Code-A-Line 1.1 Help Contents

This page lists the Help topics available for Code-A-Line. Use the scroll bar to see entries not currently visible in the Help window. To learn how to use Help, press F1 or choose Using Help from the Code-A-Line Help menu.

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What's New in Version 1.1?

Faster File I/O

The speed of the file input/output (especially the file reads) has been considerably improved. You will see an *order of magnitude* performance improvements (up to 10 times faster disk reads, especially of large files)!

User-Configurable Tools

A new <u>Tools</u> menu contains entries you can define to launch frequently used external programs. You can launch both DOS and Windows programs simply by selecting a user-defined menu item. You can define these menu items via <u>Options|Tools</u>.

Launching Other Programs

For programs that you would like to launch only occasionally, there is a new Tools|Execute command that opens the "<u>Execute Program</u>" dialog box. You can browse through your files and directories in search of the program to execute. The box remembers last few programs launched for easy recall.

Running the SETUP Program

The new Tools menu has a <u>Setup</u> command to conveniently launch the Code-A-Line SETUP used to install the software. Being able to install the registered version of the program is now just a mouse click away...

Improved Line Editor

The line editor (activated by double clicking on a text line) has been improved to perform faster and more smoothly. When you double-click, the edit caret lands where the mouse cursor is, not - like previously - always at the beginning of the current line.

Improved Appearance

There have been numerous improvements to the overall appearance of the program. You will find the visual elements more consistent throughout Code-A-Line, with the now-standard "gray" 3-D look. Notice, that the gray 3-D look is built-in and does not depend on any external files to be present on your system. CODE.EXE is still self contained, i.e. easy to use and manage!

Resizeable "Common" File Dialogs

All standard file-management dialog boxes ("Open File", "Save File As...", "Execute Program", etc.) are now vertically resizeable.

Ever wondered why, given all the 'real estate' on your display courtesy of your new high-resolution video card, with most applications you are still limited to those **short** standard file dialog boxes that Windows provides by default?

Now you can resize Code-A-Line's file dialogs to take full advantage of your screen resolution without losing the uniform look-and-feel of the standard dialogs. View lists of files and directories almost as long as the entire screen.

Selecting All Lines

A convenient way of selecting all lines in the current file has been added. Choose <u>Edit|Select All</u>, or press Shift+* to select all lines at once.

Quick Menu

You can now get access to the most frequently used commands by clickig the right mouse button. A convenient "quick menu" will appear, from which you can select commands. (All of these commands are also accessibe via the regular menu).

Code-A-Line Procedures

General

File Management

Printing

Navigation & Selection

Outline Expansion and Contraction

Editing

Searching

Clipboard

Customization

Administrative

Keyboard Shortcuts

Key	Action
Ins	<u>Insert a blank line</u> before the current position.
Enter	<u>Add a new line</u> after the current position.
Ctrl-Enter	<u>Add a new line</u> after the current position and indent it one level.
Shift-Enter	<u>Add a new line</u> after the current position and undintent it (promote) one level.
Del	<u>Delete</u> the currently selected lines, but not any unselected children of the selected lines.
Ctrl-Del	<u>Delete</u> the currently selected lines and any children of these lines.
Esc	*Line editing mode only:* Terminate <u>line editing</u> mode, canceling any changes made to the line.
Space, Any character or digit	Activates the <u>line editor</u>.
Plus (+)	<u>Expand</u> the currently selected lines one level.
Minus (-)	<u>Collapse</u> the currently selected line or lines.
Ctrl-Plus (+)	<u>Completely expand</u> the selected lines only, but no other lines.
Asterisk (*)	<u>Fully expand</u> all lines in the outline.
Slash (/)	<u>Collapse all</u> lines.
Up-Arrow	Move the highlight bar or editing caret one line up.
Dn-Arrow	Move the highlight bar or editing caret one line down.
Shift-Up-Arrow	Extend the selection of lines up by one.
Shift-Dn-Arrow	Extend the selection of lines down one line.
Ctrl-Up-Arrow	<u>Move</u> the selected (current) line one position up.
Ctrl-Dn-Arrwo	<u>Move</u> the selected (current) line one position down.
Left-Arrow, Shift-Tab	<u>Promote</u> the currently selected lines, if possible.
Right-Arrow Tab	<u>Demote</u> the currently selected lines, if possible, along with all their selected and unselected children.
Ctrl-Right-Arrow Ctrl-Tab	<u>Indent</u>, if possible, the selected lines, but not the unselected children of the selected lines.
Home	Move the highlight bar to the first visible line.
End	Move the highlight bar to the last visible line.
Page Up	Scroll the visible outline one page up.
Page Down	Scroll the visible outline one page down.

F1   Display help.

F2   <u>Save current file</u>.

F3   <u>Open an existing file</u>.

F4   <u>Find text</u>.

F5   <u>Find and replace text</u>.

F7   <u>Go to</u> a specific line.

F8   <u>Go to</u> a specific page.

About Code-A-Line

Code-A-Line 1.1 Standard Edition (Shareware)
Copyright © 1994 Optimax Corporation. All rights reserved.

Code-A-Line is a Windows utility designed primarily for programmers, but also for all others who deal with information structured as ASCII text files. Code-A-Line has the functionality of three utilities in one:

- Outline Processor
- Text Editor
- File Printing Utility

for Program Source Code and other ASCII Text files.

Code-A-Line provides numerous customization options, including the ability to change fonts and colors for any text display element. You can maintain several sets of customization options, via configuration files, fine-tuned for different purposes, such as viewing files on screen, versus printing, versus editing, versus presenting, etc.

Code-A-Line is not copy protected and you are encouraged to copy, and distribute the shareware evaluation version of this program, subject to the conditions described in the License Agreement. Please, make sure when distributing this program to others that the original CODE???.ZIP remains unchanged.

If you upload this program to a bulletin board, please name the target file CODE11.ZIP.

See also:
    Related Products

Outline Processor

As an **Outline Processor or Browser**, Code-A-Line allows you to only focus on the relevant portions of your program/file, while hiding all the unnecessary details from your view.

This helps you gain a better feel for the overall structure and layout of the program you are editing. You can seamlessly collapse and expand elements of the outline using your mouse or keyboard.

There are no extraneous control marks placed in your file: Code-A-Line relies solely on the indentation of each line to build the outline structure. You can feed the file prepared with Code-A-Line directly to the compiler.

The outline structure is truly (programming-) language independent, as there is nothing that relies on a particular feature of the programming language (such as comment delimiters).

Code-A-Line lets you easily indent or unindent selected portions of the file, move around and change the order of lines in the file, as well as break apart, or combine text lines. While any text editor can do most of these tasks too, Code-A-Line features a rich set of powerfull block- and outline-specific functions that let you keep things in perspective at all times.

See also:
Text Editor
File Printing Utility

Editor

As an **Editor**, Code-A-Line lets you maintain program source files. Combining the program's text editing function with the powerful outlining (un/folding) capabilities results in a versatile program editor on its own.

You can use the editor to restructure existing files, possibly to bring them to the layout standards of a true outline. Once converted, you can use Code-A-Line to continue editing, add comments, or print the files. Code-A-Line lets you easily edit, insert, move, cut and paste, etc., individual lines and contiguous block selections.

The editor is configurable, so that you can use any combination of available display colors, and any font available on your system.

See also:
    Outline Processor
    File Printing Utility

File Printing Utility

As a **Text File Printing Utility**, Code-A-Line allows you to print files while automatically (if you desire) adding headers with page numbers and directory information to permanently identify the file being printed: an ideal tool for printing program source code listings, for instance.

Thanks to its powerful outlining capabilities, Code-A-Line lets you print only relevant portions of the file, while at the same time showing the context of what you print. Unfold only the lines that are of interest before you print. This not only saves paper, but also lets you concentrate on the important issues.

See also:
Outline Processor
Text Editor

Code-A-Line Family of Products

- **Code-A-Line 1.1 Standard (Shareware)**
  The program you are currently using or evaluating. Available as <u>Shareware</u> only. This is a Single Document Interface (SDI) Windows application featuring outlining, editing, and printing capabilities. You can edit only one file at a time (although you *can* launch several copies of Code-A-Line simultaneously to edit multiple files, and cut and paste among them). There is a limitation on the size of (the maximum number of lines in) the file.

