

# File Editor

User Guide

Version: 2.0.2

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# 1 FileEditor 2.0.3

## 1.1 Introduction

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FileEditor provides a programmable only text file editor. No gui is available. It supplies most of the features you expect from an editor including selections.

It is useful for advanced code generation and first version created a couple of years ago was made to script a set of special refactorings using BeanShell. It has now been updated and more heavily tested, and released as open source in hope it can be useful for others.

## 1.2 Maven Usage

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If you are using maven, add the following to your settings.xml:

```
<mirrors>
  <mirror>
    <id>bintray-mirror</id>
    <name>bintray</name>
    <url>http://jcenter.bintray.com/</url>
    <mirrorOf>central</mirrorOf>
  </mirror>
</mirrors>
```

Then add the following dependency:

```
<dependency>
  <groupId>se.natusoft.tools</groupId>
  <artifactId>FileEditor</artifactId>
  <version>2.0.3</version>
</dependency>
```

## 1.3 Usage

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Each instance of TextFileEditor can edit one TextBuffer. The default constructor creates a TextFileBuffer instance. Text buffers can however be gotten and set on a TextFileEditor instance, so you can really edit as many buffers you want with the same TextFileEditor instance.

TextBuffer is an interface implemented by TextFileBuffer. The idea was that you could wrap some other object and make it editable (as long as it handles text). I have no idea if that is useful or not, but it was a simple thing to do.

The editor always has a current position within the editor. It starts at 1,1 (column,line). Column and line numbers are 1 based. There is a Position class that represent a position that some methods use. There are methods to move the current position up, down, right, and left.

All find methods move the current position to the first character of the found text on success. They also return a boolean to indicate if the find was a success or not so that you can do if() on it.

Example:

```

if(editor.find("start")) {
    editor.startSelection();
    if (editor.find("end")) {
        editor.endSelection();
        editor.replaceSelectionWithTextBuffer(newTextBuff);
    }
}

```

You can check if the current position is on first column, first line, last column, or last line.

All find\*() methods search criteria are regular expressions.

you can mark a text block as selected. You can do selectToMatching(char start, char end) which will select to the next 'end' character at level 0. Level is incremented on start and decremented on end.

Example:

```
selectToMatching('(', ')');
```

You can find and replace text within the buffer. You can replace a selection. You can replace a line.

You can insert lines. You can insert another file by loading it into a separate buffer and then inserting the buffer.

You can delete words, lines, and selections.

You can get a line or a word.

Creating an editor and loading a file into it:

```

TextFileEditor editor = new TextFileEditor();
editor.load("some.file");

...

editor.save();

```

If you want to create an editor instance, pass it to some user script that will manipulate the text in the editor, but want to inhibit the script to load other files or to save the changes, do:

```
editor.setAllowLoadSave(false);
```

But remember to set it back to true again before you save it! This is of course not fail safe since the script can also call setAllowLoadSave().

Here is an example of usage copied from another tool where I use FileEditor to update source code:

```
if (!editor.find("import " + annotationsPkg + ".")) {
    System.out.println("    Adding 'import " + annotationsPkg + ".*'");
    if (!editor.find("^import")) {
        if (editor.find("package")) {
            editor.insertLine("");
        }
    }
    else {
        editor.findLast("^import");
    }
    editor.insertLine("import " + annotationsPkg + ".*");
}

editor.moveToTopOfFile();
if (!editor.find("import " + enumsPkg + ".Source")) {
    editor.find("import " + codeLicMgrPkg);
    System.out.println("    Adding 'import " + enumsPkg + ".Source'");
    editor.insertLine("import " + enumsPkg + ".Source;");
}
```

There is not much more to say about this.

## 2 Licenses

### 2.1 Project License

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### 2.2 Third Party Licenses

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## 3 License Texts

### 3.1 Apache License version 2.0, January 2004

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