

## Configuration of template file contents

Structure of the file with editor templates is described below. Template file is a standard XML file which can be modified using any text editor supporting UTF-8 encoding (e.g. Notepad from Windows 2000, or later), or other tools for modification of XML files.

Root element of template file is called CPDEV. CPDEV tree involves ST\_TEMPLATES element with templates for codes in ST language (e.g. Instructions). Each template is written between elements <ITEM> and </ITEM>. It represents single item in the 'Templates' menu

The ITEM element consists of four child elements:

SHORT\_KEY – abbreviated name used in unfold template command written from the keyboard (see *Insert > Templates* in editor menu).

NAME – element composed of descriptive names in different languages. Regional names are defined in LCID elements with two attributes; value defines the language code, default applies if particular language is not implemented. CPDev always uses implemented language, even if regional settings do not agree (precedence over default). LCID element contains descriptive name in corresponding language (the name name may be optionally enclosed in CDATA section).

CURSOR\_POS – uniquely defined text being a part of full code, that specifies cursor position after using the template.

CODE – full code inserted at cursor position (CURSOR\_POS text can appear in CODE only once).

The last two elements may be also enclosed by CDATA section.

Example – definition of single template:

```
<ITEM>
  <SHORT_KEY>forc</SHORT_KEY>
  <NAME>
    <LCID value="0x0409" default="1">Template FOR instruction</LCID>
    <LCID value="0x0415" default="0">Szablon instrukcji FOR</LCID>
  </NAME>
  <CURSOR_POS>|</CURSOR_POS>
  <CODE>
    <![CDATA[FOR | := TO BY DO
END_FOR]]>
  </CODE>
</ITEM>
```

The template file can be changed by starting CPDev with below parameters:

```
cpdev.exe --gu-set-conf "CPDev.ST.STColorized.TemplateFile=sC:\Program
Files\CPDev\Templates\NewTempEditorFile.xml"
```

New template file contents will be read when user opens editor window.