



Software License Agreement

TE Edit Control for .NET Core

and

TE Edit Control for .NET Framework

Vesion 31

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SUB SYSTEMS, INC.

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Austin, TX 78728

512-733-2525

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General Overview

The TER editor routine allows a developer to incorporate text editing features into an MS Windows application. This product is designed to be simple to use.

The .NET Framework is backward compatible to .NET 2.

The .NET Core works with .NET 6 and later versions.

The TER editor offers the following features:

Character Formatting and Text Color: The editor allows for multiple fonts and point sizes within a document. The character styles include **bold**, **underline**, *italic*, superscript, subscript, and strikeout. The text can be painted in multiple colors.

Paragraph Formatting Features: Left indentation, right indentation, hanging indentation, centering, justification and double spacing.

Tab Support: Left, right, center, and decimal tab positions.

Imbedded Picture: The picture can be imported from a disk file or from the clipboard. The editor supports the bitmap, device independent bitmap and metafile picture formats.

Word Wrapping: The word wrapping can be enabled or disabled.

Support for Multiple Section, Multiple Column documents. The editor also offers the Page Mode feature to edit side-by-side multiple column text.

Block Highlighting: The text can be highlighted using character highlighting or line

highlighting functions.

Cut/Paste: The cut/paste to clipboard is performed using these formats:

Text Format

Rich Text Format

Printing and Mail/Merge: The editor can print the selected text or the entire document to the selected printer. An API function allows your application to print a text buffer without invoking the text window. This process can also replace the field names with data strings.

Application Programming Interface: The APIs allow you to insert or retrieve text and format attributes anywhere in the text window. You can also interface to the editor window using message communication.

In most instances, only a single API function is needed to invoke the editor.

Input and Output Source: The editor can accept data in a buffer or from a disk file. Likewise, the output can be obtained in a buffer or disk file.

Input and Output text format: The editor supports the following file formats:

Text format

Rich Text Format

DOCX format

HTML format (requires HTML Add-on)

DOC import (requires DOC Add-on)

File and buffer size: The editor supports unlimited size text files using Windows' virtual memory capability.

Text and Picture Frames: The editor in the Page Mode allows for frames which can be moved and positioned anywhere on a page.

Source Code: The product is distributed as a DLL with the complete source code. The source code is simple to follow should you ever need to modify it.

Other Features:

Search/replace

Page break and automatic repagination

Page header/footer

Column break

Table support

Optional tool bar

Optional ruler

Optional menu interface

Optional scroll bars

Optional status ribbon

Control over editor window style

Protected and hidden text

Print preview with zoom

Hyperlink link support
Page numbering
Paragraph Spacing
Picture Alignment
Embed other controls



Getting Started

This chapter describes the contents of the software distribution ZIP file, and provides a step by step process of incorporating the TER routine into your application. To begin:

1. Add the reference for tern31.dll in your project.

Net Core: For the .NET core product, create a project reference for the included product package. The package name is found as ters.30.n.n.n.nupkg. The 'n.n.n' stands for the product minor release number. This is how your project file would appear:

```
<PackageReference Include="ters" Version="31.0.0.0"/>
```

2. Add the 'using' or 'Import' namespace statement for the latest dll, example:

```
using SubSystems.TE
```

or

```
Import SubSystems.TE
```

In This Chapter

[Upgrade Notes](#)

[Files](#)

[License Key](#)

[Creating an Editor Window](#)



Upgrade Notes

Starting from version 22, the product dll now uses a version suffix. Please follow the following steps to incorporate the new dll into your application:

1. Add the reference for tern31.dll retaining the reference to the older dll temporarily

Net Core: For the .NET core product, create a project reference for the included product package. The package name is found as ters.30.n.n.n.nupkg. The 'n.n.n' stands for the product minor release number.

2. Add the 'using' or 'Import' namespace statement for the latest dll, example:

```
using SubSystems.TE
```

or

Import SubSystems.TE

3. Add tern31.dll to Visual Studio toolbox
4. Replace the old controls in your form with the new control from the toolbox
5. Delete the older references.
7. Update all namespace references to SubSystems.TE



Files

The full package contains the DLL files, the source code files, resource files, and make files that are necessary to incorporate the TER routine into your application. In addition, the package also includes a set of files to construct a demo program. The demo program shows by example the process of linking the editor to your program.

DLL Demo Files:

(Demo files are contained in the demo_src.zip file)

DEMO.CS and DMO_*.CS	Source code for the demo.exe demo program
DEMO.CSPROJ	Demo project file

TER Source Files (included in the C_SOURCE.ZIP file):

TERN.CS	Main source file which defines the Tern object
TER_TC.CS	This file contains public and internal constants.
TER_*.CS	These files define internal classes.
TERDLG_*.CS	Dialog box classes
TERN31.DLL	GUI based text editor dll. Use this DLL to drop the Tern class control in your Windows Form or WPF applications. Class name: Tern, namespace: SubSystems.TE . Net Core: For the .NET core version of the product, this dll is included in the ters.30.x.x.x.nupkg.
TESN31.DLL	Non-GUI based text processing dll to be used within your server application. A server license is required to use this dll. Both TERN30 and TESN30 dlls expose the same set of APIs

using the same class name: Tern, and the namespace: SubSystems.TE. This makes it easier to port your text processing code to the server side. Only one of these two DLLs can be used within an assembly.

Net Core: For the .NET core version of the product, this dll is included in the tess.30.x.x.x.nupkg.

Help System Files:

TER.RTF	The help text in RTF format.
TER.HPJ	The help definition file. This file contains the Include statement for TER_CMD.H file.
TER_HLP.ZIP	Contains TER.HLP file which is a user's help file for editor.

