

Pye: Small Python Text Editor

Looking for a code editor that would fit onto Pyboard (and now WiPy, ESP8266, ESP32, Teensy, and the pycom.io devices), I made my way through the MicroPython forum and found **pfalcon**'s (Paul) Python editor code, which I took and ported it to PyBoard. It's really impressive how few lines of code Paul needed to implement a reasonable amount of functionality. Since the code looked clean, and it seemed so easy to add features, I could not resist adding a little bit, using some ideas of **dhylands** (Dave) for screen and keyboard handling, and yes, it got quite a bit larger. It still contains the code for the Linux/Darwin environment, so you can run it in Linux/Mac Python3 or MicroPython (if you install the os module). I sprayed a few C Preprocessor statements in it, so you can use `cpp` to remove the stuff which is not needed for a specific target. What did I change and add:

- Use `stdin/stdout` on the MicroPython boards.
- Changed the read keyboard function to comply with slow char-by-char input on serial lines.
- Added support for TAB, BACKTAB, SAVE, FIND, REPLACE, GOTO Line, CUT, COPY, PASTE, REDRAW, UNDO, INDENT, UN-INDENT, COMMENT and OPEN (file).
- Join lines by Delete Char at the end or Backspace at the beginning, Auto-indent for Enter.
- Moved main into a function with an option for Pipe'ing in on Linux & Python3
- Added a status line and single line prompts for Quit, Save, Find, Replace, Goto, Open file and Flag settings.
- Support the simultaneous editing of multiple files.
- Support of the basic mouse functions scrolling up/down and setting the cursor.

The editor works in Insert mode. Cursor Keys, Home, End, PgUp and PgDn work as you would expect. The other functions are available with Ctrl-Keys. Keyboard Mapping:

| <u>Keys</u> | <u>Alternative</u> | <u>Function</u> |
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| Up | | Move the cursor up one line. |
| Down | | Move the cursor down one line. |
| Left | | Move the cursor left by one char, skipping over to the previous line . |
| Right | | Move the cursor right by one char, skipping over to the next line. |
| Shift-Up | | Mark current line or extend mark up |
| Shift-Down | | Mark current line or extend mark down |
| PgUp | | Move the cursor up by one screen height. |
| PgDn | | Move the cursor down by one screen height. |

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| Home | Go to start-of-line , if the Cursor is at start-of-text . Otherwise go to start-of-text . |
| End | Toggle the position between the end-of-line and end-of-code . |
| Mouse Button 1 | Set the cursor. |
| Mouse Button 2 | Set/Clear the line mark. |
| Mouse Scroll Wheel | Scroll Up/Down the screen content by 3 lines per tick. The cursor stays visible and will be moved in the content if required. |
| Enter \n | Insert a line break at the cursor position. Auto-indent is supported. |
| Backspace | Delete the char left hand to the cursor. If the mark is set, just delete the marked line range. (The key must be set to ASCII-Del) At the beginning of the line Backspace joins the previous line. (*) |
| Del | Delete char under the cursor. At the end of the line join the next line. If auto-indent is enabled, delete also the leading spaces of the joined line. If the mark is set, delete the marked line range. |
| Tab Ctrl-I | Tab . Insert spaces at the cursor position up to the next tab location, moving the cursor. If the mark is set, indent the marked line range. |
| BackTab Ctrl-U | Back Tab . Remove spaces left to the cursor position up to the next tab location or the next non-space char, and moves the cursor. If the mark is set, un-indent the marked line range. |
| Ctrl-Q Alt-Q | Quit a file buffer or the line edit mode. If the edited text was changed, ask for confirmation. If the last buffer is closed, the editor will terminate too. |
| Ctrl-S | Save to file. The file name will be prompted for. The content will be written to a temporary file (basename + “.pyetmp”) first and then this will be renamed. If the target file name is invalid, the temporary file will have the content. The buffer will after saving have the name of the saved file, which thus acts as Save-as. |
| Ctrl-E | Redraw the screen according to the actual screen parameters width, height. With MicroPython, as a side effect, garbage collection is performed and the available memory is shown. With Linux/CPython, window size changes result in an automatic redraw. |

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| Ctrl-F | | Find text. The last search string is memorized, even across multiple edit windows. Search stops at the end. Whether the search is case sensitive or not, can be set by the Ctrl-A command.(*) |
| Ctrl-N | | Repeat find starting at the column right to the cursor. |
| Ctrl-H | Ctrl-R | Find and replace. If the mark is set, it affects the marked region only. |
| Ctrl-G | | Go to Line. It prompts for the line number. |
| Ctrl-B | Ctrl-End | Go to the last line(*) |
| Ctrl-T | Ctrl-Home | Go to the first line(*) |
| Ctrl-K | | Go to the matching bracket , if any. The cursor has to be on a bracket symbol. Bracket pairs are (), [], {} and <>. Brackets in comments and strings are not discarded .(*) |
| Ctrl-A | | Settings. Sets the state of auto-indent, search case sensitivity, tab size, comment string and write-tabs. Enter 'y' or 'n' or a number in comma separated fields (e.g. n,y,4,n). An empty field leaves the respective value unchanged. The default values are auto-indent: y, case sensitive: n, tab-size: 4, comment string '# ', Write Tabs: n The pye2 variant has an additional flag which affects the positioning of the cursor during vertical moves (straight vs. following line ends). In the minimal version, Ctrl-A just sets the state of search case sensitivity and auto-indent. |
| Ctrl-L | Ctrl-Space | Mark the current line. Once a line is marked, the mark can be extended by moving the cursor. The mark affects Delete, Backspace, Cut lines, Copy lines, Insert lines, Tab, Backtab, Save and Replace. The mark is cleared by pushing Ctrl-L again or an operation on the marked area. |
| Ctrl-X | Ctrl-Y | Delete the area between the mark and the current line and keep it in the paste buffer. Together with the Ctrl-V this implements the Cut & Paste feature. The mark is cleared. |
| Ctrl-C | Ctrl-D | Copy the area between the mark and the current line to the paste buffer. Together with the Ctrl-V this implements the Copy & Paste feature. The mark is cleared on copy. |
| Ctrl-V | | Insert the content of the paste buffer before the actual line. If the mark is set, delete the marked area first. In the line edit mode: paste the item under the cursor of the active window. |

