

LEMMY Version 0.5 (ELVIS for Windows)

LEMMY is a port of Steve Kirkendall's ELVIS (a VI clone) for MS-Windows. If you are a vi user, LEMMY will be familiar. If you've only heard of vi, and use MS-Windows, LEMMY may be the first vi you've ever found to be usable!

For those of you who have never heard of ELVIS, it is the VI clone that comes with LINUX distributions. If you haven't heard of LINUX, it is freely-distributable implementation of Unix for PC Compatibles with an 80386 or higher CPU.

LEMMY comes in 16-Bit and 32-Bit versions. The latest builds are always available via anonymous FTP at <ftp.pacificrim.net> in the **/Pub/Annexia** directory.

Menu of sections:

<u>What's New</u>	What's new in version 0.5.
<u>Feedback</u>	I am interested in hearing what people think of this and/or to hear about ways that it can be broken. Also where is the WWW site?
<u>Features</u>	LEMMY takes advantage of GUI capabilities in a variety of ways.
<u>Elvis man page</u>	A copy of the man page from elvis. Contains important information on ELVIS initialization parameters and startup command line flags. These apply to LEMMY as well.
<u>How it Works</u>	When you use the GUI interface of LEMMY, what is happening behind the scenes.

LEMMY Features - Version 0.5

Search and Replace from the menu

The dialog box parses your regular expressions before issuing them to the VI session so you don't have to keep re-keying mistakes.

Supports for Large Files

LEMMY breaks the depressingly small notepad file size limit. This is actually a function of ELVIS that is carried forward into LEMMY.

Clipboard Integration

Have you ever wanted to be able to cut and paste between vi windows? With LEMMY you can!! The default buffer for LEMMY is the Windows clipboard.

MS-Windows menu support

LEMMY adds pull-down menus, allowing you to select the file to edit (for example) using the standard Windows dialog interface. Support for more vi functions will be added over time. The "File" menu allows you to start another copy of LEMMY, or, open a file in a new LEMMY window.

Scrollbar support

LEMMY has a vertical scrollbar that tells you approximately where you are in the file. It also can be used to move up and down through the file.

Status bar

A status bar along the bottom of the window tells you what vi mode you are in, and gives your line number and column number in the file.

Graphical access to VI settings and SETENV environment values.

Settings can now be made from a windows dialog, and saved automatically, eliminating the need to edit system-level startup files such as AUTOEXEC.BAT, or ELVIS.RC.

How LEMMY Works

Most of the menu functions in LEMMY are executed by issuing the equivalent VI commands (there are some exceptions such as set options).

Whenever the menu causes VI commands to be issued, your vi session is returned to VI Command mode from whatever mode it might be in.

Ultimately, the goal is to maintain 100% of the character-based look and feel of ELVIS (or VI), and add all of the GUI conveniences to make it a Windows-friendly editor.

Send your Comments - Version 0.5

Credit for ELVIS itself goes to Steve Kirkendall. This is a port of ELVIS to Windows and Windows NT, with substantial modifications and enhancements.

Thanks goes to all who have provided feedback, and have helped to make this a better product. You know who you are - the responses received have had a direct impact on the evolution and improvement of this editor.

Send comments or suggestions to my Internet E-Mail address below:

james@pacificrim.net

My Web page is still relatively new - here is the URL:

<http://www.pacificrim.net/~james>

What's New - Version 0.5

- * **Bugs found in 0.4-A fixed:**
 - Close from system menu causing GPF's.
 - Pasting from a 0-length clipboard causing GPF.

- * **Printer Support**
Finally! You can print directly from LEMMY.

- * **Resizable Windows**
No more 80x25 limit, Do you need to see more rows or columns? Just make the window bigger.

- * **Mouse/Cursor tracking**
Hold the mouse down, and watch LEMMY's text cursor follow it all over the place (within reason, of course). With cursor tracking really speedy forward and reverse scrolling are possible!!

- * **Support for drag and drop.**
It is now possible to drop a file from file manager into the LEMMY window, and have it open automatically

ELVIS "man" page excerpts...

NAME

elvis, ex, vi, view, input - The editor

SYNOPSIS

elvis [flags] [+cmd] [files...]

DESCRIPTION

Elvis is a text editor which emulates vi/ex.

On systems which pass the program name as an argument, such as Unix and Minix, you may also install elvis under the names "ex", "vi", "view", and "input". These extra names would normally be links to elvis; see the "ln" shell command.