Visual Basic Demo:

(These files are included in the VBDEMO.ZIP file for the .NET framework version of the software)

FORM1.VB	The form contain the Tern object
DMO_VBN.VBPROJ	Demo project file.

Make Files:

MAKE-MC.BAT	Compiles and links the TER routines using the make-mc file.
MAKE-MC	Compiles and links Tern31.dll and demo.exe programs using the command line compiler. Net Core: The .NET core version instead includes ters.csproj project files



License Key

Your license key is e-mailed to you after your order is processed. You would set the license key using the TerSetLicenseKey static function. This should be preferably done before creating any TE control to avoid pop-up nag screens.

```
Tern.TerSetLicenseKey("xxxxx-yyyyy-zzzzz")
```

Replace the 'xxxxx-yyyyy-zzzzz' by your license key.



Creating an Editor Window

You can create an editor window using one of these methods:

Dropping from Visual Studio toolbar:

First insert the tern31.dll in the toolbar:

Right click on the 'Windows Form' category in the toolbox.
Select 'Customize Toolbox...'.
Select the '.Net Framework Components'.
Click on the Browse button and select tern31.dll from the directory where you copied this dll.

Now you would see 'Tern' icon in the toolbar.

You can simply select this icon and drop it into your form.

You also need to set the [License Key](#).

Namespace: The control methods are placed in the 'SubSystems.TE' namespace. The control constants are available in the 'tc' class. Example:

```
toc.TerSetFlags5(true,tc.TFLAG5_SET_FORM_TITLE);
```

By using the 'new' statement:

Here is an example:

```
using SubSystems.TE; // name space containg TE methods - C#  
syntax  
Imports SubSystems.TE ' VBN syntax
```

```
TerSetLicenseKey("my-key"); // set your product License Key.
```

```
Tern toc = new Tern(); // Create a Tern object
```

Now set the initial creation properties before the control handle is created:

```
toc.Location=new Point(0,0);  
toc.Size=new Size(200,200);
```

```

toc.WordWrap=true;           // Word wrap
toc.PageMode=true;          // page mode
toc.PrintViewMode=true;     // print-view mode
toc.FittedView=false;       // fitted view mode
toc.ShowRuler=true;         // show the horizontal ruler
toc.ShowVRuler=true;        // show the vertical ruler
toc.ShowStatusBar=true;     // show the status bar
toc.ShowToolBar=true;       // show the toolbar
toc.VertScrollBar=true;     // show vertical toolbar
toc.HorzScrollBar=true;     // show the horizontal scroll bar
toc.BorderMargin=true;     // create the border margin
toc.ReadOnlyMode=false;    // read only

this.Menu=toc.BuildMenu();  // use the built-in menu
toc.Parent=this;
toc.Show(); // show the control

```

// An example of setting event handler

```

toc.Hypertext+=new Tern.EventHypertext(Hypertext);
toc.MergeData+=new Tern.EventMergeData(MergeData);

```

// An example setting TE flags

```

toc.TerSetFlags5(true,tc.TFLAG5_SET_FORM_TITLE); // set form
title
                                                    automatically when a new file is loaded in the
editor

```

// An example of reading an RTF file:

```

toc.ReadTerFile("my-file.rtf");

```



Control Methods

These API functions allow you to open, close and manipulate data in a TER window.

The 'Tern' class is defined in the *SubSystems.TE* name space.

The constants used by the editor methods are declared in the 'tc' class.

Before a TE control is created, please set the [license key](#) to unlock the full functionality

of the product.

The following is a description of the TER API functions in an alphabetic order:

In This Chapter

[Import and Export](#)
[Text Insert, Append and Delete](#)
[Print and Print-preview](#)
[Character Formatting](#)
[Paragraph Formatting](#)
[Section Formatting](#)
[Document](#)
[Text Selection](#)
[Cursor and Text Position](#)
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[Comment](#)
[Menu Command](#)
[Screen Drawing](#)
[Spell Checking](#)
[HTML Add-on Interface](#)
[Hyphenation Support](#)
[Miscellaneous](#)



Import and Export

This chapter includes the data import and export functions.

When the editor is used as an ActiveX control, you can also use the 'data' property to insert or retrieve the data from the control.

`control.Data = string` or

`string = control.Data`

Example:

```
control.Data = "This is a test data"
```

In This Chapter

[GetTerBuffer](#)
[ReadTerFile](#)
[SaveTerFile](#)
[SetTerBuffer](#)
[TerDocName](#)
[TerFileToMem](#)
[TerGetReadOnly](#)
[TerIsModified](#)
[TerSetModify](#)
[TerSetOutputFormat](#)
[TerSetReadOnly](#)
[TerQueryExit](#)



GetTerBuffer

Retrieve document data:

```
string GetTerBuffer()
```

Description: You can use this function to retrieve the window text and format data in a string. This function can be called any time for a TER window. The format of the data within the buffer is controlled by the current output format set by the `TerSetOutputFormat` function.

Return Value: This function returns a string containing the text and format data.

A null return value indicates an error.

See Also

[SetTerBuffer](#)
[TerSetOutputFormat](#)



ReadTerFile

Load a file into the editor window

```
bool ReadTerFile(FileName)
```

```
string FileName;           // Name of the disk file to read.
```

Description: This function instructs the editor to load the specified file for editing. Any existing text in the window is discarded.

Return Value: This function returns true if successful.

See Also:

[SaveTerFile](#)

[GetTerBuffer](#)

[SetTerBuffer](#)



SaveTerFile

Save the editor text to disk

```
bool SaveTerFile(FileName)
```

```
string FileName;           // Name of the disk file to save text.
```

Description: This function instructs the editor to save the document data to the specified disk file. The format of the output data can be specified by first calling the `TerSetOutputFormat` function.

