Syuhitu.org

Syuhitu The text editor for Solaris
User's guide

Version 16 08/2006

Index

1. Introduction

1.1 About
Contents of this book include :
- Install or uninstall method.
- Usage of this editor.
- Customization of this editor.

1.2 Who should use this book.
The audience of this book include:
- System administrator.
- End user.

1.3 Related documents
Refer following manuals if you need.
- Syuhitu user's guide (jpn).
- Syuhitu plugin development guide.

1.4 Contact address

Mail address of original writer	nabiki_t@syuhitu.org
First distribution site	http://www.syuhitu.org/

2. System requirements

This editor is developed and tested in following environments.

Model	Sun Fire V250
processor	Ultra SPARC IIIi 1.064GHz x 2
memory	1024MB
OS	Solaris 8
Graphics	XVR-100

If you want to compile source code of this editor, you need Sun Studio 11 or later.

3. Installation method

3.1 Download

You should download this editor before install from first or second distributer.

First distributer : http://www.syuhitu.org/

Next, expand the downloaded file with following commands.

```
% cd Distination of download directory.
% bunzip2 syuhitu_16.tar.bz2
% tar -xvf  syuhitu_16.tar
```

Following files are created in "syuhitu" directory, if succeed to expand the archive file.

NBKTtaed.pkg	Package file of syuhitu.
license.txt	EULA is described in this file.
usejp.pdf	User's guide (Japanese)
useen.pdf	User's guide (English)
devjp.pdf	Plugin development guide (Japanese)

3.2 Install

Change to created "syuhitu" directory, and switch user to root.

```
% cd syuhitu
% su
% Password:
#
```

Install the packeage with pkgadd command.

```
# pkgadd -d NBKTtaed.pkg

The following packages are available:
  1  NBKTtaed     Syuhitu the text editor for Solaris
                  (sparc) 16.0.0

Select package(s) you wish to process (or 'all' to process
all packages). (default: all) [?,??,q]: 1
```

The installation work ended if the message "Installation of <NBKTtaed> was successful." was displayed.

3.3 Configuration of CDE

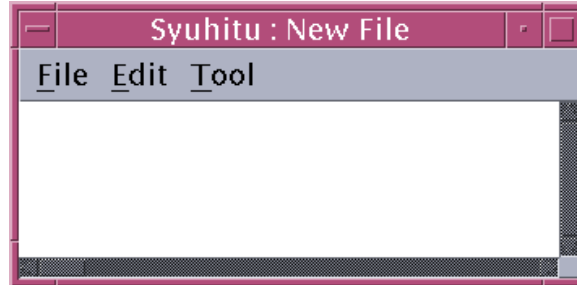After install, configure CDE to each user. But, you do not have to configure if you won't.

To configure CDE, run "/bin/syuhitu_cdeconf" shell script.

4. Usage

4.1 Start up

To start Syuhitu, run "/bin/syuhitu" shell script. When the process is begun, the following window is displayed.

"syuhitu" shell script accepts following switches.

[<File Name>] [-s]	It opens <File Name> file at the start. If file is not specified, any file is not read at the start. If -s switch was specified, Syuhitu will started within standalone mode.
-f <File Name> [-l Line Number] [-t Syntax Type] [-s] [-e Encode]	It opens <File Name> file, moves the cursor to specified line and used specified syntax mode at the start. Syntax type can be specified following values : "Text", "C", "Java", "Cobol", "JS", "VBS", "CS".
-h	It shows the help message.
-b	It starts Syuhitu server only. Syuhitu editor will not be started.
-k	If there are no Syuhitu editors within construction mode, it stops Syuhitu server.
-K	It stops Syuhitu server. If there are some Syuhitu editors within construction mode, they will be standalone mode.
-FN	It shows the file names opened by syuhitu.
-UJ pid	It transelates syuhitu specified by pid to standalone mode.
-SV pid [-q] [-f <File Name>] [-e Encode] [-c Carriage return type]	It saves the file opened by specified syuhitu. Carriage return type con be specified following vlues : "CR", "LF", "CRLF", "LFCR".
-SVA	It saves the all files opened by syuhitu.

