word "Compiling" to be inserted into the log.txt file

```
..\..\sdk\bin\xgcc.exe
   -c user/*.c
   -I..\..\sdk\include -Iinclude -Iuser
   -Os -ggdb -Wpointer-arith
```

```
-Wundef -Werror -std=c99 -Wall
-Wl,-EL  -Wno-address
```

will cause the program xgcc.exe to be compiled, you may include a relative path as shown above or a full path or if the program is in the command path of Windows, you may just put the program name in.

The trick is that each option can be entered on a separate line as show, just indent the option setting with at least 1 or mare space, the make function will assume that any line that starts with a space is intended to be tacked onto the previous line. In this way, you can easily include and exclude options by just putting a # in front of it and you can list them all on one line by itself if you wish. This simplifies the building up of the option line.

You can view the compiled lines that are going to be executed by checking the box "show command lines" this will temporarily show you what is going to be executed. Uncheck to continue editing the file. Click OK when you are done editing.

That is it, see, no fancy Make language to learn. Now when you click the make button or menu it will run all those commands and put the output into log.txt and open that file when it is done. If there are any error messages it will stop after which ever command caused that. Just like a regular make. Everything is executed sequentially from the top of the file to the bottom.

If you decide you need the more elaborate make facility, simply go back to the Project Panel and wipe out the string [internal make] and put gmake or wmake or whatever back in.

Part X

Printing

10 Printing

There are three commands on the File menu which support printing of documents from the application.

File | Print Setup is used to select and configure a printer device.

File | Print Preview displays a special preview window which shows how the document will appear when printed.

File | Print causes the current document to be printed.

The standard windows dialog boxes are used for each menu item.

Part XI

Help table of contents

11 Help table of contents

The **Help | Contents** displays the help contents page.

Part XII

Shortcut Keys

12 Shortcut Keys

The various Shortcut keys are listed below.

Cursor Movement Shortcut Keys:

Key(s)	Function
Arrow key	Moves the cursor left, right, up, or down in a field.
End or Ctrl+Right Arrow	Moves to the end of a field.
Home or Ctrl+Left Arrow	Moves to the beginning of a field.
Pape Up or Page Down	Moves up or down in a field, one screen at a time.

Dialog box and Window Movement Shortcut Keys:

Key(s)	Function
Tab	Moves from field to field (left to right and top to bottom).
Shift+Tab	Moves from field to field in reverse order.
Alt+letter	Moves to the option or group whose underlined letter matches the one you type.
Arrow key	Moves from option to option within a group of options.
Enter	Executes a command button. Or, chooses the selected item in a list box and executes the command.
Esc	Closes a dialog box without completing the command. (Same as Cancel)
Alt+Down Arrow	Opens a drop-down list box.
Alt+Up or Down Arrow	Selects item in a drop-down list box.
Spacebar	Cancels a selection in a list box. Selects or clears a check box.
Ctrl+Slash	Selects all the items in a list box.
Ctrl+Backslash	Cancels all selections except the current selection.
Shift+ Arrow key	Extends selection in a text box.
Shift+ Home	Extends selection to first character in a text box.
Shift+ End	Extends selection to last character in a text box

File Editing Shortcut Keys:

Key(s)	Function
Backspace	Deletes the character to the left of the cursor or deletes selected text.
Delete	Deletes the character to the right of the cursor or deletes selected text.

Text Selection Shortcut Keys:

Key(s)	Function
Shift+Left or Right Arrow	Selects text one character at a time to the left or right.
Shift+Down or Up	Selects one line of text up or down.
Shift+End	Selects text to the end of the line.
Shift+Home	Selects text to the beginning of the line.
Shift+Page Down	Selects text down one window.
	Or, cancels the selection if the next window is already selected.
Shift+Page Up	Selects text up one window.
	Or, cancels the selection if the previous window is already selected.
Ctrl+Shift+Left or Right Arrow	Selects text to the next or previous word.
Ctrl+Shift+Up or Down Arrow	Selects text to the beginning (Up Arrow) or end (Down Arrow) of the paragraph.
Ctrl+Shift+End	Selects text to the end of the document.
Ctrl+Shift+Home	Selects text to the beginning of the document.

Menu Shortcut Keys:

Key(s)	Function
Alt	Selects the first menu on the menu bar.
Letter key	Chooses the menu, or menu item, whose underlined letter matches the one you type, when a menu has focus.
Alt+Letter key	Pulls down the menu whose underlined letter matches the one you type.
Left or Right Arrow	Moves among menus of the main menu bar.
Up or Down Arrow	Moves among menu items within a drop-down menu.
Enter	Chooses the selected menu item.

System Shortcut Keys:

(The following keys can be used from any window, regardless of the application you are using.)

Key(s)	Function
Ctrl+Esc	Switches to the Task List.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+PrtSc	Copies the entire screen to Clipboard.
Ctrl+F4	Closes the active window.

F1	Gets Help and displays the Help Index for the application.
Alt+Spacebar	Opens the Control menu for an application window.
Alt+Hyphen	Opens the Control menu for a document window.
Alt+F4	Closes a window.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+Enter	Switches a non-Windows application between running in a window and running full screen.
Arrow key	Moves a window when you have chosen Move from the Control menu. Or, changes the size of a window when you have chosen Size from the Control menu.

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