settings cursor Manages all the Gives the settings of the current position to the user. user. +get_pos_x(): int +save(sets:SETTINGS *,path:char *): void +load(sets:SETTINGS *,path:char *): void +get_pos_y(): int +get_line_wrapping(sets:SETTINGS *): int +set_pos_x(pos_x:int): void |+set_pos_y(pos_y:int): void +set_line_wrapping(sets:SETTINGS *,val:int): void +get_save_shortcut(sets:SETTINGS *): char * main +get_load_shortcut(sets:SETTINGS *): char * Main of the +get settings shortcut(sets:SETTINGS *): char * program. +get copy shortcut(sets:SETTINGS *): char * +get_cut_shortcut(sets:SETTINGS *): char * buffer +get_paste_shortcut(sets:SETTINGS *): char * Manages the +get_toogle_selection_shortcut(sets:SETTINGS *): char * contents of the +set_save_shortcut(sets:SETTINGS *,val:char *): void text shown to +set_load_shortcut(sets:SETTINGS *,val:char *): void the user. +set_settings_shortcut(sets:SETTINGS *,val:char *): void +new buffer(): BUFFER * +set_copy_shortcut(sets:SETTINGS *,val:char *): void +free buffer(buff:BUFFER *): void +set_cut_shortcut(sets:SETTINGS *,val:char *): void +get_char(buff:BUFFER *,line:int,col:int): char +set_paste_shortcut(sets:SETTINGS *,val:char *): void +get line(buff:BUFFER *,line:int): char * +set toogle selection shortcut(sets:SETTINGS *): void +get_text(buff:BUFFER *,from_line:int,from_col:int, to line:int,to col:int): char * +insert_char(buff:BUFFER *,c:char,line:int, ui col:int): void io text Graphic Handles the interface files to manage +insert_line(buff:BUFFER *,str:char *,line:int): void linking the user the buffer +insert_text(buff:BUFFER *,str:char *,from_line:int, with the buffer. contents. from_col:int,to_line:int,to_col:int): void +print_text(buff:BUFFER *,first_line:unsigned int, +load file(path:char *): BUFFER * +override_char(buff:BUFFER *,c:char,line:int, first col:unsigned int): void +save buffer(path:char *,buff:BUFFER *): int col:int): void +print_wrapped_text(buff:BUFFER *,first_line:unsigned int): void +override_line(buff:BUFFER *,str:char *, +exec user action(): void line:int): void +override_text(buff:BUFFER *,str:char *, +select_text(buff:BUFFER *,curs:CURSOR *): void from line:int,from col:int, +print_status_bar(str:char *): void to_line:int,to_col:int): void +loading_menu(): void +delete_char(buff:BUFFER *,line:int,col:int): void +saving_menu(): void +delete_line(buff:BUFFER *,line:int): void +settings menu(sets:SETTINGS *): void +delete_text(buff:BUFFER *,from_line:int, from_col:int,to_line:int,to_col:int): void +get_line_count(buff:BUFFER *): int +get_line_length(buff:BUFFER *): int +get buffer length(buff:BUFFER *): int