4.2 Open a file

To open a file, select "File" - "Open" menu. It shows following screen.
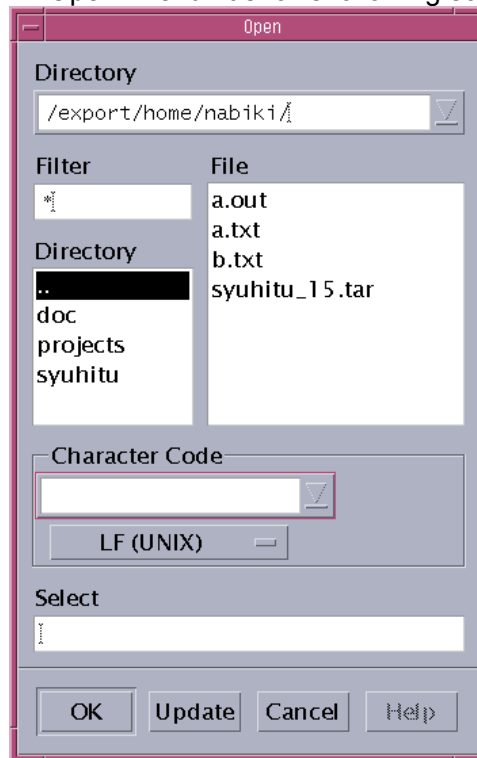
Select the file that you want to open in this window. and push "OK" button.

4.3 Save a file

To save a file, select "File" - "Save" menu. It shows a window same as file open dialog.
Input your file name in the window.

4.4 Terminate

To terminate this editor, select "File" - "Exit" menu. In this time, the file was modified and
not saved, it shows following message box.
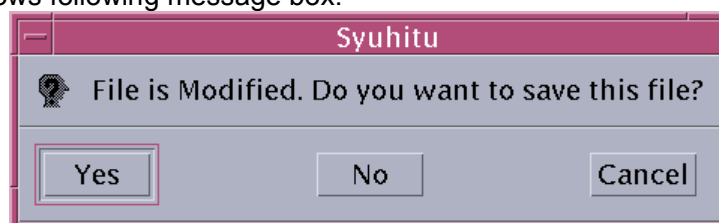
Here, if you select "OK" button, syuhitu saves the file. If you push down "No" button, the
file is not saved and editor is terminated.

4.5 Find/Replace

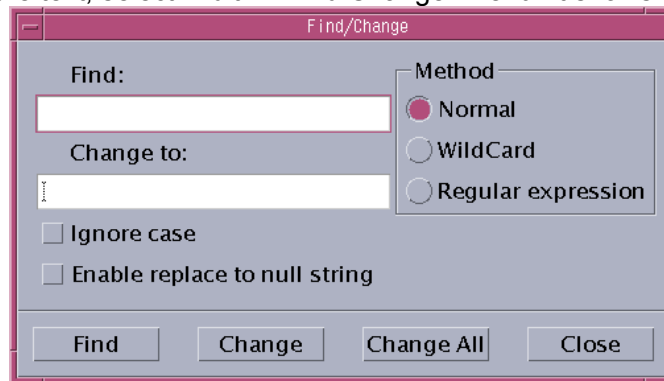To file or replace the text, select "Edit" - "Find/Change" menu. It shows following window.

Input destination string into "Find" text field and push down "Find" button. It searches the text and selects matched range.

The destination string is recognized in different way by your selection.
- If you select "Normal", syuhitu search the text that is quite the same destination string. you can not use any wild card or escape sequence.
- If you select "Wild card", you can use wild card "*" and "?". "*" maches any string and "? matches one character.
- If you select "Regular expression", you can use regular expression that has following syntax.