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| Ctrl-W | Switch to the next file . |
| Ctrl-O | Open a new file. The file name will be prompted for. If the name is left empty, an empty buffer will be opened. If the file cannot be loaded (e.g. because it does not exist), a buffer with that name will still be opened, but will be empty. If the name entered belongs to a directory, the sorted list of file names in that directory will be loaded. |
| Ctrl-Z | Undo the last change(s). Every char add sequence/deleted char sequence/replaced item/deleted line(s)/inserted line(s)/indent sequence/Un-indent sequence counts as a single change. The default for the undo stack size per buffer is 50 with PyBoard/WiPy and 500 with Linux/Darwin systems. It can be changed in the call to <code>pye()</code> . |
| Ctrl-P | Comment/Uncomment a line or marked area. The string used for commenting can be set through the Ctrl-A command. (*) |

Functions denoted with (*) are not supported in the minimal version. The editor is contained in the file `pye.py`. Start `pye` from the REPL prompt e.g. with

```
from pye import pye
res = pye(object_1, object_2, ..[, tabsize=n][, undo=n])
```

If `object_n` is a string, it's considered as the name of a file to be edited or a directory to be opened. If it's a file, the content will be loaded, and the name of the file will be returned when `pye` is closed. If the file does not exist, an error is displayed, but the edit window is given that name. If it's a directory, the list of file names will be loaded to the edit window. If `object_n` is a list of strings, these will be edited, and the edited list will be returned. If no object is named, `pye()` will give you an empty screen, creating a list of strings, unless you save to a file. In that case, the file name will be returned. If `object_n` is neither a string nor a list of strings, an empty buffer is opened. It is always the last buffer closed, which determines the return value of `pye()`. Optional named parameters:

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| <code>tabsize=n</code> | Tab step (integer). The default is 4 |
| <code>undo=n</code> | Size of the undo stack (integer). A value of 0 or False disables undo. |

The Linux/Darwin version can be called from the command line with:

```
python3 pye.py [filename(s)]
```

Obviously, you may use `micropython` too. Using `python3` (not `micropython`), content can also be redirected or pipe'd into the editor.

When reading files, tab characters (`\x09`) in the text are replaced by spaces, tab size 8, and white space at the end of a line is discarded. When you save the file, you have the option to replace **all** sequences of spaces by tabs, tab size 8. If the initial file contained tab

- Since all these key sequences start with the Escape char, typing Escape on the keyboard seems to lock the keyboard. You can unlock it by typing any alpha character.
- Windows terminal emulators behave inconsistent. Putty does not report the mouse actions at all. TeraTerm, IVT terminal and Xsh20 just report the mouse click, but not the scroll wheel actions. ZOC reports mouse positions constantly, and sends no key codes for Home, End, PgUp, PGDn and Del. The latter holds also for PowerVT. I could not get Qodem working. Hyperterminal's VT100 emulation is crap. So, after all, I consider TeraTerm, Xsh20 or Putty as the best choices for Windows.
- Gnome terminal sometimes does not send the first mouse wheel code, after the pointer was moved into the window. Mate and XFCE4 terminal do, but have slightly different keyboard mappings.
- Saving to the internal flash of PyBoard is really slow, so don't get nervous. Watch the red LED.
- For those who do complain about the enormous long `handle_edit_key()` function: I tried a variant where every if-elif-case of the function was replaced by a little function, and KEYMAP contained the names of the functions as pointers, which then could be called directly. Thus, almost every key had the same handling time. That worked, and the source file was not much longer, but the compiled code size grew by 50% w/o a useful advantage. So I dropped this approach.
- Putting all functions into the single class is a little bit messy. I made a variant of `pye.py`, where all tty related functions are placed in a separate class. That looks much better, but uses about 600 bytes more RAM. For WiPy, I'm still fighting for every byte, so I left it aside. And even then there are some functions (`scroll_xx()`) where it's not clear in which module to place them. Finally, I would have to split them.
- The Linux version runs on Android too, at least in a setup I tried. That consists of the termux terminal emulator app, which includes an 'apt' command, much like apt-get or aptitude. It allows installing a command line version of python 3.5.1, which will run pye. The terminal window emulates VT100. The keyboard app I'm using is hacker's keyboard, which provides Escape, Ctrl- and cursor keys.
- Using frozen bytecode (Pyboard, ESP8266, ESP32, WiPy2, LoPy, ..) or at least compiled byte code (WiPy1/WiPy2/LoPy) is highly recommended. That reduces start-up time and saves RAM in case of frozen bytecode.