Return Value: This function returns true if successful.

See Also:

[ReadTerFile](#)

[GetTerBuffer](#)

[SetTerBuffer](#)

[TerSetOutputFormat](#)



SetTerBuffer

Set document text:

```
bool SetTerBuffer(buffer, title)
```

```
string buffer;           // The string containing the new text and format data.
```

```
string title;           // new title for the window. Specify a null if you do not  
                        // wish to change the window title
```

Description: You can use this function to set new data in an existing TER window. *The existing text in the window is discarded.* The data in the buffer can be provided in one of these formats:

Text Format

Rich Text Format

Return Value: This function returns a true value if successful. Otherwise it returns a false value.

See Also:

[GetTerBuffer](#)
[InsertTerText](#)
[InsertRtfBuf](#)
[SaveTerFile](#)
[ReadTerFile](#)



TerDocName

Set or retrieve the current document name.

```
bool TerDocName( get, ref name)
```

```
bool get; // Set to true to retrieve the current document name, or  
          // set to false to set the new document name.
```

```
string name; // The string to receive the current document name, or a  
             // string containing new document name.
```

Return Value: This function returns true if successful.



TerFileToMem

A utility function to read a file into a character array.

```
char[] TerFileToMem(FileName, out size)
```

```
int size; // The variable to receive the size of the memory block
```

Description: This function simply reads a file into a character. Please note that this function does not load the file into the editor's buffer. To load a file into the editor, please use the function: ReadTerFile.

Return Value: This function returns the character array containing the file. A null value indicates an error condition.



TerGetReadOnly

Retrieve the current Read Only status.

```
bool TerGetReadOnly()
```

Return Value: The function returns true if read-only mode is turned on.

See Also:

[TerSetReadOnly](#)



TerIsModified

Check if the editor data needs saving.

```
bool TerIsModified()
```

Return Value: This function returns true if the text is modified and is not yet saved.

See Also:

[TerSetModify](#)



TerSetModify

Set or reset the modification flag.

```
bool TerSetModify(modify)
```

```
bool modify; // true to set the modification flag, false to reset it
```

Description: This flag is used to set or reset the modification flag. The modification flag is used to prompt the user to save the data before exiting the editor.

Return Value: This function returns true if successful.

See Also:

[TerIsModified](#)



TerSetOutputFormat

Set the format of the output data.

```
bool TerSetOutputFormat(format)
```

```

bool format;           // The output format can be set to one of the following:

SAVE_TEXT:           Save in the text format

SAVE_TEXT_LINES:    Save in the text format with line
                    breaks.

SAVE_RTF:           Save in the Rich Text Format

SAVE_DOCX           DOCX format

SAVE_HTML:          Save in the HTML format. This
                    option is available only when
                    HTML Add-on is installed. The
HTML Add-on license key must
                    also be set for this flag to be fully
                    effective.

SAVE_UTEXT:         Save in the Unicode text format.
                    (not available in the 16 bit
                    product)

```

Description: This function is used to change the data format of the document when saved. The original output format is specified by the calling application when the editor window is created.

Return Value: This function returns true if successful.



TerSetReadOnly

Set Read Only status.

```
bool TerSetReadOnly( ReadOnly)
```

```
bool ReadOnly;           // (true/false) New status of the Read Only flag
```

Description: This function is used to set or reset the Read Only status.

Return Value: The function returns the previous value of the Read Only status.

See Also:
[TerGetReadOnly](#)



TerQueryExit

Check if it is OK to close a TE window.

```
bool TerQueryExit()
```

Return Value: This function returns true if it is OK to close a TE window. Otherwise it returns a false value.



Text Insert, Append and Delete

In This Chapter

- [InsertRtfBuf](#)
- [InsertTerText](#)
- [SetTerLine](#)
- [TerAddAutoCompWord](#)
- [TerAppendText](#)
- [TerAppendTextEx](#)
- [TerDeleteBlock](#)
- [TerGetLine](#)
- [TerGetLineInfo](#)
- [TerGetLineParam](#)
- [TerGetLineWidth](#)
- [TerGetRtfSel](#)
- [TerInsertLine](#)
- [TerInsertRtfFile](#)
- [TerInsertText](#)
- [TerSetLine](#)



InsertRtfBuf

Insert a text buffer in the RTF format at the specified cursor location.

```
bool InsertRtfBuf(buffer, line, column, repaint)
```

string buffer;	// The string containing RTF data
int line;	// line location (base 0) where the text will be inserted. You can also set the 'line' parameter to -1 to insert the rtf document at the current cursor position. Or, set it to -2 to insert the rtf file at the end of the current document.
int column;	// column location (base 0) where the text will be inserted. This parameter is ignored when the 'line' parameter is set to -1 or -2.
bool repaint;	// true to refresh the window after this operation

Description: This function is used to insert a buffer containing the text (in RTF format) into the specified TER window. The text is inserted at the specified line and column position.

To specify the location in terms of the line and column numbers, specify the line number in the 'line' argument and column number in the 'column' argument. To specify the absolute location, set the 'column' argument to -1, and set the 'line' argument to the absolute text location. To insert the text at the current cursor location, set the 'line' and 'col' arguments to -1. To append the text at the end of the document, set the 'line' to -2.

This function is available in the 'word wrap' mode only.

Return Value: This function returns true if successful.

See Also:

[InsertTerText](#)
[GetTerBuffer](#)
[TerInsertRtfFile](#)



InsertTerText

Insert a text buffer in the ASCII format at the current cursor location.

```
bool InsertTerText( buffer, repaint)
```

```
string buffer;           // string containing ASCII text data
```

```
bool repaint;           // true to refresh the window after this operation
```

Description: This function is used to insert a string containing the text (in ASCII format) into the specified TER window. The text is inserted at the current cursor position.