X	Character *X*
.	ny one character
{*X*}	Reluctant quantifiers(0 or more times)
{^*X*}	Greedy quantifiers(0 or more times)
X|*Y*	*X* or *Y*
[*X*]	Simple class
[^*X*]	Simple class (negation)
(*X*)	Group
(^*X*)	Capturing group
\	Escape sequence
\xnnnn	The character with hexadecimal value 0xnnnn
\znnnn	The 0xnnnn th capturing group matched

4.6 Bookmark

To set a bookmark current line, select "Tool" - "Set/Unset bookmark" menu.
The line that set a bookmark is showed a following red mark.
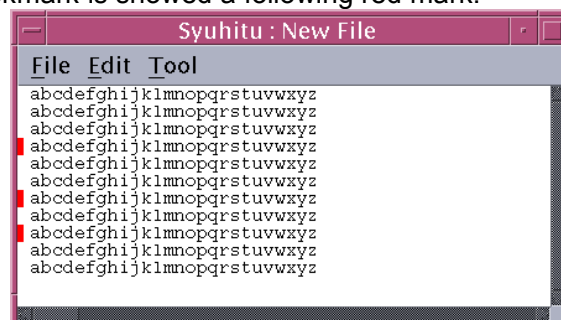
4.7 Construction / Standalone mode

Syuhitu has exclusive control to prohibit multi editing. This function is realized with management by Syuhitu server.

In Syuhitu, the state of the Syuhitu editor managed by Syuhitu server is called "Construction mode". And the state of unmanagement is called "Standalone mode".

In construction mode, you can not open a file that is opened by other Syuhitu editor. If you try open the file, Syuhitu editor opening the file will be activate. In standalone mode, any exclusive control is not do.

If you specify "-s" switch at start Syuhitu editor, that will be started in standalone mode. In others, Syuhitu editor will be start in construction mode.

When Syuhitu editor is started in construction mode and there are no Syuhitu server, the server will be started before the editor. If the server has exist, the editor will be managed by the existing server.
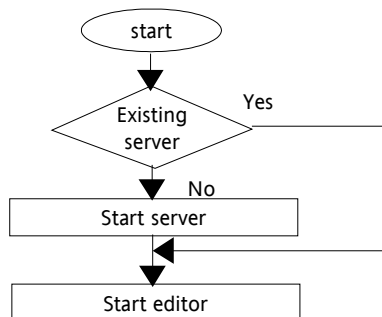
You can change the mode to select "file(F)" - "mode(M)" menu in runtime.
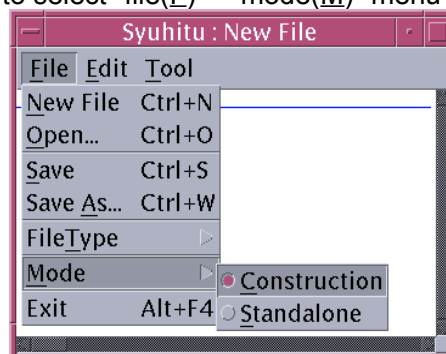
However, the server does not exist, changing mode will be failed with following message.
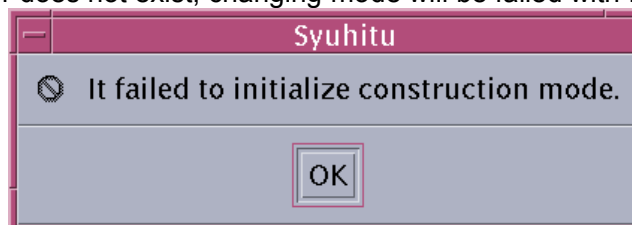
In this case, you should start the server with "sc" command, and change mode.

5. Configuration

5.1 Resource
In this editor, all configuration are set by edition a recource file.

5.1.1 Resource file
The file you should edit is "resource/syuhitu_${LANG}.res" in your installation path.
${LANG} is your locale.