- **Code-A-Line 1.0 Professional Coming Soon!**
  A Multiple Document Interface (MDI) framework allowing you to manipulate multiple files simultaneously under one common application's 'frame' window. There is no limitation on the size of the file being edited. Sold as a commercial package only; not available as Shareware. Environmentally friendly edition: the package includes master software disk(s) with extensive online documentation, but no printed manual.

- **Code-A-Line 1.0 Complete   Coming Soon!**
  This is a complete commercial package, with a printed manual and a program disk. The program is the same as the Professional Edition. A printed manual is provided along with the master program disk(s).

Please note that Optimax Corporation reserves the right to withdraw or change any of its offerings without notice at any time. If you pre-register for/pre-order any product not available at the time and we later decide to drop the product from our plans, you are guaranteed a full refund.

Related Topics:
<u>Fee/Price Schedule</u>

Program Limitations

Standard Shareware Edition

The Standard <u>Shareware</u> edition of Code-A-Line is not crippled or restricted in any way. We want you, the User to fully appreciate the capabilities of the program before you register. Below you will find a complete list of known limitations of the Standard Shareware Edition. These limitations result from the program's design and are not intended to "encourage" you to register. (They are also present in the registered version of the program.)

See <u>Code-A-Line Family of Products</u> for a list of other commercial (retail) programs that may offer different/enhanced features that may be of interest to you if Code-A-Line does not meet your needs.

1. There currently is a limit on the number of lines in a file that Code-A-Line 1.1 Shareware Edition can handle. This limit is about 8000 lines and results from the limitations on the maximum number of items in the standard Windows list-box control.

2. With Code-A-Line 1.1 Standard Shareware Edition you may edit only one file at a time. This is a Single Document Interface (SDI) Windows program (as opposed to MDI - Multiple Document Interface). Please note, however, that you *can* edit multiple files simultaneously by starting several copies of Code-A-Line under Windows.

3. The line length of a Code-A-Line 1.1 Shareware Edition file may not exceed 1023 characters.

4. Code-A-Line 1.1 Shareware Edition is limited to reading plain ASCII text files. There currently is no import/export facility to read other file formats.

5. Code-A-Line 1.1 Shareware Edition cannot print in color. The color settings (<u>Options| Colors</u>) affect only the display.

License Agreement

Code-A-Line 1.1 Standard Shareware Edition
Copyright © 1994 Optimax Corporation. All rights reserved.

This product is a Shareware computer program provided for evaluation only.

Users are granted a limited license to use and encouraged to make copies of and distribute this program for trial use by others, provided that the program and/or documentation are not altered in any way and that the entire original package (CODE??.ZIP) is being distributed together. Please encourage others to register their copy if they use it.

This software is protected by the United States Copyright Law, and also by international treaty provisions. It is NOT free and it is NOT in the public domain. Users of this product must register within 30 days after obtaining a copy of this program. Continued use of the software beyond the 30-day trial period constitutes a copyright violation.

The license to use this program is effective until terminated. You may terminate this license at any time by destroying all copies of this program and its documentation. It will also be terminated upon your failure to comply with any of the terms or conditions of this agreement. You must then immediately destroy all outstanding copies of the Software and documentation in your possession and/or under your control.

The single-user registration fee (see Fee Schedule) will license one copy for use on one computer at a time. You may run a single-user copy of Code-A-Line on different computers (for example, your main desktop unit, and a laptop), provided that there is no possiblity of it being used on two computers at the same time.

Both private and commercial users must register and pay for all their copies of Code-A-Line within 30 days of obtaining this program or their license is withdrawn. Site-, and Network-License arrangements may be made by contacting Optimax Corporation.

THIS PROGRAM IS PROVIDED ON "AS IS" BASIS, WITHOUT ANY WARRANTY, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO WARRANTIES OF MERCHANTABILITY, QUALITY, PERFORMANCE, OR FITNESS FOR ANY PARTICULAR PURPOSE.

IN NO EVENT AND UNDER NO CIRCUMSTANCES WILL OPTIMAX CORPORATION BE LIABLE FOR ANY DIRECT, INDIRECT, SPECIAL, INCIDENTAL, CONSEQUENTIAL, OR ANY OTHER DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION DAMAGES FOR LOST PROFITS, LOST SAVINGS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE, ARISING OUT OF THE USE OR THE INABILITY TO USE THIS RODUCT, EVEN IF OPTIMAX CORPORATION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some jurisdictions do not allow exclusion or limitation of implied warranties or limitation of liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. In no event, however, shall Optimax Corporation's liability exceed the amount of the license fee paid upon registration.

Whenever possible, each provision of this License Agreement shall be interpreted in such a manner as to be valid and effective under applicable law. If any provision is found to be unlawful or for any reason unenforceable, than that provision is shall be deemed severable from this Agreement and shall not affect the validity and enforceability of remaining portions of this License Agreement.

The conditions set forth above are exclusive and in lieu of all others, oral or written, express or implied. No Optimax distributor, agent, or dealer is authorized to make any modification or addition to this

agreement.

Any commercial products, brands and trademarks mentioned belong to their respective owners.

See also:
How to register?
Why register?
About Shareware

About Shareware

This program is produced to the standards of the <u>Association of Shareware Professionals</u>.

Shareware is a form of marketing and distribution of computer software directly to users. Shareware distribution gives users a chance to try software before buying it. Shareware is NOT "free software".

If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details. We request that you register within 30 days of obtaining your copy. With registration you typically get the right to continue using the software, often (as in our case) accompanied by a number of other registration benefits (for a list of benefits offered to the registered users of Code-A-Line see <u>Why register?</u> section).

Copyright laws apply to both Shareware and other commercial software, and the copyright holder retains all rights, with a few specific exceptions as stated below. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality. (In both cases, there are good programs and bad ones!) The main difference is in the method of distribution. The author specifically grants the right to copy and distribute the software designated as Shareware, either to all, or to a specific group. Some authors require written permission before a commercial disk vendor may copy their Shareware (We explicitly grant shareware vendors the right to copy and distribute Code-A-Line automatically, without their having to obtain any additional permissions, provided that certain conditions are met - see <u>License Agreement</u> for details).

Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's retail software, or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also (see <u>Fee Schedule</u>). Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

Code-A-Line is a Shareware program and is provided at no charge to the user for evaluation. Feel free to share it with your friends, but please do not give it away altered or as an embedded part of another system. The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products.

If you find this program useful and find that you are using Code-A-Line and continue to use it beyond the 30-day trial period, you must make a registration payment to Optimax Corporation in the amount specified by the <u>Fee Schedule</u>.

See also:
    <u>How to register?</u>

ASP Ombudsman Statement

Code-A-Line is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442, USA or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

How to Register

You may register Code-A-Line either by mail, or online, via CompuServe. Please select one of the options below to see detailed explanation of the registration process.

- [How to Register by Mail](#)

- [How to Register via CompuServe](#)

How to Register by Mail:

See also:
    How to Register via CompuServe
    Why register?

You may register Code-A-Line in either of two ways: by mail, or online, via CompuServe. The following instructions describe how to register by mail.

1. Please print and fill out the Registration Form. Click the highlighted words in the previous sentence to see it.

2. Please remit the registration fee in the amount defined in the Fee Schedule (U.S. funds drawn on a U.S. bank only; no cash, please) along with the completed Registration Form to Optimax Corporation.

    Credit card customers, please contact Optimax Corporation for availability and the phone number for placing orders.

3. After you register, a License Sheeet will be mailed to you with your License Number. You will use this number, along with your name and other information you provided to us upon registration, to install the registered version of the program.

    If you give us your fax number and check the appropriate option on the Registration Form, the License Sheet will be faxed back to you rather than mailed, for faster processing (Continental U.S. and Canada only). You may also request it be sent via e-mail. Please provide your CompuServe or Internet address.

4. To install the registered version, re-run the SETUP utility provided with Code-A-Line (SETUP.EXE). This is the same utility that you originally used to install the program.

5. Choose the Personalize Registered Version button, then enter the directory where the program file (CODE.EXE) resides and press OK.

6. In the dialog box that appears enter the information from your license sheet. Please note, that the information you enter must appear exactly as on the license sheet. This is the information you provided us with when registering and the registration number is based on it.

