CPE 112 – Editor Guide for gedit on blackhawk, falcon or eagle

On blackhawk, falcon and eagle there is a good editor that can be used to write C++ programs. This editor is named **gedit**. Existing files can be opened by typing the command: **gedit filename &**. The & causes the program (gedit in this case) to be run in the background. Running a program in the background allows you to still use the terminal for other tasks.

gedit

To modify the gedit editor preferences, select Edit **Edit ➔ Preferences** from the pull down menu. A **Preferences** window comes up with several tab options to select.

For the **Editor Tab**:

- Use **Tabs width of 4. Select insert spaces instead of tabs**
- Make sure that the following have been selected:
  - **Enable auto indentation**
  - **Autosave files every … (choose the time you want - one minute is recommended since gedit on the Suns can crash easily)**
  - **Unlimited Undo (may not be present)**

For the **View Tab**:

- **De-Select Enable text wrapping**.
- Select **Display line numbers**
- Select **Display right margin** (use a value of 70 to 80)
- Select **Highligh matching bracket**

For the **Font & Colors Tab**: No need for changes; however, you can make changes if you want.

For the **Syntax highlighting Tab**:

- Select **Enable syntax highlighting** and select a **Highlight mode of C++**
- You can make any color/font changes with the rest of the options shown.

For the **Plugins Tab**:

- Select any of the plugins that you want access to under the tools tab.
  - **External Tools** may be a useful selection
  - **Spell checker** may be a useful selection

The **External Tools plugin** allows you to run a command within the editor itself. Therefore, you can be writing your program and then compile it within the same editor window. The command would be typed exactly as if you are in a terminal window (i.e. **g++ myProgram.cpp –o myProgram**). The lab TA can assist in demonstrating this feature. There is a shortcut for running a command on the file currently being edited. Instead of typing the name, you can use %n. Therefore the compile command could be written as: **g++ %n –o myProgram**.

To finish editing the preferences, click on Close