5.1.2 resource items

Item	Description
normalTextForegroundColorName	Specify foreground text color.
normalTextBackgroundColorName	Specify background text color.
selectedTextForegroundColorName	Specify foreground selected text color.
selectedTextBackgroundColorName	Specify background selected text color.
backgroundColorName	Specify background text draw area color.
cursorColorName	Specify cursor color. The cursor is drawn by XOR, so specify negative color you want.
fontName	Specify font name.
tabWidth	Specify tab width by character count.
characterSelectionType	The relationship of mouse clicked position and cursor position. "Left" : The cursor is set at left side of character. "Right" : The cursor is set at right side of character. "Center" : The curcor is set at near side of character.
leftPadding	Specify the left side padding of the text.
rightPadding	Specify the right side padding of the text.
lineNumberOrigin	Specify the number of head line.
lineGapWidth	Specify the interlinear space by pixcel.
tabWidthCalculationMethod	Specify TAB width calculation Method. If you specify "Fix", TAB width is tabWidth item value constant. If you specify "Flex", TAB width is rounded up to tabWidth item value.
tabString	Specify string that is inserted when TAB key is pushed.
procUpScript	Specify a command that is run when this editor is started up.
fileReadScript	Specify a command that is run when the file is read.
fileAfterReadScript	Specify a command that is run after the file is read.
fileBeforeWriteScript	Specify a command that is run before the file is written.
fileWriteScript	Specify a command that is run when the file is written.
fileCloseScript	Specify a command that is run when an file is closed
procDownScript	Specify a command that is run when this editor is exited.
showCancelOpenMsg	If it canceled to read a file by fileReadScript command, the error message is shown, or not.
showCancelSaveMsg	If it canceled to write a file by fileWriteScript command, the error message is shown, or not.
autoIndent	Specify auto indent is enable, or not.

Item	Description
indentChar	Specify characters that inserted at auto indent.
wordCharSet	Specify characters that composes a word.
dropFileOpenMethod	Specify a dropped file open method, "Current" or "New".
mouseButton2Function	Specify a function of mouse second button, "Left", "Left+Ctrl" or "Left+Shift".
maxUndoCount	Specify maximam undo buffer size.
hScrollAt	Specify horizontal scroll unit.
showPrecessingDlgDelay	Specify milisecond times. This is delay times when it shows processing dialog.
windowWidth	Specify window width pixcels.
windowHeight	Specify window height pixcels.
scrollMouseSpeed	Specify the unit of scroll by scroll mouse.
iconImageName	Specify a icon file name.
extendInfoColumnCount	Specify the number of extention information columns.
extendInfoColumnWidth	Specify the width of an extention information column.
extendInfoColumnColor	Specify the colors that are used to draw extention information columns.
drawSeparatorLine	Specify the line that separate extention information column and text draw area is drawn or not.
separatorLineColor	Specify the color that is used to draw a line separate extention information column and text draw area.
autoSaveInterval	Specify interval second of auto save.
autoSaveNewFileMethod	Specify the method of auto save at new file. "Nothig" is nothing to do, and "Ask" is to ask file name to you.
modifiedSignStr	Specify the string it is showed in the title bar when the file is modified.
insertTabToEmptyLine	Specify the method of multi line indent. "True" is insert tab string to empty line. "False" is not.
useDoubleBuffering	Specify the drawing method.
CPUCount	Specify the CPU count you can use.
useWriteTmpFile	Specify the method of file save.
drawCurrentLineUnderbar	If you want to show underline under the corsor, specify "True".
currentLineUnderbarColorName	Specify the color name used to draw the underline.
drawEditMark	If you want to show edit marks, specify "True".
editMarkColorName	Specify the color name used to draw the edit marks.
encodeName	Specify the encode names shoed in "open" and "save" dialog.
currentEncodeText	Specify a string showd in "open" and "save" dialog.
langTypeEnableMaxSize	Specify the maximum file byte size that enables syntax hightlightment.
CPP_FileExt	Specify file extension of C/C++ source code.
CPP_NormalTextF_ColorName	Specify normal text color of C/C++ source code.
CPP_KeywordF_ColorName	Specify keyword text color of C/C++ source code.
CPP_CommentF_ColorName	Specify command text color of C/C++ source code.
CPP_SringF_ColorName	Specify constant string text color of C/C++ source code.

