

TextCardKeys

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{QV}<NoteCards>1.3k>library>TextCardKeys.dcom
.tedit
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Introduction

Ever wish you could capture the structure of your ideas before they escaped short-term memory?

TextCardKeys sets special keys on your keyboard to create with one chord a new text card linked from your caret location.

Initial Settings

For a See link type: META asterisk (META SHIFT 9)

For an Include link type: META open paren (META SHIFT 9)

To close a card: META close paren (META SHIFT 0)

The new cards come up with default titles ready to be edited.

For See links, the title is an asterisk.

For Include links, the title is empty.

The new cards also come up already positioned on the screen.

The best way to see how it works is to load it and try it out. I use this with ForcedFiling turned off and find my hands rarely need to leave the keyboard.

Philosophy

TextCardKeys facilitate one of the proposed new ways of keeping track of cards. In this new way cards would always be linked somewhere. It is hoped this will eliminate the need for forced filing, Orphans, the To Be Filed box, un-filed cards, and all of the concepts and mechanisms surrounding them.

Changing Settings

The following is the nitty gritty for those that want to program different behavior or settings.

NC.CreateLinkedTextNoteChar [variable]

This is the key for creating a "See" link. It comes set to 298 (Meta asterisk).

NC.CreateLinkedTextNoteLinkType [variable]

This is a string containing the type of link for the above character. It comes set to "See".

NC.CreateLinkedTextNoteTitle [variable]

This is a string containing the initial title for the above link. It comes set to "".

NC.CreateLinkedTextInclusionChar [variable]

This is the key for creating an "include" link. It comes set to 296 (Meta open-paren).

NC.NC.CreateLinkedTextInclusionLinkType [variable]

This is a string containing the type of link for the above character. It comes set to "Include".

NC.CreateLinkedTextNoteTitle [variable]

This is a string containing the initial title for the above link. It comes set to "".

NCP.NewTextCardRegion [function]

Alter this to change where, and what shape, cards will automatically have when positioned on the screen. To turn off auto-positioning, have this return NIL.

If you change any of the above settings, I would be interested to know how you change them