

## **Friendlier v1.0 Documentation (Alpha)**

### **April 2012**

#### **Synopsis**

Friendlier is a new text editor from Xyglo Ltd. This document provides some information explaining what Friendlier is and how it works.

For the latest information and to download Friendlier please see:

<http://www.xyglo.com>

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#### **Introduction**

Friendlier is a text editor based around the “standard model” of text editors and inheriting or borrowing many standard features. Files can be loaded, saved and edited. Editing takes place at a cursor which blinks at the user. The cursor can be moved using the cursor keys on the keyboard. New text will be inserted or deleted at the cursor position.

Editing takes place by typing new characters, deleting characters and replacing characters in these files. There is a highlighting paradigm which uses the SHIFT key in combination with the cursor keys to sweep out an area to be deleted or replaced. You can use the CONTROL key to skip words forwards or backwards.

The standard BufferView (view on a file) fixes the character width to 80 columns and the buffer height to 40 rows. Files with lines longer than 80 columns will be indicated with a [>] mark outside the editing pane. By moving the cursor key right along this line (or by using the END key) the user can jump to the end of these lines and the editing pane will move accordingly.

Friendlier implements multi-level undo and redo – allowing you to undo or redo all the commands entered in one buffer (or BufferView). Note that you may have more than one BufferView open on a single physical file (or FileBuffer) at any one time.

#### **Navigation**

Multiple files can be opened simultaneously in Friendlier. You can open files by using ALT+O and using the browser metaphor with the cursor keys to select a file to open from the filesystem. Once you’ve made a selection you will be asked where to position the new BufferView. Again use the cursor keys to choose a position relative to the current BufferView and the file will be opened at that position and your eye position will move to view the newly opened file.

Create a new BufferView (with no associated FileBuffer) by using the ALT+N combination and selecting a direction for it. You can also copy a BufferView by using ALT+B.

You can navigate between BufferViews by using the F1 and F2 keys to cycle through them in creation order. Alternatively if you know the position of the next BufferView you can use the ALT+cursor keys combination to move to a BufferView next to that currently selected.

## **BufferViews and FileBuffers**

Friendlier implements a one-to-many relationship between buffers (BufferViews) and files (FileBuffers). A FileBuffer represents a physical file on the hard drive of your computer or it could be a physical file in the cloud or on a remote server – the point being that a FileBuffer is something that is written to and read from. When Friendlier starts and the default project contains a FileBuffer it will attempt to load the physical file (or at least part of it) into the cache of the FileBuffer.

A BufferView represents a screen within the Friendlier window and has one or zero physical files (FileBuffers) associated with it. A BufferView maintains its own position in the file independent of the FileBuffer and has its own cursor position, highlighting, search term(s), background colour and other parameters. This means there are multiple ways of viewing the same or different parts of the same file.

BufferViews and FileBuffers metadata are all stored automatically whenever the user quits Friendlier. Therefore Friendlier keeps a current snapshot of the project you are working on at all times. This means that the next time you start Friendlier you'll appear at the position and over the file you were last editing.

Note that if the project file becomes corrupted then you'll need to rebuild your project from scratch.

## **Default Project**

Friendlier uses a persistence mechanism to serialise FileBuffer and BufferView information in what is called the default project. The default project is currently the only project that Friendlier supports and can be found under the Application Data folder of your Roaming profile as a Windows user. Look for the Xyglo/Friendlier directory. In the future multiple projects and editing of the project will be supported – for the moment FileBuffers can only be added to projects. BufferViews can be removed and 'closed' by hitting ALT+C on them.

## **Full Screen and Windowed Mode**

In theory Friendlier can display as many views on files (BufferViews) as you would like – but in practice this is limited to how far away from these views you position your 'eye'. You can zoom out from the current BufferView by using the F8 key. This will take your level of viewing up to where you can see four BufferViews on the screen simultaneously. It is then possible to rotate around the currently selected view using the F9 and F10 keys. You can carry on zooming out or you can use the F7 key to zoom in again.

## **Keyboard and Regional Support**

At the moment there is no regional support in Friendlier and only limited keyboard support. Alternative keyboard arrangements will be supported at a time in the future.

## **Saving and Quitting**

You can quit Friendlier or from within a sub-state by using the Escape key at any time. If the user tries to quit without saving a modified BufferView then a warning will be posted and an opportunity to save the file will present itself. Likewise when multiple files have been modified there is an opportunity to save all these files individually before quitting.

## **Builds, Logging and Tailing**

Friendlier provides some integration with external build tools. You can specify an external build tool and build options that would for example point to a makefile and a make command. This is bound to the F6 key which will launch the build externally and capture feedback in the form of standard output and standard error files.

When a build is started Friendlier will fly to the standard output log as default so that you can keep an eye on build progress. If the build fails you will be flown to the error log to view the problems. Note that standard output and error logging utilises wrapped BufferViews which are read-only. These views are said to 'tail' the error and output logs and provide always the latest entries at the bottom of them.

### Configuration

Build commands and logging directories along with other configuration information can be modified by hitting ALT+G and then selecting the entry to edit. Note that currently this editing capability is quite limited although functional.

### User Feedback

Friendlier provides feedback in several areas on the screen. There is the area to the right of the filename at the bottom of the editor which provides information on which hot keys are depressed as well as any other information or requests. This area displays a scrolling message if the message is longer than the space available. There are also flying banners which can be seen as splash screen and at build time.

### Project information

Information regarding number of files, length of files, time spent editing project and total project time are kept and can be displayed by hitting ALT+I.

### Keyboard commands

Keys/Combination	Action
F1	Cycle down through buffer views
F2	Cycle up through buffer views
F3	Search again
F6	Build
F7	Zoom out
F8	Zoom in
F9	Rotate anticlockwise around group of 4
F10	Rotate clockwise around group of 4
F11	Full-screen mode
F12	Windowed mode
ALT+N	New buffer view on new buffer
ALT+B	Copy existing buffer view on existing buffer
ALT+O	Open file
ALT+S	Save (as) file
ALT+C	Close BufferView
ALT+H	Help screen
ALT+G	Settings screen
ALT+Z	Undo
ALT+Y	Redo
ALT+A	Select all
ALT+F	Find
ALT+[number keys]	Jump to a numbered BufferView