Item	Description
JAVA_FileExt	Specify file extension of Java source code.
JAVA_NormalTextF_ColorName	Specify normal text color of Java source code.
JAVA_KeywordF_ColorName	Specify keyword text color of Java source code.
JAVA_CommentF_ColorName	Specify comment text color of Java source code.
JAVA_SringF_ColorName	Specify constant string text color of Java source code.
COBOL_FileExt	Specify file extension of COBOL source code.
COBOL_NormalTextF_ColorName	Specify normal text color of COBOL source code.
COBOL_KeywordF_ColorName	Specify keyword text color of COBOL source code.
COBOL_CommentF_ColorName	Specify comment text color of COBOL source code.
COBOL_SringF_ColorName	Specify constant string text color of COBOL source code.
COBOL_SequenceNumberF_ColorName	Specify sequential number text color of COBOL source code.
JS_FileExt	Specify file extension of JavaScript source code.
JS_NormalTextF_ColorName	Specify normal text color of JavaScript source code.
JS_KeywordF_ColorName	Specify keyword text color of JavaScript source code.
JS_CommentF_ColorName	Specify comment text color of JavaScript source code.
JS_SringF_ColorName	Specify constant string text color of JavaScript source code.
VBS_FileExt	Specify file extension of VBScript source code.
VBS_NormalTextF_ColorName	Specify normal text color of VBScript source code.
VBS_KeywordF_ColorName	Specify keyword text color of VBScript source code.
VBS_CommentF_ColorName	Specify comment text color of VBScript source code.
VBS_SringF_ColorName	Specify constant string text color of VBScript source code.
CS_FileExt	Specify file extension of C# source code.
CS_NormalTextF_ColorName	Specify normal text color of C# source code.
CS_KeywordF_ColorName	Specify keyword text color of C# source code.
CS_CommentF_ColorName	Specify comment text color of C# source code.
CS_SringF_ColorName	Specify constant string text color of C# source code.
pluginConfigFileName	Specify the plugin configuration file name.

5.2 Plugin

To install plugins to syuhitu, you have to create a plugin configuration file.

5.2.1 Syntax of pluginconfiguration file.

Syntax of plugin configuration file is same as windows .INI file.

```
[Section1]
Key1 = Value1
Key2 = Value2
[Section2]
Key3 = Value3
```

There are section name that is enclosed with []. Between the section name and next section name is one section. In the section, there are key and value that are related by "=".

5.2.2 Contents of plugin configuration file

Section name is arbitrariness. But it must be unique. In "Tool" menu, each menu items

sorted by section name.

In each section, include following kays and values.

PluginName	Specify unique name. You can use oly alphabet.
LibraryName	Specify library file name.
FunctionName	Specify function mame. function name ishould be witten in the plugin's document.
MenuLabel	Specify the string that shows in menu items.

Other items might exist according to plugins.

If you want to show a separator in "Tool" menu, write a section include following items in plugin configuration file.

PluginName	It is same as normal plugin.
IsSeparator	Specify the string "True".

5.2.3 configuration of resource file.
When you add plugins, a menu item widget is created in "Tool" menu. And the menu is selected, the plugin function is called.

In this time, the widget is created following name.

<div align="center">

TEPI_**PluginName**

</div>

String "TEPI_" is constant, "PluginName" is the value of PluinName key in plugin configuration file. To specify above name, you can configure the menu item.

For example, the widget name is "MyPlugin":

```
TaEdit*TEPI_MyPlugin.labelString : MyPlugin
TaEdit*TEPI_MyPlugin.mnemonic: M
TaEdit*TEPI_MyPlugin.accelerator: Ctrl<Key>M
TaEdit*TEPI_MyPlugin.acceleratorText: Ctrl+M
```

"Tool" menu is showed to the following.
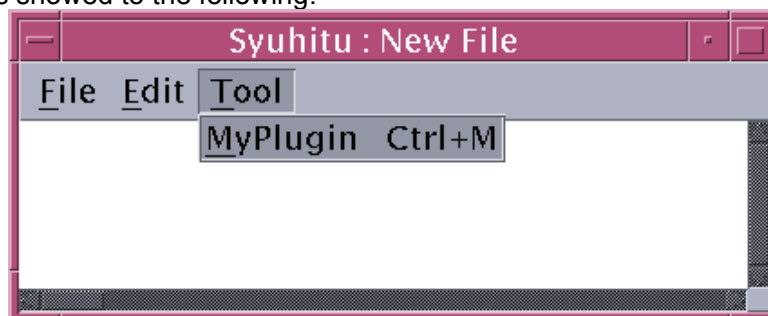
6. Uninstall

If you configured your CDE, execute "/bin/syuhitu_cdeunconf" to restore your environment.