7. Once you have entered the License Number and your personal registration data, press OK, then Exit Setup.

    You will no longer see the registration reminder at the program startup. The '[UNREGISTERED]' mark will no longer appear as part of the window title. You will thus have a fully functional, registered (commercial) version of the software.

    Please note, that you may not distribute the registered version of the program. It is a good idea to preserve the installation copy of Code-A-Line (i.e. the contents of the original CODE??.ZIP) so that you can share it with others, and also so that you are able to re-install Code-A-Line later, if needed.

How to Register via CompuServe

See also:

You may register Code-A-Line in either of two ways: by mail, or online, via CompuServe. The following instructions describe how to register via CompuServe.

1. Once connected, enter **GO SWREG** at any ! CompuServe prompt to get to the Shareware Registration Area.

2. Follow the on-screen instructions. Use ID **#2293** to register. The registration fee of US $15 (limited time offer: until Sep. 30, 1994) or US $35 (after Sep. 30, 1994) will be charged directly to your CompuServe account.

3. After you register, a License Sheeet with your License Number will be sent to you via CompuServe E-Mail. You will use this number, along with your name and other information you provided to CompuServe upon registration, to install the registered version of the program.

4. To install the registered version, re-run the SETUP utility provided with Code-A-Line (SETUP.EXE). This is the same utility that you originally used to install the program.

5. Choose the Personalize Registered Version button, then enter the directory where the program file (CODE.EXE) resides and press OK.

6. In the dialog box that appears enter the information from your license sheet. Please note, that the information you enter must appear exactly as on the license sheet. This is the information you provided us with when registering and the registration number is based on it.

7. Once you have entered the License Number and your personal registration data, press OK, then Exit Setup.

    You will no longer see the registration reminder at the program startup. The '[UNREGISTERED]' mark will no longer appear as part of the window title. You will thus have a fully functional, registered (commercial) version of the software.

    Please note, that you may not distribute the registered version of the program. It is a good idea to preserve the installation copy of Code-A-Line (i.e. the contents of the original CODE.ZIP) so that you can share it with others, and also so that you are able to re-install Code-A-Line later, if needed.

Code-A-Line 1.1 Registration and Order Form

Single -User License. Please, contact Optimax for Site- and Network licensing.

Please include the following information with your registration (you may simply print this Help topic on a standard 8"1/2 by 11" or A4 sheet: select Print Topic from the File menu above). Mail the completed form to Optimax Corporation.

_____

Your Name/Main Contact Information

_____

Organization/Department

_____

Street and No./P.O. Box and Station

_____   _____

City/State or Province/Country   Zip or Postal Code

_____   _____

Phone (Optional)   Fax (Optional)

_____

Electronic Mail Address (Optional)

☐   Check here if you wish us to respond by fax (Continental US and Canada only)

☐   Check here if you wish us to respond by e-mail (CompuServe or Internet only)

	Number of copies	Price per copy	Subtotal
Shareware Edition Special Offer Expires Sep. 30, 1994	_____	**$15**	$_____
Shareware Edition - Single User License	_____	**$35**	$_____
<ASP> Author Member Discount (qualified individuals only)	_____	**$17**	$_____
Professional (Retail) Edition - Special Pre-Release Offer	_____	**$49**	$_____
Complete (Retail) Edition - Special Pre-Release Offer	_____	**$69**	$_____
		Subtotal	$_____
Add: Shipping and Handling (Retail versions only. $10 U.S., $15 worldwide)		$_____	$_____
Please pay by cheque or money order (U.S. funds drawn on a U.S. bank only).		**TOTAL**	$_____

We welcome your suggestions and comments! Please enter them below (continue on reverse if needed):

_____

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Thank you for choosing Code-A-Line!

Why register?

Special Offer: If your registration request with payment for Code-A-Line 1.1 Standard Shareware Edition is received on or before September 30, 1994, you are entitled to a considerable promotional discount off the regular registration fee (see <u>Fee Schedule</u>):

Here is the summary of rights and benefits available to the registered users:

◼   Registering gives you the legal right to the continued use of the program, beyond the trial 30-day period.

◼   Registering will disable all the registration reminders that the unregistered version of the program displays, including the initial About dialog.

◼   Registered users receive notifications of any new releases of Optimax products. We also occasionally send other notifications that we feel may be of interest to our registered users (such as notifications of a release of companion products, add-ons, etc.). We do *not* sell our customer lists.

◼   Registering also entitles you to one free upgrade of the software. Once you register, you are automatically licensed for the next higher version of the same program. See <u>How to upgrade?</u>

◼   Registering entitles you to our <u>free support</u>.

◼   When you register, you will be entitled to - often considerable - discounts on other quality software titles produced by Optimax.

See also:
<u>The Unregistered Version</u>
<u>How to register?</u>
<u>Registration Form</u>
<u>Software License and Disclaimer</u>

The Unregistered Version

The unregistered, evaluation version of Code-A-Line is not copy protected, crippled, nor lacking any features. We want you, the User, to be able to appreciate the full value of the program before you make your decision to purchase.

The unregistered version differs from the registered one only in these minor respects:

● 	The unregistered version displays the "About Code-A-Line" dialog with the word "UNREGISTERED" painted in red upon startup. Registering will disable this initial dialog.

● 	The main window's title of the unregistered version includes "[UNREGISTERED]". This reminder will disappear as soon as you install the registered version.

● 	The About-box displays "UNREGISTERED" in big, red characters. This will change to your name and address once you install the registered version.

See also:
How to register?
Registration Form
Software License and Disclaimer

Support for Registered Users

Support is provided only to registered users free of charge. Code-A-Line 1.1 will be supported for the period of one year after the release of a subsequent major version (if any) or at least one year after the original registration date - if no further versions are planned - by any and all of the following means:

By mail.

By electronic mail.

By fax.

By phone.

See Optimax Corporation for contact information.

You do not have to be a registered user to obtain help on installing the evaluation version of Code-A-Line. If you have any problems or questions and need technical assistance while trying to install Code-A-Line, feel free to contact Optimax Corporation by any of the means above.

Optimax Corporation reserves the right to change its support policies at any time without prior notice.

See also:
How to register?
Registration Form
Software License and Disclaimer

How to Upgrade?

You may upgrade to a new release of Code-A-Line Standard Edition at any time after it has become available.

> To upgrade Code-A-Line 1.1 Standard Edition to a higher (newer) version of the Shareware Edition (upgrades to the next release are free to registered users):
>
> 1. Obtain a copy of the new shareware evaluation version from your local Bulletin Board System (BBS), from CompuServe (e.g. WINSHARE Forum, Lib 10), or directly from Optimax (add $2 to cover the postage and media costs each time you order directly from Optimax; include your media preferences with your order: 3.5 or 5.25 inch disks).
>
> 2. Install the new version using SETUP utility provided, choose Register Code-A-Line, and enter your License Number you received when registering your current version along with the personal information (see also How to Register?). You are automatically registered for the new Standard version and you may start using it immediately.

To upgrade your Code-A-Line Standard Edition to any commercial (retail) edition (see Code-A-Line Family of Products), when it becomes available, please contact Optimax first for availability, current pricing and discounts you may be entitled to as a registered user of the shareware edition.

Optimax™

Mailing Address:

Optimax Corporation
P. O. Box 25447
Chicago, IL 60625-9998

While the above mailing address will likely remain in effect for the foreseeable future, changes are possible. If you are having any difficulty reaching us by any means listed here, please contact the Association of Shareware Professionals to obtain our current contact information. We take pride in supporting our products and there always is a way to contact us!

CompuServe Mail: 75020,3617
Internet E-Mail: 75020.3617@compuserve.com

Electronic mail is the preferred support and communication vehicle. Please use it if you can. It allows you to correspond directly with the author of this shareware and to receive your answers quickly and inexpensively. It is available 24 hours a day, 365 days a year from around the world and will be given prompt attention and priority for any support questions.

Phone/Fax (24-hours, 7 days): 312-561-6363

Feel free to leave a message with your name and telephone number and we will get back to you, usually the same day or early next morning, provided that your number is within the continental United States or Canada (if you are calling from outside the area code 312, we will call you back collect; please be prepared to accept the charges). For your own convenience, please indicate in your message your time zone and the hours most suitable for you to accept our call. You have a strong chance of speaking to a live person on your first attempt if you call between the hours of 8 p.m. and 11 p.m. Central Time.

