



Codeditor Help File

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Note:

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Title page 1

Use this page to introduce the product

by DonnaWare International LLP

This is "Title Page 1" - you may use this page to introduce your product, show title, author, copyright, company logos, etc.

This page intentionally starts on an odd page, so that it is on the right half of an open book from the readers point of view. This is the reason why the previous page was blank (the previous page is the back side of the cover)

Codeditor Help File

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Last not least, we want to thank EC Software who wrote this great help tool called HELP & MANUAL which printed this document.

Table of Contents

Foreword	5
Part I Codeditor	7
Part II Main Menu	9
Part III Toolbar	11
Part IV Project Bar	13
Part V Status Bar	15
Part VI Edit Window	17
Part VII Editor Options	19
Part VIII Project Options	21
Part IX Printing	23
Part X Help table of contents	25
Part XI Shortcut Keys	27
Index	30

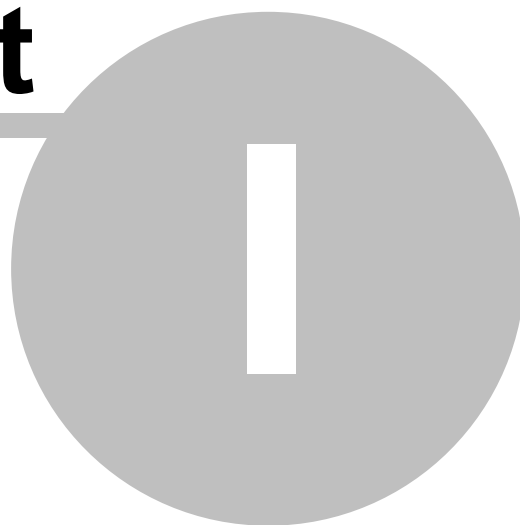
Foreword

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placed between table of contents
and topics

Top Level Intro

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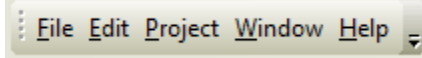
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1 Codeditor

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

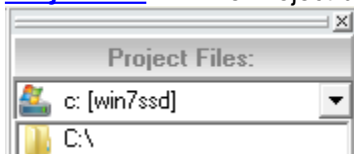
Main Menu The main menu is presented at the top of the window and looks like this.



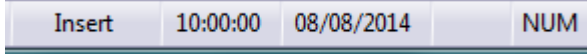
Top Toolbar The Tool bar takes up the entire top part of the window and contains the Main Menu as well as various tool bar buttons:



Project Bar The Project bar is used to select a project file folder to operate on.



Status Bar The status bar provides various helpful information items.

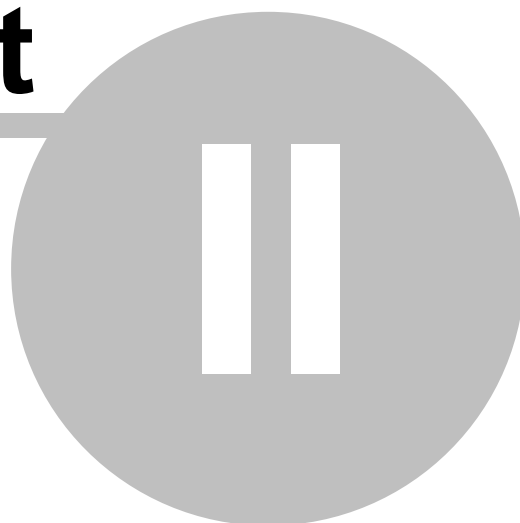


[Keyboard Shortcuts](#)

Top Level Intro

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top-level chapter starts

Part








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.
	Save	Save the current document if its contents have changed.
	Save As	Save the current document under a new name.
	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
	Options...	The Editor Options Dialog box is presented
	Change Font	Change the Font in the Text Edit window

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
SoConstrutcor	The SoC constructor tool is opened
FTerminal	The FTerminal tool is opened
Flash Program	The Flash Programmer tool is opened
ProjectBar	The Project Bar can be show or hidden
Settings...	The Project Settings Dialog box is presented

Help Main Menu Item:

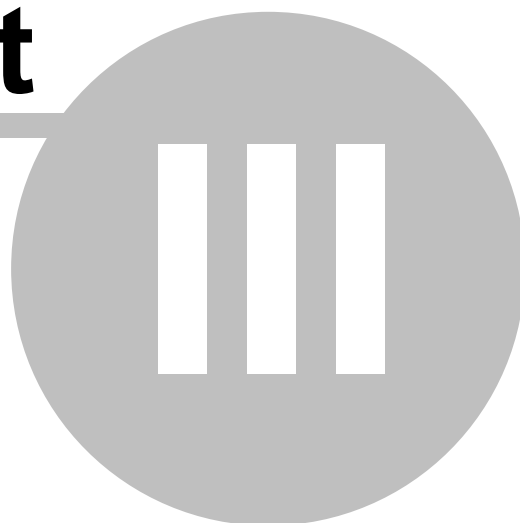
The Help menu provides access to the help system and the about dialog.