To uninstall this editor, remove NBKTtaed package with pkgrm command.

```
% cd syuhitu
% su
% Password:
# pkgrm NBKTtaed

The following package is currently installed:
   NBKTtaed         Syuhitu the text editor for Solaris
                    (sparc) 16.0.0

Do you want to remove this package? y
```

The uninstallation work ended if the message "Removal of <NBKTtaed> was successful." was displayed.

7. license

Syuhitu is distributed in following license.

```
使用許諾契約

1.用語
 甲とは当使用許諾契約が適用される著作物の事を言う。

 使用とは甲をコンピュータにインストールまたは実行可能な状態にして実行する、若しくは甲に含まれるソースコ
ードや文書・画像その他データを閲覧することを言う。

 変更とは甲を元に二次的著作物を作成することを言う。

 乙とは甲を元に作成された二次的著作物の内、当使用許諾契約とは異なる使用許諾契約が適用される物のことを言
う。甲を元に作成された二次的著作物の内、当使用許諾契約と同一の使用許諾契約が適用される物は甲と呼ぶ。

 ユーザとは甲を取得し、甲若しくは乙を、当使用許諾契約に従い使用・複製・変更・頒布する者のことを言う。

 丙とは甲のユーザの内、甲に対して変更を行い甲を生成する者のことである。

 丁とは甲のユーザの内、甲に対して変更を行い乙を生成する者のことである。

2.無保証
 甲は現状のままで提供されるものであり、丙はその内容に対して、いかなる保証も行わず、また、いかなる責任も
負わない。

 ユーザが甲を利用したことにより生じたいかなる不利益に対しても、丙はその責任を負わないものとする。

3.制約
 甲を使用・複製・頒布・変更した場合、ユーザは甲の使用許諾契約のすべての規定に従うことに同意したことにな
る。この使用許諾契約の規定に同意できない場合は、甲を使用・複製・頒布・変更せず、購入元へ速やかに返送し、
返金を受けること。

 ユーザは甲を使用・複製・変更・頒布することができる。

 丙は甲に対して変更を行い、複製・頒布を行う場合には、下記の条件に従わなくてはならない。
・変更されているという事実を明示すること。
・変更前の甲の所在・入手先を明示すること。
・変更した者を明示すること。
・当使用許諾契約の複製を同梱して頒布すること。

 丁は乙に対して、下記の条件を満たす限り、任意の使用許諾契約を適用することができる。
・甲を元にして作成されたことを明示すること。
・甲の丙がいかなる責任も負わず、いかなる保証も行わないことを保証すること。
・変更した者を明示すること。
・乙に対して適用される使用許諾契約が、丁が独自に適用したものであることを明示すること。
・乙の改変を許諾する場合、ソースコードの公開を義務づけないこと。
```

It is copy of license.txt file included in distribution file. If there are difference of license.txt contents, license.txt gives priority over this description.

English transration is this.

```
License agreement

1.Terms.
Kou is a software that is applied this license agreement.

Otu is a software that is developed based on Kou and that is applied a license
agreement different from this license agreement.

Hei are developer that develop Kou based on Kou.

Tei are developer that develop Otu based on Kou.

2.No guarantee
Hei doesn't do any guarantee to Kou, and not assume any responsibility.

3.Restriction
When Kou was used, was reproduced, distributed, and changed, the user agreed according
to all regulations of the license agreement of Kou.

The user can use, reproduce, change, and distribute A.

Hei should follow the following condition when changing to Kou, and reproducing and
distributing it.
 *Specify the thing of being changed.
 *Specify the obtaining whereabouts destination of Kou before it changes.
 *Specify the person who changes.
 *Bundle and distribute the copy of this license agreement.

Tei can apply an arbitrary permission contract as long as it meets the following
requirement for Otu.
 *Specify making based on Kou.
 *Guarantee for Hei not to assume any responsibility not to do any guarantee.
 *Specify the person who changes.
 *Specify that the license agreement applied to Otu is what Tei originally applied.
 *Do not obligate opening the source code to the public when you permit the
  modification of Otu.
```

This is not formal version. It is only reference.