When faxing, you may hear the first few phrases of our answering machine's greeting message through your fax' speaker. Please, do not interrupt your fax transmission at this point as within a few seconds the line will automatically switch to the fax mode at our end. If you encounter any difficulties, please press #1 (the pound sign, followed by the digit 'one') to manually switch the line to the fax receiving mode.

About Optimax Corp.

Optimax Corporation is a small, dynamic group of information technology professionals providing innovative information technology solutions (programming, analysis, consulting) that truly work. We base our solutions on a solid, proven software engineering expertise. We are committed to the highest professional quality and look forward to long-term business relationships with other companies.

We specialize in custom software solutions based on the Microsoft Windows graphical environment exclusively since 1991. Business applications, including databases, networking, distributed and client-server systems, are among our specialties.

If you would like more information about our consulting services or custom programming options, please feel free to contact us by any means listed above.

Fee/Price Schedule

Code-A-Line 1.1 Standard Shareware Edition License Fees:

PROMOTIONAL OFFER! **Standard Edition Single-User Registration** Offer Expires on September 30, 1994	**$15**
Standard Edition Single-User Registration After September 30, 1994	**$35**
Site Licenses, Network Licenses, Corporate and Educational Discounts	**Available, Please <u>Call</u>**
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Should you decide to upgrade to a Retail Edition after you have registered the Standard Edition, we will apply the full license fee you paid for the Standard Edition to the price of the Retail Edition in effect at the time of upgrade.

See also:
<u>Code-A-Line Family of Products</u>
<u>How to register?</u>
<u>Why register?</u>
<u>About Shareware</u>

CODE??.ZIP Packing List

NOTE: You may have received Code-A-Line 1.1 as CODE.ZIP or CODE11.ZIP. If you are uploading the program to a BBS, or distributing on a CD-ROM, please name the Code-A-Line archived distribution file CODE11.ZIP.

Below is the list of all the files inside CODE11.ZIP (or CODE.ZIP if downloaded from CompuServe):

README.1ST	Text file with essential installation instructions and any last minute updates to the documentation.
SETUP.EXE	Installation program to be run first.
SETUP.EX$	Archived copy of the installation program to be used after the initial installation.
SETUP.INF	Installation script file used by SETUP.EXE.
CODE.EX$	Code-A-Line application (archived).
CODE.HLP	Online help file for Code-A-Line.
DISPLAY.CF$	Sample configuration suitable for the display (archived).
PRINTER.CF$	Sample configuration suitable for the printer (archived).
FILE_ID.DIZ	Standard description of the program for use by online BBS services.
VENDOR.DOC	Standard description of terms and conditions of distribution for BBS sysops and shareware disk vendors.

The files with extensions ending with $ are archived and cannot be used/accessed directly. You should use the provided SETUP utility to install the program and its associated files. Setup will take care of installing and de-archiving the required files as needed.

Main Window

The main Code-A-Line window consists of the following elements:

> Window Frame
> Main Menu
> Toolbar
> Outline
> Status Bar

Code-A-Line Window Frame

Windows environment provides a standard look-and-feel for application windows by giving them a frame and a title bar. The Code-A-Line title displays the abbreviated form of the file name (just the name portion). A shareware evaluation version has the word UNREGISTERED in the window title at all times. Registering Code-A-Line removes this reminder (See <u>How to register?</u>).

Code-A-Line Toolbar

Tollbar's speed-buttons give you one-click access to the most frequently used commands.

Toolbar Button	Menu Equivalent	Function
	File|New	Blank the editor for a new file.
	File|Open	Open an existing file.
	File|Save	Save current file.
	File|Print	Print current file.
	Edit|Cut	Cut text to the clipboard.
	Edit|Copy	Copy text to the clipboard.
	Edit|Paste	Paste text from the clipboard.
	Edit|Find	Find text.
	Edit|Replace	Find and replace text.
	Line|Expand All	Expand all lines.
	Line|Deep Expand	Expand only the current line completely.
	Line|Collapse All	Collapse all lines.
	Line|Move Up	Move current line up.
	Line|Move Down	Move current line down.
	Line|Promote	Promote the current line and its children.
	Line|Demote	Demote the current line and its children.
	Line|Indent	Indent the current line without affecting the children..
	Help|Contents	Display the hHelp Table of Contents.
	File|Exit	Exit program.

Code-A-Line Outline

The main (client) area of a Code-A-Line window is devoted to displaying the file outline.

What Are Outlines?
Programs As Outlines
Other (Non-Program) Outlines
Outline Editor

What Are Outlines?

An outline is a way of utilizing both dimensions of your screen or paper - vertical and horizontal - to organize information. In outline text files lines are indented from the left to show deeper nesting, or parent-child-like relationships.

An indented line is considered subordinate (the child) to the previous one, with one less level of indentation (the parent). The unindented lines (with indentation of zero) form the main "headline" structure of the file and are "parents" of all other, deeper indented lines. Every headline can have a list of sub-heads. The sub-heads can have more sub-heads, and so on to virtuallyan infinite depth of detail.

With the outline structure you can look at the details of your work or get the broader view by expanding and collapsing headlines. Plus, Code-A-Line outlines can be instantly reorganized to facilitate the development of your work.

Non-Program Outlines

Code-A-Line can help you organize ideas and details. It can make you more productive by making it easier to put every fact and goal where it belongs in relationship to other things. Similar to how spreadsheet programs help boost your productivity in financial and quantitative work, an outline processor is best used in organizational and qualitative work.

The list of applications for outlining is endless. We include some suggestions here:

- TO-DO lists
- Task Lists for Project Management
- Classifications
- Organizational "Charts"
- Tables of Contents
- Hierarchy Trees

Programs as Outlines

Code-A-Line has been specifically designed with the programmer in mind. Almost no matter which programming language you use, you can take advantage of Code-A-Line's powerful outlining capabilities to enhance your productivity.

The key to productivity enhancement that Code-A-Line provides is called information hiding. It is a very powerful concept, which has far reaching implications as far as software construction is concerned. The term itself has many applications. Here we are using the term 'information hiding' in the context of developing (i.e. writing and editing) the program source code files.

Rather than looking at the entire source code file all at once, you can concentrate on the selected areas by appropriately expanding the lines of interest, while suppressing the display of all the remaining ones. You gain an uncluttered view of the problem you are currently trying to solve, without all the extraneous noise.

Typically, programmers spend a lot of time paging back and forth between declaration of a routine and its implementation, between declaration of a data type and the place where it is being used, and so on. With outlines, the related elements can be brougt closer together.

Outlines make it easy to develop pseudo-code (what else!) outlines of your program's logic. You can later expand these outlines by providing the implementation details, while the outline headings become comments in your code. You can keep things in perspective by expanding and collapsing sub-headings, so that you never have to deal with too much detail at once.

You can use outlines to enhance and/or highlight the syntactic structure of your program source code. For example, if you treat the headings of subroutines as outline headings, and their bodies as sets of subordinate headings in the outline, you can then view the file in the fully contrated state, when it becomes a sort of table of contents. You can later expand the heading that you are interested in, to see the details of implementation of the subroutine.

This concept can be applied not only at the subroutine level, but at any level, down to individual statements or groups of related statements. After all, you are probably using indentation to help you cope with your programs' structure anyway. Code-A-Line comes in as an enhancement to let you make much better use of that indentation technique.

Outline Editor

Code-A-Line has a powerful Outline Editor. This is the main portion of the Code-A-Line window, occupying the area between the toolbar at the top, and the status bar at the bottom.

The editor area is divided into two regions: on the left are the line numbers; on the right are the text lines of the current outline.

You can tell which area the cursor is over as it changes from the normal arrow pointing to the left while over the text lines into a similar arrow but pointing to the right over the line numbers.

Depending on which area you click/double-click on with your mouse, the outline contracts or expands (click on the line numbers' area), or the line editor gets activated (double click the text of the line).

Code-A-Line Status Bar

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Displayed at the bottom of the window. The status bar shows the current position in the file, both in terms of the display-based <u>line numbers</u> and in terms of pages. It also displays the current directory information, including the size of the file in bytes, the date, and the time as it was read from disk. Finally, the status bar displays the full path and filename of the file being edited.

