**Robot Editor Specification**

**Target:**

Robot Editor is developed to meet the needs of the python novice programmers and to make the process of making the simple bots straightforward and fast. The Editor has an option to select the template of the pythonbot and list of simple functions in the help documentation. The Robot Editor doesn’t have tons of functions, such as big brothers like Eclipse, NetBeans or Python IDLE do, but it will focus on providing key and simple features that are needed in the process of creating of simple bots. Whereas experienced gamers, that are professionals in python, would still be using their favourite text editor, like some examples listed above or even more “professional”, such as Vim or Emacs.

**Functions:**

1. Load new template bot (to be implemented)

2. Save file (DONE)

3. Import file (to be implemented)

4. Search string (DONE)

7. Help – PythonBot API (to be implemented)

8. Mutliple Windows (to be implemented)

9. Edit Functions:

a) Undo – Ctrl + Z (to be implemented)

b) Redo – Ctrl + Y (to be implemented)

c) Copy Selected Text – Ctrl + C (DONE)

d) Paste text from Clipboard – Ctrl + V (DONE)

e) Replace – Ctrl + H (to be implemented)

f) Delete – Delete (to be implemented)

g) Select All – Ctrl + A (to be implemented)