The text lines within the buffer must be delimited using CR/LF pair.

The buffer must be terminated using a null character.

Return Value: This function returns true if successful.

See Also:

[InsertRtfBuf](#)
[TerAppendText](#)
[SetTerBuffer](#)
[SetTerCursorPos](#)



SetTerLine

This function has been replaced by the [TerSetLine](#) function.



TerAddAutoCompWord

Set an auto-completion word/phrase pair.

```
bool TerAddAutoCompWord(ACWord, ACPPhrase)
```

```
string ACWord;           // An auto-completion key word.
```

```
string ACPPhrase;       // The auto-completion phrase for the key word.
```

Description: This function adds the key word and the expansion phrase to the auto-completion list. When the user type a key word, the control automatically replaces it with the corresponding phrase.

Result: This function returns True when successful.



TerAppendText

Append specified text at the end of the buffer.

```
bool TerAppendText( text, FontId, ParaId, repaint)
```

```
string text;           // string containing text to be appended.
```

```
int FontId;           // font id to use for the new text. Use -1 for the default value.
```

```
int ParaId;          // paragraph id to use for the new text. Use -1 for the default value.
```

```
bool repaint;        //Repaint the window after this operation
```

Description: This function adds the specified text at the end of the buffer. The current cursor position does not change after the insertion.

This is a very efficient function which can be used to rapidly build a document. This function does not attempt to wrap the text as they are being added. Your application should call the TerRewrap or TerRepaginate functions after making a series of calls to this function.

Return Value: This function returns true when successful.

See Also:

[TerAppendTextEx](#)

[TerInsertText](#)

[TerCreateFont](#)
[TerCreateParald](#)



TerAppendTextEx

Append specified text at the end of the buffer (enhanced version).

```
bool TerAppendTextEx( text, FontId, Parald, CellId, reserved, repaint)
```

```
string text;                // string containing the text to be appended.

int FontId;                 // font id to use for the new text. Use -1 for the default
                           // value.

int Parald;                 // paragraph id to use for the new text. Use -1 for the
                           // default value.

int CellId;                 // Cell id to use for this new text. Use -1 for the default
                           // value. When creating a table structure using this
                           // function, you must specify the current cell id for this
                           // parameter.

int ParaFID;                // Paragraph frame id. Use -1 for the default value.

bool repaint;               //Repaint the window after this operation
```

Description: Please refer to the TerAppendText function for more information.

Return Value: This function returns true when successful.

See Also:

[TerAppendText](#)
[TerInsertText](#)
[TerInsertLine](#)
[TerCreateFont](#)
[TerCreateParald](#)



TerDeleteBlock

Delete a highlighted text block.

```
bool TerDeleteBlock( repaint)
```

```
bool repaint;                // repaint the screen after this operation.
```

Return Value: This function returns true when successful.



TerGetLine

Retrieve a text line.

```
int TerGetLine( LineNo, out text, out font)
```

```
int LineNo;           // line number (0 to TotalLines - 1) to retrieve.  
  
string text;         // string variable to retrieve the text for the line.  
  
int[] font;          // an array variable to retrieve the font ids for each  
                     // character in the line.
```

Description: This routine is used to retrieve the text and the font ids for a specified line. The 'font' variable receives an array of font ids. You can get further information about each font id by calling the 'GetFontInfo' function.

Return Value: This function returns the length of the retrieved line. This function return -1 if an error is encountered or when the 'LineNo' exceeds the total lines in the windows.

C# Example:

```
string text;  
int[] font;  
int len;  
  
' Get the text and font ids  
TerGetLine(LineNo,out text,out font);
```

VB Example:

```
Dim text As String  
Dim font As Integer()  
  
Tern1.TerGetLine(LineNo, text, font)
```

See Also:

[TerSetLine](#)
[TerGetLineInfo](#)
[TerGetParaInfo](#)



TerGetLineInfo

Get the current line attributes.

bool TerGetLineInfo(LineNo, out ParaId, out CellId, out ParaFID, out x, out y, out height, out lflags, out InfoFlags);

int LineNo; Line number to retrieve the information. Set to -1 to use the current line number.

int ParaId; The paragraph id

int CellId; The table cell id

int ParaFID; The paragraph frame id

int x; The x position (in twips) of the line.

int y; The y position (in twips) of the line relative to the top of the page.

int height; The height (in twips) of the line.

int lflags; Line flags as defined by the LFLAG_ constants:

```
tc.LFLAG_PARA    : paragraph or cell
break
                    line
tc.LFLAG_BREAK   : any other break line
tc.LFLAG_PARA_FIRST : first para line
tc.LFLAG_CONTROL : line has embedded
                    control
tc.LFLAG_FNOTE    : contains a footnote
tc.LFLAG_SOFT_COL: soft column break
tc.LFLAG_NBSPACE  : line has non-break
                    space characters
tc.LFLAG_LINE     : line break
tc.LFLAG_HTML_RULE: is html horizontal
                    rule
tc.LFLAG_BOX_TOP  : draw top para
border
                    before this line
```