Note that when you modify the current file, the directory information and the name of the file are greyed out. This is an indication that the file has changed since the last save.

Line Numbers

As a consequence of its outlining capabilities, and the possibility of collapsing some headlines, Code-A-Line must maintain two different line-numbering schemes.

- **File-Based (Absolute) Line Numbers**

    These are the consecutive, sequential numbers that the lines are numbered with as they are read from the disk file. These numbers are displayed and printed to the left of each line (unless you disabled this option) and they are the same numbers that a regular text editor might report. These numbers are "absolute" in the sense that they will remain unchanged when you expand or collapse various portions of the outline.

- **Display-Based (Relative) Line Numbers**

    These are the sequential numbers of only the displayed lines in the outline. The display-based number of the currently selected line is shown inside the leftmost field on the status bar (bottom of the window). If you expand all lines in the outline, the Displayed numbers will coincide with the file-based Outline Numbers. Normally, the display-based number of a line changes as lines before it are expanded or collapsed. In that sense, these numbers are display-relative.

Main Menu Commands

File	**Edit**	**Line**	**Tools**	**Options**	**Help**

<u>File</u>	Opening, Saving and Printing of files.
<u>Edit</u>	Cut, Copy, Paste, Select All.
<u>Line</u>	Manipulating the Outline.
<u>Tools</u>	Execute user-configurable tools/programs.
<u>Options</u>	Custom configuration options.
<u>Help</u>	Access to help pages.

File Menu Commands

New   Creating a New File.
Open   Opening an Existing File.
Save   Saving an Existing File.
Save As   Saving a New File.

Print   Printing a File.
Printer Setup   Choosing and Setting up Printers.

Exit   Exiting the Program.

Edit Menu Commands

<u>Undo</u>	Undoing changes effected by previous commands
<u>Cut</u>	Cutting Lines to the Clipboard.
<u>Copy</u>	Copying Lines to the Clipboard.
<u>Paste</u>	Pasting Lines from the Clipboard.
<u>Select All</u>	Selecting All Lines.
<u>Find</u>	Find occurrences of the specified text.
<u>Replace</u>	Find and replace one or more occurrences of the specified text.
<u>Go To Page</u>	Position the highlight bar (caret) at the top of the specified page.

Line Menu Commands

<u>Insert</u>	Inserting a New Line.
<u>Add</u>	Adding a New Line.
<u>Edit</u>	Editing an Existing Line.
<u>Delete</u>	Deleting a Line.
<u>Expand One</u>	Expanding (Unfolding) a Line One Level.
<u>Collapse One</u>	Collapsing (Folding) a Line.
<u>Expand All</u>	Expanding (Unfolding) All LInes.
<u>Deep Expand</u>	Expanding a Line Completely.
<u>Collapse All</u>	Collapsing All Lines.
<u>Move Up</u>	Moving the Current Line Up.
<u>Move Down</u>	Moving the Current Line Down.
<u>Promote</u>	Promoting (Unindenting) a Line.
<u>Demote</u>	Demoting (Indenting) a Line.
<u>Indent</u>	Indenting a Heading, without affecting its children
<u>Go To</u>	Moving the highligt bar (caret) to the specified <u>absolute</u> line.

Tools Menu Commands

Execute   Launching other programs.

Setup   Run Code-A-Line Setup/Installation
         Program.

<User Tools>   Running user-specified programs.

Options Menu Commands

Colors	Selecting Custom Colors.
Elements	Selecting Page Elements to be included or excluded from printing/displaying.
Fonts	Selecting custom fonts.
Page Layout	Defining page layout, including margins and other dimensions.
Preferences	Defining miscellaneous custom preferences.
Tools	Configuring the Tools menu.
Open	Loading a configuration file.
Save	Saving the current configuration to a file.
Save As	Saving the current configuration to an explicitly named file.

Help Menu Commands

Index	Help Table of Contents.
Keyboard	Keyboard shortcuts.
Commands	Menu commands.
Procedures	Eplanations on how to accomplish a certain task.
Using Help	Help on Windows Help.
About	Program and copyright information.

Creating a New File

To create a new source file choose New from the File menu (Alt-F, N).

The contents of the outline will be cleared (if you have not saved the currently open file, you will be prompted to do so).

Opening an Existing File

To open an existing file

 Choose Open from the File menu (Alt-F, O), or

 Drag-and-Drop the file with your mouse from the File Manager onto the Code-A-Line window or icon.

If you choose Open from the File menu, or press open file button on the toolbar, an "Open File" dialog appears. Select the file you wish to edit, then press OK.

NEW! The "Open File" dialog box is now resizeable vertically. You can stretch it to the height of the entire screen, if you wish to see more file and directory entries at once.

The contents of the current outline will be cleared as the new file is read in. If if you have not saved the currently open file, you will be prompted to do so.

Code-A-Line does NOT rely on any extraneous control characters to be inserted into your file in order to maintain the outline structure. Only the indentation of the individual, non-blank lines matters when Code-A-Line builds the outline structure on-the-fly, as it reads the file.

Saving an Existing File

The Save command records any changes you make to the currently open source file. The file name and location remain the same. You should save the contents of a file frequently as you work.

To save an existing source file choose Save from the File menu (Alt-F, S).

If this is the first time you have saved the source file, the Save As dialog box appears. See <u>Saving a New Document</u>

Saving a New File

To save a new, unnamed document or source code file,

> Choose Save from the File menu (Alt-F, S), or

> Choose Save As from the File menu (Alt-F, A).

"Save As" dialog box appears.

To save the document in the current drive and directory, type a name of up to eight characters in the File Name box.. There is no default extension for the document you save, so you have to specify a complete file name, with an extension, if desired.

To save the document in a different drive or directory select a drive in the Drives box , then select a directory in the Directories box, then type the filename or the complete path in the File Name box..

> Once you are done filling in file-name components, press the "OK" button.

NEW! The "Save As" dialog box is now resizeable vertically. You can stretch it to the height of the entire screen, if you wish to see more file and directory entries at once.

Printing a File

The printer you have installed affects how Code-A-Line prints and displays text on the screen. Before you complete the editing of your source file, you should install and select the printer you intend to use to print it.

It is a good idea to frequently save your file while you are editing it, but especially before you start printing. That way, if a printer error or other problem occurs, you will not lose any work performed since the last time you saved the file.

You can print a a range of pages (even a single page), a complete file, or a range of lines from the file.

To print the entire document,

Choose Print from the File menu (Alt-F, P). In the Print box, select All (Pages) inside the Print Range box, then press the "OK" button.

To print a range of pages,

Choose Print from the File emnu (Alt-F, P), then select Pages in the Print Range box. Specify the desired range of pages in the From and To boxes, then press the "OK" button.

To print a range of lines,

Choose Print from the File menu (Alt-F, P), then select Selection in the Print Range box. and press the "OK" button.

The selected range of lines does not necessarily have to coincide with page breaks; it can span several pages, or be as short as two lines; it can begin and end at any line on a page; it can also include all lines, in which case printing it is equivalent to printing the entire document.

Printer Setup

A file prints on the default printer. If you have installed more than one printer, you can make any of them the default printer. You can also change the options for the default printer.

To change printers,

1. Select Printer Setup from the File menu (Alt-F, R).

2. From the drop-down list of available printers select the one you wish to use. This will become your default printer.

3. Press the "OK" button.

To change the default printer options,

1. Select Printer Setup from the File menu (Alt-F, R).

2. Choose the Setup button. A printer options dialog box will appear, allowing you to set the preferred options for the printer. The options vary, depending on the printer you selected.

3. Select the options you prefer.

4. Press the "OK" button to close the printer's Setup dialog box.

5. Choose the "OK" button in the Select Printer dialog.

Exiting the Program

To close the window and exit Code-A-Line,

    Select Exit from the File menu, or

    Press Alt-F4 while the main window has the input focus.

Undoing Changes

Any editing command that affects the text stream in the outline editor can be un-done. The commands involved include:

Edit Menu Commands
>Paste
>Cut
>Replace

Line Menu Commands
>Insert
>Add
>Edit
>Delete
>Move Up
>Move Down
>Promote
>Demote

To undo the last command issued,

>Select Undo X from the Edit menu, where X is replaced by the name of the most recently issued command (e.g. Undo Insert, Undo Move, etc.).