Contents	Help topic contents.
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Top Level Intro

This page is printed before a new
top-level chapter starts

Part














3 Toolbar

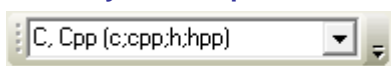
The Toolbar is a row of buttons at the top of the main window which represent application commands. Clicking one of the buttons is a quick alternative to choosing a command from the menu. Buttons on the toolbar activate and deactivate according to the state of the application.

Toolbar Examples:



<u>Button</u>	<u>Action</u>	<u>Menu Equivalent</u>
	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.

Top Level Intro

This page is printed before a new
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Part

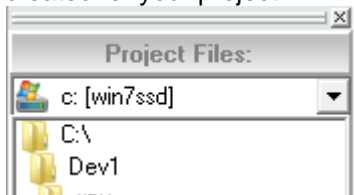


IV

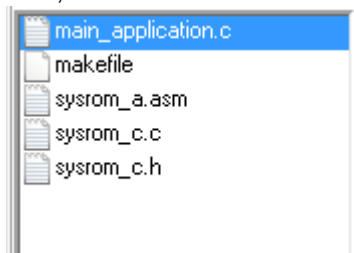
4 Project Bar

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.

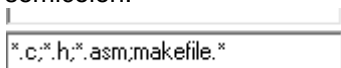
The top part of the project bar is a drive and folder selector, simply select a file folder that you have created for your project.



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.



Top Level Intro

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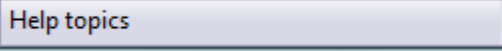
Part

A large, light gray circle containing a white, bold, sans-serif capital letter 'V' in the center.

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.



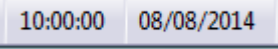
Help topics

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.



Insert

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



10:00:00 08/08/2014

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



NUM

The current cursor position row and column number is shown here, this item is active only if an [edit window](#) is open.



R1 x C1

The right most section of the status bar identifies the currently selected code styler for the currently [edit window](#).



C Styler

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.

Top Level Intro

This page is printed before a new
top-level chapter starts

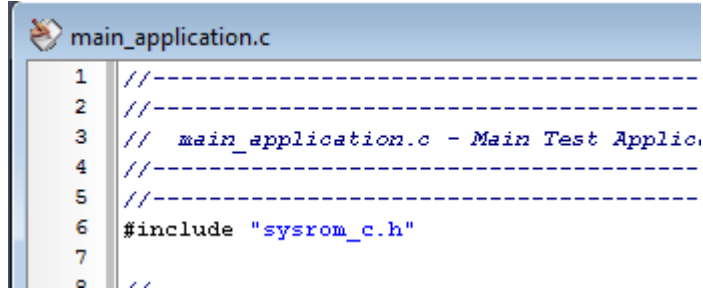
Part

A large, light gray circle containing the Roman numeral 'VI' in white, bold, sans-serif font. The circle is positioned to the right of the 'Part' header and the horizontal line.

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.

Top Level Intro

This page is printed before a new
top-level chapter starts

Part



VII

7 Editor Options

The Editor options allows certain editing behaviors to be set, the options are set globally to all [editor windows](#).

☐ Use Tab Stops Tab Size

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.

☐ Word Wrap

Wraps the text to the size of the window

☒ Show Gutter

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

☒ Show line numbers

☐ Show line number leading zeros

☐ Code Folding

☒ Auto Indent

☒ Show Right Margin

☐ Automatically Trim Trailing Spaces


Top Level Intro

This page is printed before a new
top-level chapter starts

Part




8 Project Options

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

Make Command: 

The **Make Command** is the command executed in the background to perform the project make. Shown above is the [Open Watcom](#) wmake facility 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.

Compile Command: 

The **Compile Command** is the command executed in the background to compile the currently selected file. Shown above is the [Open Watcom](#) wcc command along with the desired command line options. The command is executed with the selected project file appended to this command.

1. **SoC Constructor** : 

This is the full path and file name of **Tool 1**, which the default is set to **SoC Constructor** tool for this example. Click on **Project | SoC Constructor** menu item to run the tool.

2. **Programmer** : 

This is the full path and file name of **Tool 2**, which the default is set to **Flash programmer** tool. Click on **Project | Programmer** menu item to run the tool.

3. **FTerminal** : 

This is the full path and file name of **Tool 3**, which the default is set to **FTerminal** tool. Click on **Project | FTerminal** menu item to run the tool.

4. : 

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.

Top Level Intro

This page is printed before a new
top-level chapter starts

Part

IX

9 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.

Top Level Intro

This page is printed before a new
top-level chapter starts

Part



10 Help table of contents

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

Top Level Intro

This page is printed before a new
top-level chapter starts

Part



XI

11 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.

Index

- C -

code 17
contents 7, 25

- E -

edit 17
editing 17
editor 19

- H -

help 25

- K -

keyboard 27
keys 27

- M -

mainmenu 9
menu 9

- O -

options 19

- P -

preview 23
print 23
printing 23
project 13
projectbar 13

- S -

shortcuts 27
status 15

statusbar 15

- T -

text 17
Toolbar 11

Endnotes 2... (after index)

Back Cover