

VICEL REFERENCE MANUAL

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Abstract

Vicel is a free open source TUI spreadsheet editor. You can read, modify and save data stored in rows and columns. It aims to be an alternative to proprietary non gratis well known Microsoft program, for non professional usage.

About development

For now it is being developed by Hugo Coto as a side project. He does that because for college reasons he has to use the Windows-only mouse-centered similar and he almost went ill. The plan for the future is to reach a stable version with all and no more than the useful and needed features to have an usable program for non professional usage. What I mean with no professional is that it's not planned to support any graphs neither economic formulas or such specific things. It's true that with builtins someone can adapt vicel to his own necessities.

How to contribute

This is a community project managed by me, Hugo Coto. I only accept code from those who contribute out of passion for the project and for programming itself. I will not accept any code generated by LLMs, as this codebase is, and will remain, a piece of art, not a corporate-style over-engineered mess of unmanaged code.

Every modification must be committed only with the changes and files that solve the same problem. The philosophy behind vicel is to think first, then write code. All new code must be written in gnu-

c11, following c99-style, and formatted using the .clang-format file located at the root of the project. Any changes should also be reflected in the documentation, if necessary.

Please discuss new ideas with me before submitting them; I don't want to reject anyone's effort. Thank you very much for contributing to vicel.

Installation

This section would guide you to install vicel from source. Source is available in [github](#). First, it's needed to clone the repo to your own machine.

```
git clone "https://github.com/hugocoto/vicel"
cd vicel
```

Then, there are two options to install it.

1. Local (debug) installation: run `make`.
2. Global installation: run `make clean release install`. This would move the executable to `~/.LOCAL/BIN`, make sure this route is in path.

After installation, it will be available. Note that local installation requires `./vicel` while if installed globally it can be called just by name: `vicel`.

Open Vicel

As vicel is a TUI program you have to start it from the command line. If you installed it in `~/.LOCAL/BIN` then you can start it as a normal terminal tool:

```
vicel filename [options]
```

If the filename is omitted it opens an unnamed sheet. Note that this sheet can't be saved. Also, you can't open more than one file at the same time.

Options

The options supported are the following:

Command	Description
<code>-m, --use-mouse</code>	Enable mouse support
<code>-D, --debug</code>	Enable debug output
<code>-c, --config-file</code>	Set custom file path

For example, if you want to open the file `./SHEETS/TABLE.CSV` with a config file in `./CONFIG/VICEL.PY`, the command line should look like that:

```
vicel sheets/table.csv -c config/vicel.py
```

Moving around

As a vim enthusiast, movement is keyboard centered, and use the vim default `HJKL`. Every action can be prefixed with a number, so it would be executed that amount of times. The following table describes the basic movement.

Command	Description
<code>h, l, j, k</code>	Move cursor left, right, down, up
<code>\$</code>	Go to last cell of the current row
<code>^</code>	Go to first cell of the current row
<code>gg</code>	Go to first cell of the current column

Command	Description
G	Go to last cell of the current column
g0	Same as ^ and gg

Scrolling

When using previous commands the editor auto scrolls if it's needed. But sometimes you would want to scroll just because. So, the following commands can be used to move the editor view without move the cursor (if still in the view).

Command	Description
eh	Scroll left
ej	Scroll down
ek	Scroll up
el	Scroll right

Some users may find it reversed. Thus, the option `NATURAL_SCROLL=TRUE` is implemented. Setting it to true reverses the scrolling.

Write or edit

To write text in a cell, move the cursor there and press `i`. A text input box would be open at the cell. After writing, press `ENTER` to save it. The data type would be automatically calculated by the program. Every number, with or without a fractional part separated by a dot would be interpreted as a `NUMBER`. If the text written starts with a equal sign it would be interpreted as a formula. Other formats would be set to `TEXT`.

Command	Description
i	insert/modify text
d	delete cell content
v	toggle cell selection

The valid types are described in the following table by it's formal representation.

Type	Formal
NUMBER	<code>[0-9]+(“.”[0-9]+)?</code>
FORMULA	<code>“=” FORMULA BODY</code>
TEXT	<code>!NUMBER && !FORMULA</code>

Formula

Formulas are expressions that evaluate to a valid value. They start with an equal sign. The function body have to contain a valid expression.

Type	Description	Example
Literal	Number, text, identifier or range	see below
Number	As cell type <code>NUMBER</code>	5987, 45.6
Text	Alphas or text surrounded by ' '	hello, '5.9'
Identifier	Cell reference by name as <code>ColRow</code>	A0, b5, ZZ98

Type	Description	Example
Range	Cell range as ID:ID	A0:A2, A7:C8
Arithmetic operators	Evaluate arithmetic expressions	+, -, /, *, ^
Comparison operators	Compare two expressions	>, <, >=, <=, ==, !=, !
functions	Reserved names that convert some input in some output, with the form NAME(ARGS,...)	sum(A0,A1)

Todo: expand formula reference

Builtin functions

Builtin functions can be called in formulas. It takes numbers, text or cells as arguments and return a value.

- **sum(...)**: Sum zero or more arguments and return the result as if adding it one by one.
- **mul(...)**: Multiply zero or more arguments.
- **avg(...)**: Get the average of zero or more values.
- **count(...)**: Get the number of non empty arguments.
- **min(...)**: Get the min number between arguments.
- **max(...)**: Get the max number between arguments.
- **if(cond, iftrue [, else])**: Get the value depending on the condition.
- **color(color, cells [, ...])**: Apply color to one or more cells
- **colorb(color, cells [, ...])**: Apply color if not done yet to one or more cells
- **literal(v)**: Evaluates to v, literally. Can be used to store numbers as strings.