If there are no commands saved in the Undo buffer, the first Edit menu selection will read 'Nothing to Undo' and will be greyed-out. Otherwise the first menu selection will show the most recently issued command and the number of undo records remaining in the Undo buffer, in square brackets.

There is no limit on the number of changes that can be undone. Code-A-Line maintains a Last-In, First-Out queue of recent commands, so that you can undo them in the reverse order, one-by-one.

Please note that line expansion and contraction commands do not affect the undo buffer. You cannot currently undo line expansion or contraction commands, and therefore undoing the effects of some of the above undo-enabled commands may not be immediately visible if you have collapsed or expanded lines since the time the command was issued.

Also note that issuing a File|New, or File|Open commands unconditionally flushes the Undo buffer removing all commands stored there.

Cutting Lines

To cut (remove) a range of lines from the file you are editing and place them as text onto the Windows Clipboard,

Select the range of lines, then

Select Cut from the Edit menu (Alt-E, T), or
Press Shift-Delete

Note that only the visible selected lines will be placed onto the Clipboard. The lines hidden (folded) underneath the currently visible ones will be cut from the file, but will not appear on the Clipboard.

Also note that the newly cut lines replace any previous contents of the Clipboard.

Copying Lines

To copy (without removing from the file) a range of lines from the file you are editing and place them as text onto the Windows Clipboard,

> Select the range of lines, then

> Select Copy from the Edit menu (Alt-E, P), or

> Press Ctrl-Insert on the keyboard.

Note that only the visible selected lines will be placed onto the Clipboard. The lines hidden (folded) underneath the currently visible ones will not appear on the Clipboard.

Also note that the newly copied lines replace any previous contents of the Clipboard.

Pasting Lines

To paste the current contents of the Windows clipboard as text lines into the outline,

> Select Paste from the Edit menu (Alt-E, P), or
> Press Shift-Insert.

The text from the Clipboard is added at the insertion point (below the currently selected line). If more than one line is currently selected, the text lines from the Clipboard replace the selected lines in the file.

Selecting Lines

To select a range of lines:

1. Move the current highlight bar to the first line of the range to be selected.

Then do one of the following:

2. Without moving the highlight bar, scroll the window by the scrollbar so that the last line of the range is visible, then

   Depress Shift and click on the last line of the range to be selected while Shift is still being depressed.

or

2. Depress Shift and move the highlight bar with the cursor (arrow) keys while Shift is still being depressed, thereby gradually extending the selection, line-by-line.

See also:
Selecting All Lines

Selecting All Lines

To select all lines in the file in one step,

Choose Select All from the Edit menu (Alt-E, A).

See also:
Selecting Lines

Finding Text

You can find the next occurrence of any sequence of characters in the outline, including uppercase and lowercase characters, and parts of words.

To find text

1 From the Edit menu, choose Find (Alt-E, F).

2 A Find dialog box appears.

3 In the Find What box, type the text to search for.

4 Set the options you want to control the search with:

Match Case	Find text having a certain pattern of uppercase and lowercase letters, when case is significant.
Up	Search the outline above the current insertion point (highlight bar).
Down	Search the outline below the current insertion point (highlight bar).

5 Choose the Find Next button. If Code-A-Line finds an occurrence, the outline scrolls and expands as necessary, so that you can see the line in context.

6 To cancel a search or when you are finished searching, choose the Cancel button, or press Esc.

Replacing Text

With the Replace command, you can find and replace text. You can automatically replace all occurrences of the found text, or selectively replace only certain instances.

To replace text

1.	Select the portion of the document you want to search. Code-A-Line searches the entire document if you do not select a portion of the document.

2.	From the Edit menu, choose Replace (Alt-E, R).

3.	In the Find What box type the text to search for.

4.	Set the options you want to control the search with:

	Match Case	Find text having a certain pattern of uppercase and lowercase letters

5.	In the Replace With box type the text.

6.	Choose the Find Next button. If Code-A-Line finds an occurrence, the outline scrolls and expands as necessary, so that you can see the line in context.

7.	Do one of the following:
	To replace the text, choose Replace.
	To leave the text unchanged and search for the next occurrence, choose Find Next.

8.	Do one of the following:
	Repeat steps 6 and 7 for each occurrence.
	To change all occurrences of the search text without confirmation, choose the Replace All button.

9.	To cancel a replace operation in progress or when you are finished replacing, choose the Close button or press ESC.

To undo the effects of the Replace command, choose Undo Replace from the Edit menu (Alt-E, U) as the first action after completing the change. Code-A-Line reverses only the last change if you chose Replace for each occurrence. All changes will be reversed if you made the changes in one step with Replace All.

Jumping to a Particular Page

To move the highlight bar (outline caret) to the first line of a particular page,

1. Select "Go To Page" from the Edit menu (Alt-E,G).

A Dialog box will appear allowing you to enter any number within the current range of page numbers.

2. Once you have entered the desired page number to move to, press the "OK" button.

See also:
Jumping to a Particular Line

Jumping to a Line Number

To move the highlight bar (outline caret) to a particular <u>absolute</u> line,

1. Select "Go To" from the Line menu (Alt-L,G).

A Dialog box will appear allowing you to enter any number within the current range of absolute line numbers.

2. Once you have entered the desired line number to move to, press the "OK" button.

See also:
<u>Jumping to a Particular Page</u>

Inserting a Line

To insert a new line **before** the currently selected one:

Choose Insert from the Line menu (Alt-L, I), or

Press the Insert key.

A new, blank line will be inserted before the currently selected line, and the editing caret will be shown. You can start entering text for the new line immediately. Once you are finished adding text for the line, press Enter. If you want to discard changes to the current line and return to the outline editing mode, press Esc.

See also:
    Adding a Line

Adding a Line

To add a new line **after** the currently selected one:

    Choose Add from the Line menu (Alt-L, A), or

    Press the Enter key on your keyboard.

A new, blank line will be added after the currently selected line (if the currently selected is the last line of the file, the new line will be appended), and the editing caret will be shown. You can start entering text for the new line immediately. Once you are finished adding text for the line, press Enter. If you want to discard changes to the current line and return to the outline editing mode, press Esc.

NOTE: Pressing Enter repetitively will insert more lines. If you want to terminate the line-insertion mode and return to the outline editing mode, press Esc.

See also:
    <u>Inserting a Line</u>

Editing a Line

To make changes to an existing line,

Choose Edit from the Line menu (Alt-L, E), or

Double click the thext of line with the mouse, or

Press the Spacebar on your keyboard, or

Just start to type the text.

The editing caret (a blinking, vertical bar at the insertion point) will show allowing you to edit the text line. Once you are finished with changes, press Enter. If you want to discard changes to the current line and return to the outline editing mode, press Esc.

Deleting a Line

To delete a line,

Choose Delete from the Line menu (Alt-L, D), or

Press the Delete key.

Note that if there is a block marked, the entire block will be deleted.

Also, please note that when the outline is folded, all of the subordinate (lines at a higher level of indentation) under the current line will also be deleted.

Expanding a Line

Lines that can be expanded ("outline headings") are lines followed by other lines with deeper indentation. They are marked with a plus sign right after the line number on the left. They are also marked with a trailing ellipsis (three dots by default. You can change the mark by choosing Preferences from the Options menu).

To expand the current line by one level,

Choose Expand One from the Line menu (Alt-L, X), or

Press the Plus key on the numeric keypad, or

Click (once) over the line number of the line you want to expand (to the left of the text of the line) with the mouse, provided the line is currently collapsed. If the line is already expanded, it will be collapsed instead.

See also:
Collapsing a Line

Collapsing a Line

Lines that can be folded or collapsed ("outline headings") are lines followed by other lines, with a higher indentation level. They are marked with a minus sign right after the line number on the left.

To collapse a single outline heading,

Choose Collapse One from the Line menu (Alt-L, C), or

Press the Minus key on the numeric keypad, or

Click (once) over the line number of the line you want to collapse or fold (to the left of the text of the line) with the mouse, provided the line is currently at least partially expanded. If the line is already fully collapsed, it will be expanded.