tc.LFLAG_BOX_BOT : draw bot para
 border
 before this line
 tc.LFLAG_SECT : section break line
 tc.LFLAG_FRAME_TOP: first line of a
 screen frame
 tc.LFLAG_NBDASH : line has non-break
 dash characters
 tc.LFLAG_PICT : line contains an
 aligned picture
 tc.LFLAG_PICT_SPACE: contains a picture
 frame on the left
 or the right side
 tc.LFLAG_FNOTETEXT : contains a
 footnote
 text
 tc.LFLAG_FHDR : first page hdr
 tc.LFLAG_FFTR : first page ftr
 tc.LFLAG_HDR : regular page hdr
 tc.LFLAG_FTR : regular page ftr
 tc.LFLAG_HYPH : contains optional
 hyphenation.
 tc.LFLAG_SHADE_BEGIN: shading begins at
 this line
 tc.LFLAG_SHADE_END : shading ends at
 this line
 tc.LFLAG_TOC : has table of
 contents
 tc.LFLAG_LIST : line contains the
 list number to
 display
 tc.LFLAG_HPARA : line contains a
 hidden para marker
 tc.LFLAG_LISTNUM : has list number
 field in it
 tc.LFLAG_SELECTED : result of
 LineSelected
 function
 tc.LFLAG_ASSUMED_TAB: this cell line
 assumes a decimal

```

                                tab in the
                                beginning of the
                                line
tc.LFLAG_AUTONUMLGL: has an autonumlgl
                                field in the line

```

int InfoFlags;

Miscellaneous flags as defined by the INFO_ constants:

```

tc.INFO_TAB           = has TAB
tc.INFO_SECT         = has section break
tc.INFO_PAGE         = has page break
tc.INFO_COL          = has column break
tc.INFO_CELL         = has cell break
tc.INFO_ROW          = has row break
tc.INFO_TABLE        = has table
tc.INFO_JUST         = justified text
tc.INFO_FRAME        = displaced by a
frame
tc.INFO_SPACE_LINE   = is frame space
tc.INFO_PAGE_NUMBER = has page number
tc.INFO_FRM_SPC_BEF = has space before
frame
tc.INFO_DYN_FIELD    = has dynamic field

```

Description: The x, y, and the height values are available in the Page Mode only.

Return Value: This function returns a true value when successful. Otherwise it returns false.

See Also:

[TerGetLineWidth](#)



TerGetLineParam

Get a parameter associated with a text line number.

```
int TerGetLineParam(LineNo, type)
```

```
int LineNo;           // Line number (0 to TotalLines -1) to retrieve parameters.
```

```
int type;             // The parameter to retrieve:
```

LP_LINE_NUM	Current line number.
LP_LINE_LEN	Return the line length.
LP_CELL_ID	Cell id associated with the line. A non-zero value indicates that the line is included in a table.
LP_PARA_FRAME_ID	Paragraph frame id associated with the line. A non-zero value indicates that the line is included in a positionable object.
LP_LIST_ID	List id associated with the line. A non-zero value indicates that the line is included in a list.
LP_LIST_OR_ID	List override id associated with the line. A non-zero value indicates that the line is included in a list.
LP_LIST_LEVEL	List nesting level.
LP_LIST_FONT	Font id associated with the bullet text on this line.

Return Value: The function returns the value for the requested parameter. It returns LP_ERROR to indicate an error condition.



TerGetLineWidth

Get the line width.

```
int TerGetLineWidth(LineNo)
```

```
int LineNo; // line number (0 to TotalLines - 1) to get width.
```

Return Value: This function returns the line width in twips. A return value of -1 indicates an error condition.

See Also

[TerGetLineInfo](#)



TerGetRtfSel

Retrieve the selected text in the RTF format.

```
string TerGetRtfSel()
```

Return Value: This function returns the string containing the selected text in the RTF format.

A null value of the handle indicates an error.

See Also:

[TerGetTextSel](#)

[GetTerBuffer](#)

[SetTerBuffer](#)

[ReadTerFile](#)

[SaveTerFile](#)



TerInsertLine

Insert a line of text before the current line.

```
bool TerInsertLine( text, FontId, Parald, CellId, reserved, repaint)
```

```
string text;           //the text to be appended.

int FontId;           // font id to use for the new text. Use -1 for the default
                      // value.

int Parald;           // paragraph id to use for the new text. Use -1 for the
                      // default value.

int CellId;           // Cell id to use for this new text. Use -1 for the default
                      // value. When creating a table structure using this
                      // function, you must specify the current cell id for this
                      // parameter.

int ParaFID;           // Paragraph frame id. Use -1 for the default value.

bool repaint;         //Repaint the window after this operation
```

Description: This function provides a very fast method of inserting a line of text before the current line. After the insertion the cursor is moved to the first character of the next line. In a batch of calls to the TerInsertLine function, the 'repaint' argument should be set to true only for the last call to this function.

Return Value: This function returns true when successful.

See Also:

[TerAppendText](#)

[TerInsertText](#)
[TerCreateFont](#)
[TerCreateParald](#)



TerInsertRtfFile

Insert an RTF file at the specified cursor location.

```
bool TerInsertRtfFile( FileName, line, column, repaint)
```

```
string FileName;           // The name of the RTF file.

int line;                  // line location (base 0) where the text will be inserted.
                           // You can also set the 'line' parameter to -1 to insert the rtf
                           // document at the current cursor position. Or, set it to -2
                           // to insert the rtf file at the end of the current document.

int column;                // column location (base 0) where the text will be
                           // inserted. This parameter is ignored when the 'line'
                           // parameter is set to -1 or -2.

bool repaint;              // true to refresh the window after this operation
```

Description: Please refer to the InsertRtfBuf function for further description of the 'line' and 'column' arguments.

This function is available in the 'word wrap' mode only.

Return Value: This function returns true if successful.

