settings cursor Manages all the Gives the settings of the current position to the user. user. +save(sets:SETTINGS *,path:char *): void +get pos x(): int +load(sets:SETTINGS *,path:char *): void +get_pos_y(): int +set_pos_x(pos_x:int): void +get line wrapping(sets:SETTINGS *): int +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, io text col:int): void 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(io text:IO TEXT *,path:char *): BUFFER * +override char(buff:BUFFER *,c:char,line:int, first col:unsigned int): void +save buffer(io text:IO TEXT *,path:char *, col:int): void +print wrapped text(buff:BUFFER *,first_line:unsigned int): void buff:BUFFER *): int +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