

## DIY Toolkit EDLINE\$( ) Function Improved

Peter Sulzer

Improved version of DIY Toolkit EDLINE\$ function (SMS/Minerva-Version) from Simon N Goodwin and Laurence W Reeves.

Documentation of (original) EDLINE\$(#ch,maxlen%,edit\$) function may be found with the DIY Toolkit package available at <http://www.dilwyn.me.uk/tk/index.html> . Note: In my version Cursor Up/Down won't jump to start/end of string, as documented, it is simply ignored. On Minerva and SMSQ/E (i.e. QPC2) you may use ALT + Cursor Left/Right instead, but ESC (only supported on Minerva and some versions of SMSQ/E) is ignored. The latter could eventually be incompatible with existing code.

If called with 3 parameters (no defaults for the first three parameters, as in original version) it behaves (nearly, see above) as the original DIY Toolkit function (i.e. existing code should not be broken): Only ENTER allowed for terminating editing, the string is returned without the terminating character. I have added a fourth, optional parameter. Only the first four bits are used, and at least one bit must be set. I.e. range is from 1 to 15 - this is checked, if outside you get a bad parameter error (I should correct this to out of range).

Bit (set)	Allowed key for terminating editing
0 (value 1)	ENTER CHR\$(10)
1 (value 2)	ESC CHR\$(27) (works only in Minerva and some SMS versions)
2 (value 4)	Up Arrow (cursor up) CHR\$(208)
3 (value 8)	Down Arrow (cursor down) CHR\$(216)

When used with the 4th parameter, the terminating character is the last character of the returned string and must normally be stripped. Therefore 2 support functions are included in the toolkit:

lastChar=EDLINEL(string\$) returns the character code of the last character in a string or -1 for a zero length string

humanString\$=EDLIN\$(string\$) strips the last character of string\$ and returns it. For a zero length string, a zero length string is returned.

The archive includes two SuperBASIC examples, which show how you can use it. As most of the work has been done by Simon and Laurence, it is published under the same license as the original DIY-version.