See Also:
[InsertRtfBuf](#)
[SetTerBuffer](#)



TerInsertText

Insert text at the cursor position.

```
bool TerInsertText( text, FontId, Parald, repaint)
```

```
string text;               // the text to be inserted.

int FontId;                // font id to use for the new text. Use -1 for the default
                           // value.

int Parald;                // paragraph id to use for the new text. Use -1 for the
```

default value.

```
bool repaint;           //Repaint the window after this operation
```

Description: This function inserts the specified text at the current cursor position. After the operation the cursor is positioned after the inserted text.

Return Value: This function returns true when successful.

See Also:

[TerAppendText](#)

[InsertTerText](#)

[TerCreateFont](#)

[TerCreateParald](#)



TerSetLine

Set the text and font ids for a line

```
bool TerSetLine( LineNo, text, font)
```

```
int LineNo;           // The text line number (0 to TotalLines - 1) to set
```

```
string text;         // the text string to apply.
```

```
ushort[] font;      // Contain the font id array to apply. You can set this  
                    // parameter to null if the font ids are not available.
```

Description: This function is used to set new text for a line. The length of the 'font' array must be identical to the number of characters in the text string. The font array must contain valid font ids (0 to TotalFonts - 1). You can get information about an editor font id by using the GetFontInfo function.

Return Value: This function returns a true value when successful.

See Also:

[TerGetLine](#)

[GetFontInfo](#)



Print and Print-preview

In This Chapter

[TerIsPrinting](#)

[TerMergePrint](#)

[TerOverridePageSize](#)

[TerPrint](#)

[TerPrintPreview](#)

[TerSelectPrint](#)

[TerSetDefPrinter](#)
[TerSetPreview](#)
[TerSetPrinter](#)
[TerSetPrintPreview](#)
[TerSpoolBegin](#)
[TerSpoolEnd](#)



TerIsPrinting

Check if the editor is printing a document.

```
bool TerIsPrinting()
```

Return Value: This function returns true if the editor is printing or previewing a document.

See Also:

[TerPrint](#)



TerMergePrint

Print a document without invoking the editing session.

```
static bool TerMergePrint(ref prt)
```

```
tc.StrPrint prt;           // Print request parameter structure.
```

Description: This function is used to print a buffer or a file to a specified printer or window device context and at a specified location on the page. If requested, this function can replace the field names with field data. The print parameter structure (StrPrint) is used to specify the printing parameters.

```
struct StrPrint {  
    char        InputType;  
    string      file;  
    string      buffer;  
    Graphics    gr;  
    bool        IsPrinter  
    Rectangle   rect;  
    bool        FullPage;  
    int         StartPos;  
    bool        OnePage;  
    int         NextPos;  
    string      MergeFields;
```

```

    string    MergeData;
    bool      PrintHiddenText;
    bool      PrintMarginArea;
    Form      parnt;
    int       NextY;
}

```

Member Variables:

InputType:	This flag specifies the input type. If you wish to specify a disk file name, set the 'InputType' to 'F'. Conversely, if you wish to pass the text in a buffer, set this field to 'B'.
file:	If the 'InputType' is 'F', specify the input file path name in this field.
buffer:	If the 'InputType' is 'B', specify the document data using this variable..
gr:	The graphics object of the printer or the window to print the text. Set to null to print to the default printer.
IsPrinter:	Set to true if the graphics object specified by the 'gr' member variabe corresponds to a printer.
rect:	This field contains the rectangle co-ordinates to print to. The rectangle co-ordinates are specified in the millimeter (mm) units. For a higher precision, you can specify the rectangle coordinates in twips units by specifying the negative values for the left, right, top and bottom variables in the rect structure.
FullPage	Print full page. This argument is used only when printing to the default printer (gr = null); The 'rect' variable is not used when FullPage is set to true.
StartPos:	The positive value for this field specifies the character position to begin the printing. The negative value specifies the page number to begin printing. Set to 0 to begin the printing from the first page.
OnePage:	Set this variable to true to print one page only. When this variable is set to false, the editor prints the entire document by spooling each page.
NextPos:	(OUTPUT) The editor returns the character position of the next page to be printed. When the entire document is printed, the editor sets this field to 0.

MergeFields:	This field specifies the variable to a list of mail merge field names. Each field name must be separated by a ' ' character. The list must be terminated by a null character. If you do not wish to merge field data, set this field to null.
MergeData:	This field specifies the variable to a list of mail merge data strings. Each data string must be separated by a ' ' character. The number of data elements in the 'MergeData' array MUST be the same as the number of elements in the 'MergeFields' array. The list must be terminated by a null character. If you do not wish to merge field data, set this field to null.
PrintHiddenText:	Set this field to true to print any hidden text.
PrintMarginArea:	Print margin and header/footers.
parent:	Parent window form.
NextY:	(OUTPUT) The field returns the Y pixel position on the device context after printing.

Return Value: This function returns a true value when successful.

See Also:

[TerPrint](#)
[TerMergeFields](#)
[TerSetDefPrinter](#)
[TerSetInitTypeface](#)
[TerPageMetafile](#)



TerOverridePageSize

Override the document page size.

```
static bool TerOverridePageSize(width, height)
```

```
int width; // The page width in twips unit (for the portrait orientation)
```

```
int height; // The page height in twips unit (for the portrait orientation)
```

Description: This function is used to specify a page size which may not be supported by the selected printer. The editor formats the document to the given page size, but it does **not** enforce the page size to the printer. This function is called before an editor window is opened. Set the width and height to 0 to reset to the regular page size for the subsequent editor windows.

Return Value: This function returns the true when successful.