When elvis is invoked as "vi", it behaves exactly as though it was invoked as "elvis". However, if you invoke elvis as "view", then the readonly option is set as though you had given it the "-R" flag. If you invoke elvis as "ex", then elvis will start up in the colon command mode instead of the visual command mode, as though you had given it the "-e" flag. If you invoke elvis as "input" or "edit", then elvis will start up in input mode, as though the "-i" flag was given.

OPTIONS

-r To the real vi, this flag means that a previous edit should be recovered. Elvis, though, has a separate program, called elvrec(1), for recovering files. When you invoke elvis with -r, elvis will tell you to run elvrec.

-R This sets the "readonly" option, so you won't accidentally overwrite a file.

-t tag
This causes elvis to start editing at the given tag.

-m [file]
Elvis will search through file for something that looks like an error message from a compiler. It will then begin editing the source file that caused the error, with the cursor sitting on the line where the error was detected. If you don't explicitly name a file, then "errlist" is assumed.

-e Elvis will start up in colon command mode.

-v Elvis will start up in visual command mode.

-i Elvis will start up in input mode.

-w winsize
Sets the "window" option's value to winsize.

+command or -c command
If you use the +command parameter, then after the first file is loaded command is executed as an EX command. A typical example would be "elvis +237 foo", which would

cause elvis to start editing foo and then move directly to line 237. The "-c command" variant was added for UNIX SysV compatibility.

FILES

/tmp/elv*

During editing, elvis stores text in a temporary file. For UNIX, this file will usually be stored in the /tmp directory, and the first three characters will be "elv". For other systems, the temporary files may be stored someplace else; see the version-specific section of the documentation.

tags This is the database used by the :tags command and the -t option. It is usually created by the ctags(1) program.

.exrc or elvis.rc

On UNIX-like systems, a file called ".exrc" in your home directory is executed as a series of ex commands. A file by the same name may be executed in the current directory, too. On non-UNIX systems, ".exrc" is usually an invalid file name; there, the initialization file is called "elvis.rc" instead.

ENVIRONMENT

TERM This is the name of your terminal's entry in the termcap or terminfo database. The list of legal values varies from one system to another.

TERMCAP

Optional. If your system uses termcap, and the TERMCAP variable is unset, then will read your terminal's definition from /etc/termcap. If TERMCAP is set to the full pathname of a file (starting with a '/') then will look in the named file instead of /etc/termcap. If TERMCAP is set to a value which doesn't start with a '/', then its value is assumed to be the full termcap entry for your terminal.

TERMINFO

Optional. If your system uses terminfo, and the TERMINFO variable is unset, then will read your terminal's definition from the database in the /usr/lib/terminfo database. If TERMINFO is set, then its value is used as the database name to use instead of /usr/lib/terminfo.

LINES, COLUMNS

Optional. These variables, if set, will override the screen size values given in the termcap/terminfo for your terminal. On windowing systems such as X, has other ways of determining the screen size, so you should probably leave these variables unset.

EXINIT

Optional. This variable can hold EX commands which will be executed before any .exrc files.

SHELL

Optional. The SHELL variable sets the default value for the "shell" option, which determines which shell program is used to perform wildcard expansion in file names, and also which is used to execute filters or external programs. The default value on UNIX systems

is "/bin/sh".

Note: Under MS-DOS, this variable is called COMSPEC instead of SHELL.

HOME This variable should be set to the name of your home directory.

looks for its initialization file there; if HOME is unset then the initialization file will not be executed.

TAGPATH

Optional. This variable is used by the "ref" program, which is invoked by the shift-K, control-], and :tag commands. See "ref" for more information.

TMP, TEMP

These optional environment variables are only used in non-UNIX versions of . They allow you to supply a directory name to be used for storing temporary files.

SEE ALSO

ctags(1), ref(1), virec(1)

Elvis - A Clone of Vi/Ex, the complete elvis documentation.

BUGS

There is no LISP support. Certain other features are missing, too.

Auto-indent mode is not quite compatible with the real vi. Among other things, 0^D and ^^D don't do what you might expect.

Long lines are displayed differently. The real vi wraps long lines onto multiple rows of the screen, but elvis scrolls sideways.

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Many other people have worked to port elvis to various operating systems. To see who deserves credit, run the :version command from within elvis, or look in the system-specific section of the complete documentation.