See also:
Expanding a Line

Expanding All Lines

To expand (unfold) all lines,

Choose Expand All from the Line menu, or

Press the Star (Multiply) key on the numeric keypad.

Expanding all lines unfolds the entire file making all the lines visible.

See also:
Collapsing All Lines

Collapsing All Lines

To collapse all lines, effectively reducing th evisible outline to the top-level headings,

Choose Collapse All from the Line menu, or

Press the Slash (Divide) key on the numeric keypad.

See also:
Expanding All Lines

Deeply Expanding a Line

You can expand an outline heading (a line with subordinate lines) completely, so that all 'child' or subordinate lines at the lower levels are visible. This is called 'deeply' expanding, because you are effectively in-depth exposing the subtree of hierarchically organized headings.

To deeply expand the entire su-hierarchy starting at the selected line,

Choose Deep Expand from the Line menu, or

Press Ctrl-+ (Plus on the numeric keypad).

See also:
Expanding All Lines
Expanding a Line

Rearranging the Outline

You can move single lines up or down, thereby rearranging the order of headings in the outline.

To move the single selected line up one position, i.e. to swap the selected line with the next line at the same indentation level immediately above it,

Choose Move Up from the Line menu (Alt-L, U), or

Press Ctrl-Up Arrow.

To move the single selected line down one position, i.e. to swap the selected line with the next line at the same indentation level immediately below it,

Choose Move Down from the Line menu (Alt-L, W), or

Press Ctrl-Down Arrow.

Promoting a Line

Promoting means decreasing the indentation of (unindenting) a line. The line gets "promoted" since it becomes a higher-level outline heading in the process.

To promote the currently selected line or range of lines,

Select Promote from the Line menu (Alt-L, P), or

Press Left Arrow key, or

Press Shift-Tab.

See also:
Demoting a Line

Demoting a Line

Demoting means increasing the indentation of a line and its children (subordinate lines, or subheadings in the outline). The line gets "demoted" since it becomes a lower-level outline heading or a simple text line in the process.

Demoting a line that already has children (subordinate lines, or lines with higher indentation level) results in demoting the entire subtree. If your intention is to demote just one line, without moving its children, see Indenting a Line.

To demote the currently selected line or range of lines and all of their children,

Select Demote from the Line menu (Alt-L, M), or

Press Right Arrow key, or

Press Tab.

See also:
Promoting a Line
Indenting Line

Indenting Line

Indenting is similar to Demoting, with the exception that the subordinate (child) lines are not dragged along. Only the explicitly selected lines are affected.

To demote just the selected line or lines, without necessarily indenting its, or their, children,

Select Indent from the Line menu (Alt-L,I), or

Press Right Arrow key while holding Ctrl key simultaneously, or

Hold Ctrl and Tab keys simultaneously.

See also:
Promoting a Line
Demoting a Line

Customizing Colors

To customize the colors used by Code-A-Line on the display

    Select Colors from the Options menu (Alt-O, C).

"Select Colors" dialog will appear. You can customize a color for a number of display elements, shown in a list box along with sample color boxes.

Use the drop-down selectors inside the Color box near the bottom of the dialog to choose the foreground (text) and background colors of the currently selected display element.

Please note, that you can only choose colors for the display: your printouts are always black on white regardless of the custom color settings.

The display elements listed are as follows:

Lines Of Code
These are the actual text lines of your file (document). All text lines will be affected by this setting.

Selected Lines
This setting will affect only the selected lines, i.e. lines within a block. This is not the color of the caret line, i.e. the currently active line.

Line Numbers
Line numbers are displayed to the left of each text line (unless they are disabled by your other custom settings). The settings of the text color will affect the line numbers only, but the background also affects the background of all areas within th eoutline window not covered by text.

Caret Line
Caret line is the "current" line, on which the outline caret resides. This setting affects only this single line.

Page Breaks
Page breaks, if shown, will use the foreground color. Th ebackground color has no meaning and will not be used.

Selecting Page Elements

To select which elements (objects) get displayed and printed on the page,

> Choose Elements from the Options menu (Alt-O, E).

"Select Page Elements" dialog-box will appear in which, for each element or object of interest you can either check or uncheck the box next to it using your mouse. Select the object name from the "... Elements" list, an appropriate page selection from the list above it (your choices apply to one of the selections: All Pages, First Page Only, or Subsequent Pages - other than the First), then check or uncheck the checkbox next to the element's name.

Once you are done selecting which elements are to be displayed, press the "OK" button.

When the checkbox is 'on' ('checked') the corresponding page element will get drawn on the display, if applicable, and it will also appear on the printed page. If you uncheck (turn 'off') a checkbox, the corresponding element will not appear on the printout or screen.

Note that some choices in the "Page Element" list apply only to the display (Page Breaks), while others only to the printer (Big Title, Page Header, Top Dividing Line). Only the Line Numbers and Code Lines are both applicable for the display and the printer.

When a checkbox is grayed, i.e. it is displayed in an indeterminate, neither checked, nor unchecked state, this is an indication of the fact that your page selection (such as All Pages) covers pages of which some include and others exclude the current element. Narrow down your page selection (e.g. select First Page Only) to see the checkbox turn ito a determinate checked or unchecked state.

Here is the list of the object names displayed in the "Page Elements" box:

Big Title
This is typically a large-print title of the file. By default, it is printed at the top of the first page only.

Page Header
This consists of the full path name of the file being printed, along with the directory information including its size in bytes, and its date and time, as well as the page number of the printout.

Top Dividing Line
A horizontal line dividing the header from the rest of the page is drawn by default underneath the header. You can disable the printing of this line by unchecking the corresponding box.

Line Numbers
File-based (absolute) line numbers are printed by default. If line number printing is not desirable, uncheck the appropriate box.

Code Lines
The text of the lines is typically what you want to pront in the first place. Sometimes, however, a need may arise to, for instance, overprint the headers with page numbers over a bare source code listing, possibly pre-printed by other means. You can accomplish that by unchecking the Code Lines box.

Page Breaks
Page breaks are displayed for your information to allow you to preview the printout and possibly adjust the text lines. You can disable the display of the page breaks by unchecking the box. Note that the page breaks will only display properly once you selected the printer that you intent to use for printing the file.

Selecting Fonts

To customize the fonts with which the page elements or objects are displayed and printed,

    Choose Fonts from the Options menu (Alt-O, F).

"Select Fonts" dialog will appear, in which you can choose a custom tailored font for each of the following page elements: Lines of Code (regular text), Line Numbers, First-Page Title (typically the "Big Title", and Page Headers.

As you select a particular page element, the corresponding font attributes are copied to the entry fields inside the "Font" box. You can edit these entries and thereby change the font attributes of the currently selected Page Element.

If you prefer, you can choose from a list of all available fonts on your system. Press the "Fonts" button to open the standard "Font" dialog that allows you to selct the typeface name and other attributes of the font.

Once you are done with the selections, press the "OK" button.

Once you made a change to a page element's font, if you wish to apply the same font attributes to another page element, use the "Repeat" button. It will copy the last font attributes into the currently selected page element.

You can activate the "Repeat" button without doing any font attribute editing by double-clicking on an entry with the desired font properties inside the Page Element box. Once the button has been activated, you can apply the font properties to other Page Element entries by selecting the other entry and then pressing the "Repeat" button.

Customizing Page Layout

To customize the overall layout of the page, i.e. to set-up margins and other key dimensions,

> Select Page Layout from the Options menu (Alt-O, L).

"Page Layout" dialog with a list of page dimensions will appear allowing you to select the desired value for each dimension. You can edit the value below the list-box, inside the "Size" box.

You can also choose one of the possible measurement units to be one of: points, milimeters, thousands-of-an-inch, or device pixels.

Please note, that the last choice (device pixels) is device- (printer-) dependent, and that the results will likely change as you select a different printer.

Defining Preferences

To customize miscellaneous Code-A-Line settings not covered by other, specific commands choose Preferences from the Options menu (Alt-O, P).

A "Custom Preferences" dialog will appear, in which you can change the following settings affecting the display and/or printed output:

End-Of-Line Markers:
These are displayed and printed at the end of some text lines to indicate a special status of a line. Two endline markers are currently defined:

Expansion
This is a string of characters displayed at the end of an expandable line. By default it is a space character followed by three dots. It can be changed to any combination of characters and/or special symbols.