See Also:

[TerSetPaper](#)



TerPrint

Print the current document.

```
bool TerPrint(dialog)
```

```
bool TerPrintEx(dialog, FirstPage, LastPage)
```

```
bool TerPrint2(dialog, FirstPage, LastPage, Copies, Colate)
```

```
bool dialog; // Set to true to show a dialog box to the user.
```

```
int FirstPage; // First page (zero based) to print. Set to -1 to disable  
page range printing. Set to -2 to print the current page.  
Set to -3 to print the selected text if text is selected, or  
the entire document if text is not selected. This  
parameter is ignored if the 'dialog' parameter is set true.
```

```
int LastPage; // Last page (zero based) to print. This parameter is  
ignored if the 'FirstPage' parameter is set to -1,-2, -3, or  
the 'dialog' parameter is set to true.
```

```
int Copies; // Number of copies to print Set to 0 to assume the  
'copies' value from the printer setup information.
```

```
int Colate; // When printing multiple copies, set this parameter to  
true to print all pages of the first set, before printing the  
next copy.
```

Description: This function can be used to print the current document. When the 'dialog' parameter is true, the editor displays a dialog box. The dialog box allows the user to print the entire document or the selected text.

The text is printed to the currently selected printer using the current settings for margins. The editor creates a new printer device context for printing.

Return Value: The editor returns a true value when the print job is successfully completed.

See Also:

[TerMergePrint](#)

[TerIsPrinting](#)



TerPrintPreview

Preview the specified page in the current document.

```
bool TerPrintPreview( gr, rect, page,scale)
```

Graphics gr;	// The graphics object on which to display the preview output.
Rectangle rect;	// The rectangle on the device context where the preview output is to be displayed. The rectangle must be specified in the device units.
int page;	// Page number to preview (0 to TotalPages-1). Specify a -1 value to preview the current page.
bool scale;	// Set to true if you wish this API to perform scaling to fit the page within the rectangle. Set to false if your application performs the required scaling.

Description: This function is used to draw the image of a page at the specified location on the specified device context.

Return Value: The editor returns a true value when successful

See Also:

[TerPrint](#)
[TerSetPrintPreview](#)
[TerSetPreview](#)
[TerPageMetafile](#)



TerSelectPrint

Print the selected text.

```
bool TerSelectPrint()
```

Description: This function extracts the selected text and uses the TerMergePrint function to print it to the current printer. Since this function creates a temporary buffer for the selected text, it is not efficient for huge text selection.

Return Value: This function returns true when successful.

See Also:

[TerPrint](#)
[TerMergePrint](#)



TerSetDefPrinter

Set the default printer for the editor.

```
static bool TerSetDefPrinter(PrtSetting, PgSettings)
```

```
PrinterSettings PrtSettings;    // Default printer settings object
```

```
PageSettings PgSettings;       // Default page settings object
```

Description: Use this function to override the Windows default printer. The new default printer is effective for the controls created after this function is called. This function can also be called before calling the TerMergePrint function.

Return Value: This function always returns true.

Example:

```
CTern.TerSetDefPrinter(new PrintSettings(), new PageSettings());
```



TerSetPreview

Set preview parameters.

```
bool TerSetPreview( NumPages, ZoomPct, ShowToolbar)
```

```
int NumPages;                // number of preview pages to display. This value must  
                             // be a 1 or 2.
```

```
int ZoomPct;                 // Zoom percentage (0 to 200). A value of 0 displays full  
                             // pages fitted in the window area.
```

```
bool ShowToolbar;           // Show the print preview tool bar. This setting takes  
                             // effect after the current print preview session.
```

Return Value: The function returns true when successful.



TerSetPrinter

Set new printer selection information.

```
bool TerSetPrinter( PrtSettings, PgSettings, ModDoc)
```

```
PrintSettings PrtSettings;    // New PrintSettings object
```


Description: This method together with the `TerSpoolEnd` method is used to combine multiple calls to the [TerMergePrint](#) method into a single print job. When calling the [TerMergePrint](#) method, the member variable 'gr' within the `StrPrint` structure must be set to null.

Return Value: This function returns TRUE when successful.

Example:

```
Tern.TerSpoolBegin("MyPrintJob") // begin the print job

Tern.TerMergePrint(...) // print the first document
Tern.TerMergePrint(...) // print the second document
Tern.TerMergePrint(...) // print the third document

Tern.TerSpoolEnd() // end the print job
```



TerSpoolEnd

End a multi-document print job.

static bool TerSpoolEnd(name)

String name; // The name of the print job. The print-job appears with this name in the printer queue.

Description: This method together with the `TerSpoolBegin` method is used to combine multiple calls to the [TerMergePrint](#) method into a single print job. When calling the [TerMergePrint](#) method, the member variable 'gr' within the `StrPrint` structure must be set to null.

Return Value: This function returns TRUE when successful.

Example:

```
Tern.TerSpoolBegin("MyPrintJob") // begin the print job

Tern.TerMergePrint(...) // print the first document
Tern.TerMergePrint(...) // print the second document
Tern.TerMergePrint(...) // print the third document

Tern.TerSpoolEnd() // end the print job
```



Character Formatting

In This Chapter

[GetFontInfo](#)

[SetTerBkColor](#)

[SetTerCharStyle](#)

[SetTerColor](#)

[SetTerDefaultFont](#)

[SetTerPointSize](#)

[SetTerFont](#)

[TerCreateFont](#)

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[TerGetFontStyleId](#)

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[TerSetDefTextColor](#)

[TerSetEffectiveFont](#)

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[TerSetInitTypeface](#)

[TerSetNextFontAux1Id](#)

[TerSetTcField](#)

[TerSetTextCase](#)

[TerSetUlineColor](#)

[TerSetWaveUnderline](#)

[TerShrinkFontTable](#)



GetFontInfo

Retrieve information about an editor font id.

bool GetFontInfo(FontId, out typeface, out PointSize, out styles)

bool GetFontInfo2(FontId, out typeface, out TwipsSize, out styles)

int FontId; // The editor font id to retrieve. A valid font id would a value between 0 and TotalFonts - 1.
You can also use this function to get the font information for a stylesheet item by specifying the style id as a negative value for this parameter. Also, use the following constant to specify normal or the current style item.