Functions accepts ranges as parameters. They are two valid cells separated by a :. For example, sum(A0:A9) is the same as sum the first 10 numbers in row A.

Advanced write: write and move

There is a builtin feature to automatically move before insert text. It is useful if you need to input a big amount of data in a given direction. The idea is to prefix the following commands with a number, to do it for a given amount of times.

Command	Description
gih, gij, gik, gil	insert text and move in the given direction

Modify sheet structure

There are some commands to add/delete rows and columns. Note that formula identifier would not change on row/col insertion/deletion.

Command	Description
g#	Add s row/column: see below
gd#	Delete a row/column: see below
gj	Add a new row after the cursor
gl	Add a new column after the cursor
gk	Add a new row before the cursor
gh	Add a new column before the cursor
gJ	Add a new row at the end

Command	Description
gL	Add a new column at the end
gK	Add a new row at the start
gH	Add a new column at the start
gdj	Delete row and move up
gdL	Delete column and move right
gdk	Delete row and move down
gdh	Delete column and move left

Expand cells

There is a feature to fill the next cell value based on the previous one and a direction. Numbers add 1 and formula identifiers recalculate depending on the direction. You can prevent modification by prefixing the identifier with \$ before the column letter (freeze column) or number (freeze row). The mappings to do this are described in the following table.

Command	Description
J, K, H, L	Expand current cell down, up, left, right (and move)

Copy - Paste

As a vim user, you might want to copy-paste things around. Unfortunately, it's only possible to copy a single cell value and paste it in a single cell. Note that deletion also copy the content of the cell, it would sound natural for vim users.

Command	Description
p	paste
y	yank (copy)
d	delete (and copy)

Other commands

There are another useful commands, described below.

Command	Description
q	Save and quit
w	Write (save)
r	Re-render the screen
Ctrl-c	Quit without save
+/-	Increase/decrease column width

Mouse support

Despite the early development idea was to create a fully mouseless experience, some users may find convenient to do some actions with their mouse. It can be enabled setting the option `WINDOW.USE_MOUSE` to `TRUE`.

This is an experimental feature. At the time of writing, the cursor follows the mouse and you can expand cells by hold the left click.

Right click over a cell enters insert mode. If you click on a cell, its name would be appended to input. If you press the mouse over the cell A and move to the cell B and then release the right button, the range A:B would be written.

Mouse wheel scrolls the screen. If you want to scroll in the other direction, pressing the mouse wheel changes the direction.

Command	Description
Enable it	window.use_mouse = true
Mouse move	Cursor follows mouse pointer
Hold left click and move	expand cells
Right click	Enter insert mode on cell
Wheel up/down	Scroll the view
Wheel press	Toggle scroll between horizontal and vertical

Configuration

vicel.py

You can customize some values using a python configuration file. By default, vicel looks for this file in the following paths:

- ./VICEL.PY
- ./CONFIG/VICEL.PY
- ~/.CONFIG/VICEL.PY
- ~/.CONFIG/VICEL/VICEL.PY
- ~/.VICEL.PY

Despite I'm fan of suckless style, you can modify configuration and it would be applied on next execution (without the needed of recompilation).

If you want to use a different file, you can specify it with the `-c` or `--config-file` flag, followed by the full path to the file. The configuration format is `.PY`.

Color

Options in this table controls colors in all the editor.

```

ui = "49;30"           # All ui text except ui_text_cell
ui_cell_text = "49;39;1" # Cell text representation and previous message
ui_report = "41;39"     # Error/report message at the bottom right
cell = "49;39"          # Cell color if not custom color applied
cell_over = "49;39;7;1" # Cell color if cursor is over cell
cell_selected = "49;32"  # Cell color if selected
ln_over = "49;32;7;1"   # Row/col number/alpha if cursor is in this row/col
ln = "49;32"            # Row/col number/alpha default color
sheet_ui = "49;39"       # UI elements inside sheet as separators
sheet_ui_over = "45;39;7;1" # UI elements inside sheet if cursor is over they
sheet_ui_selected = "45;32" # UI elements inside sheet if assigned cell is
selected
insert = "49;39"         # Color used when cell input text is being written

```

UI and others

```

num_col_width = 5      # Number column width
col_width = 14         # Column width (min is cell_l_sep + cell_r_sep + 1)
row_width = 1          # Other size is not supported

```

```

use_cell_color_for_sep = true # Use cell color for separators instead of sheet_ui
cell_l_sep = " "             # Left separator
cell_r_sep = " "             # Right separator
save_time = 0                # Time interval (in seconds) where save is call. 0
means no autosave.
use_mouse = false            # Enable mouse capturing
natural_scroll = true        # Swap scrolling direction

```

This is the ui customization, where you can modify how the editor looks like.

```

# Top bar
status_l_stuff = "vicel | ";          # Top Left bar text
status_filename = "filename: ";       # Between status_l_stuff and filename
status_r_end = "github: hugocoto/vicel"; # Top right-align bar text

# Bottom bar
ui_celltext_l_sep = "cell text: ";    # Bottom Left bar text, before cell repr text
ui_celltext_m_sep = " (";             # Between cell text and cell type
ui_celltext_r_sep = ") ";             # Before cell type, left-aligned
ui_status_bottom_end = "";            # Bottom right-align text

```

You can notice that default settings are not exactly the same as written here.

Keymaps

You can modify keymaps. You can find all the names in CONFIG/VICEL.PY.