Null-Line
This marker string is displayed in place of empty (null) lines. By default it is a single underscore. It can be changed to any combination of characters and/or special symbols.

Tab Size:
Tab size settings affect how Code-A-Line reads text files and how it generates the output file.

Source
Source Tab Size setting is used to determine the number of consecutive leading spaces (ASCII 32) which are to be treated as one logical indentation level. Note that TAB characters in th einput file are always assumed to increase the logical indentation level by one. By default this value is two, which means that each indentation level is indented two space characters to the right from the previous one.

Destination
When Code-A-Line saves a file, it uses this setting to determine how many space characters to output at the beginning of a line for each logical indentation level. By default this is set to two spaces. Please note, that depending on the setting of the Use TAB Char checkbox (see the explanation below), TAB characters may be output one per indentation level instead of space characters.

This setting also affects the line indentation on the display. Its value roughly corresponds to the number of characters in the currently selected font by which a line is offset from the left for each level of indentation. Please note, that this setting has no effect on the printed output; use Options| Page Layout to determine the indentation of the printed lines.

Use TAB Character
This setting determins whether TAB characters (ASCII 9) are used on output to indicate the indentation level of a text line. If this box is checked, the settings in the Destination Tab Size box have no effect other than on the display.

Filter Button, when pressed, expands the dialog box further to show the File Filter settings.

Once you are satisfied with the settings, press the "OK" button and your preferences will immediately take effect.

See also:
    <u>Saving a Configuration File</u>

File Filter

Whenever you attempt to open a file by choosing Open from th eFile menu, an "Open File" dialog box appears with, among other elements, a drop-down list of file extensions ("List Files of Type") near its bottom left hand corner.

These file extensions lists are typically predefined in most Windows applications and cannot be changed by the user. It then becomes a very frustrating task to repetitively have to open files with extensions not foreseen by th eprogram designers. Code-A-Line takes the extra step of allowing you to customize the list - we call it File Filter - to suit your needs, and change it on the fly.

To customize the File Filter settings,

Select Preferences from the Options menu (Alt-O, P), then
Press the Filter button.

The Custom Preferences dialog box expands showing a File Filter list of filename extensions and their descriptions.

You can manipulate the list by simply clicking on the entries to bring their contents to the edit boxes above the list itself, editing the entries, and by pressing the Add or Remove buttons, as needed.

Once theFile Filter list suits your preferences, press the "OK" button to exit and save your settings.

Opening a Configuration File

All custom program settings can be stored in a configuration file. To open an existing configuration file,

> Select Open from the Options menu (Alt-O, O).

An "Open Configuration" dialog box will appear allowing you to select a configuration file. Configuration files typically have the extension of *.cfg.

Once you have selected the configuration file you wish to load, press the "OK" button.

<u>NEW!</u> The "Open Configuration" dialog box is now resizeable vertically. You can stretch it to the height of the entire screen, if you wish to see more file and directory entries at once.

Updating a Configuration File

All custom program settings can be stored in a configuration file. To update an existing configuration file,

Select Save from the Options menu (Alt-O, S).

The file will be updated with the current custom settings. You can retrieve these settings later by choosing Open on the Options menu.

Saving Current Configuration

All custom program settings can be stored in a configuration file. To save the current program settings in an explicitly named configuration file,

   Select Save As from the Options menu (Alt-O, A).

A "Save Configuration As..." dialog box will appear allowing you to choose the destination drive, path and file name for th econfiguration settings. Once you have selected the name for the configuration file, press the "OK" button.

The file will be updated with the current custom settings. You can retrieve these settings later by choosing <u>Open</u> on the Options menu.

<u>NEW!</u> The "Save Configuration As..." dialog box is now resizeable in the vertical direction. You can stretch it to the height of the entire screen, if you wish to see more file and directory entries at once.

Running the SETUP Program

To run the Code-A-Line SETUP program, e.g. to install the personalized, registered version of Code-A-Line,

Select Setup from the Tools menu (Alt-T,S).

Please note, that Code-A-Line itself (CODE.EXE) must not be running while SETUP is running in order for SETUP to function properly. SETUP will attempt to close Code-A-Line if it is running. If you have an unsaved file in the outline editor, you will be prompted to save it first.

See also:
Running External Programs
Configuring Tools Menu

Running External Programs

To launch any (DOS or Windows) external program at any time,

Select Execute from the Tools menu (Alt-T,E)

An "Execute Program" dialog box will appear. Choose the program file to load and run by selecting drives, directories and individual files.

The "Command Line" box can contain partial or full path of the executable program, followed by its command-line arguments, if necessary. If the string does not contain a path, Code-A-Line searches the directories in the following order:

1   The current directory.
2   The Windows directory (the directory containing WIN.COM, usually C:\WINDOWS).
3   The Windows system directory (the directory containing such system files as GDI.EXE, usually C:\WINDOWS\SYSTEM).
4   The Code-A-Line directory containing the executable file CODE.EXE.
5   The directories listed in the PATH environment variable.
6   The directories mapped in a network, if applicable.

See also:
Configuring Tools Menu

Configuring the Tools Menu

To define additional entries for the Tools menu, select Tools from the Options menu (Alt-O,T).

A "Tools Setup" dialog box will appear allowing you to define the individual Tools-Menu entries.

The "Tools Menu" list-box shows the structure of the configurable portion of the Tools menu as it is currently defined. Click on any entry and its corresponding definition will fill the edit boxes directly underneath the list-box.

You can use the "Label", "Command", and "Hint Text" edit boxes below the list-box to modify the existing menu labels and related data, or to add new menu entries.

To Add a New Tools Menu Entry:

1   Press the "New" button. This will blank the entry/edit boxes in preparation for the new data.

2   Enter the "Label" for a menu item. This is the text that will appear as part of the Tools menu. You may use the ampersand (&) character to cause the next character of the label to be underlined and to act as a keyboard shortcut. If you wish the &-character to appear as part of the label itself, insert another & in front of it, like this: &&.

3.   Enter the "Comand" for the menu item. This is the command line you wish the external tool to be invoked with, including any command-line parameters, switches, etc.

4.   Optionally, you may also enter a "Hint Text" to be displayed on the status line at the bottom of the main Code-A-Line window whenever you are browsing through the available menu choices, to remind you what the new menu entry does.

5.   Once you are done entering the information, press the Add button. The new entry you created will appear in the list box just below the previously selected one, if any.

6.   Repeat steps 1 through 5 to add more entries to the Tools menu.

To Edit/Change an Existing Tools Menu Entry:

1.   Click inside the "Tools Menu" list box on the entry you wish to modify. The label for the entry along with its associated data will appear in the edit boxes just below the list-box.

2.   Modify the data inside the edit boxes. When satisfied, press the "Save" button to save the changes to the list box entry. The same comments about the editing apply as in the case of adding a new entry.

3.   Repeat the steps 1 and 2 for each menu entry you wish to modify.

To Delete an Existing Tools Menu Entry:

1.   Click inside the "Tools Menu" list box on the entry you wish to delete. The label for the entry along with its associated data will appear in the edit boxes just below the list-box.

2.   Press the "Remove" button while the list box highlight is still on the item you wish to remove. The item will disappear from the list.

3.   Repeat the steps 1 and 2 for each menu entry you wish to delete.

To Move an Existing Item:

1. Click inside the "Tools Menu" list box on the entry you wish to move. The label for the entry along with its associated data will appear in the edit boxes just below the list-box.

2. Use the "Up" and "Down" buttons to reposition the currently selected list box entry relative to other entries.

3. Repeat the steps 1 and 2 for each menu entry you wish to move.

To Save Changes:

Once you are done with the changes to the menu, press the "OK" button.

If you wish to cancel all the changes you have made since opening the dialog box, press the "Cancel" button (or the Esc key). Rememeber that all changes to the menu will be lost when you do that!

External Configurable Programs

See also:

The new Tools menu, among other, contains user-configurable entries to launch external programs.

This menu allows you to define convenient menu entries for the most frequently launched programs and tools. Examples include command-line and Windows-hosted compilers, dialog- and resource editors, small utilities, etc.

Aside form the two predefined menu choises (Execute, and Run Setup), you are in control of what the Tools menu contains.

To configure the contents of the Tools menu, select Tools from the Options menu.