SID_NORMAL: Normal style item

SID_CUR: Style item being current edited

string typeface; // This variable receives the typeface for the specified font id. The typeface string can be up to 32 characters.

int PointSize; // This integer variable receives the point size for the specified font id. This argument is used by the GetFontInfo function only.

int TwipsSize; // This integer variable receives the size of the specified font in the twips unit. This is useful when a font uses fractional point size (1 point equal 20 twips). This argument is used by the GetFontInfo2 function only.

int styles: // This integer variable receives the styles flags for the specified font id. The style flag consists of the following bits:

BOLD: Bold

ULINE: Underline

ULINED: Double Underline

ITALIC: Italic

STRIKE: Strikethrough

DOUBLE_STRIKE Double line strike

SUPSCR:	Superscript
SUBSCR:	Subscript
HIDDEN:	Hidden Text
PROTECT:	Protected Text
CAPS	All caps
SCAPS	Small Caps

Description: Use this function to retrieve information about an editor font id.

The script environment such as Java script do not support a pass-by-reference parameter. In such environment you would first call the GetFontInfo method. Then call the TerGetRefParamStr and TerGetRefParam to retrieve the string and numeric values of the parameters returned by the previous call to the GetFontInfo method.

Return Value: This function returns true if successful. The function returns false if an error is encountered or when the FontId specifies an invalid font id.

See Also

[TerGetLine](#)
[GetTerFields](#)
[TerGetFontStyleId](#)



SetTerBkColor

Set the background color for the text.

bool SetTerBkColor(color,repaint)

bool SetTerBkColorHtml(HtmlColor,repaint)

Color color; // new background color

string HtmlColor; // Color specified in the html string format, such as "red", "#FFFFFF"

bool repaint; // true to repaint the screen after this operation.

Description: If a text block is selected before this operation, the new background color is applicable for every character in the block. If a block is not highlighted, this function selects the new color for the next character input.

Return Value: This function returns true when successful.

See Also:
[SetTerColor](#)
[TerGetTextColor](#)



SetTerCharStyle

Set or reset the character styles

bool SetTerCharStyle(styles, OnOff, repaint)

```
int styles;                // Character style to set or reset:
```

BOLD:	Bold
ULINE:	<u>Underline</u>
ULINED:	Double Underline
ULINE_DOTTED	Dotted underline
ITALIC:	<i>Italic</i>
STRIKE:	Strikethrough
DOUBLE_STRIKE	Double strikethrough
SUPSCR:	Superscript
SUBSCR	Subscript
HIDDEN:	Hidden Text
PROTECT:	Protected Text
HLINK:	Hyperlink
CAPS:	All caps
SCAPS:	Small Caps

To specify more than one styles, use the 'logical OR' (|) operator.

```
bool OnOff;                //true to set the specified styles, false to reset the  
                           specified styles.
```

```
bool repaint;                //true to refresh the window after this operation
```

Description: This function is used to set or reset the give character styles. If a text block is highlighted, this operation is applicable to all characters in the block. Otherwise only the current character is affected.

Return Value: This function returns true if successful.

Example:

```
toc.SetTerCharStyle(tc.BOLD,true,true); // turn-on the BOLD style
```

See Also:

[SelectTerText](#)

[TerLocateStyle](#)

[TerSetUlineColor](#)



SetTerColor

Set text color

```
bool SetTerColor( color, repaint)
```

```
bool SetTerColorHtml( HtmlColor, repaint)
```

```
Color color;                // new color to apply
```

```
string HtmlColor           // Color specified in the html string format, such as "red",  
                           "#FFFFFF"
```

```
bool repaint;              //true to refresh the window after this operation
```

Description: This function is used to apply the new color to the text. If a text block is highlighted, this operation is applicable to all characters in the block. Otherwise the new color is selected for the next character input.

Return Value: This function returns true if successful.

Example:

```
toc.SelectTerText(0,0,0,40,false); // select the first 40 characters of the first line.
```

```
toc.SetTerColor(Color.Green,true); // apply green color to the selected text
```

See Also:

[SetTerBkColor](#)

[TerGetTextColor](#)

[SelectTerText](#)



SetTerDefaultFont

Set the default font and pointsize

```
bool SetTerDefaultFont( typeface, PointSize, style, color, repaint)
bool SetTerDefaultFontHtml( typeface, PointSize, style, HtmlColor, repaint)

string typeface;           // typeface of the default font

int PointSize;            // Point size for the default font. You can also specify the
                          // font size in twips by specifying a negative value (1 point
                          // equal 20 twips)

int style;                // style of the default font. Refer to the SetTerCharStyle
                          // function for a list of style constants. Use 0 for default.

Color color;              // default text color. Use 0 for default.

string HtmlColor;         // Color specified in the html string format, such as "red",
                          // "#FFFFFF"

bool repaint;             //true to refresh the window after this operation
```

Description: This function is used by an application to change the initial or default font for the editor. Any text that used the previous default font now gets printed with the new font, point size, style and color.

Return Value: This function returns true if successful.

Example:

```
// use Arial typeface and 12 pointsize for default.
SetTerDefaultFont("Arial",12, Color.Red, true);

// use Arial typeface and 12 pointsize
SetTerDefaultFont("Arial",-240,Color.Red, true);
```

See Also:
[SetTerFont](#)



SetTerPointSize

Set font pointsize for the text

```
bool SetTerPointSize( pointsize, repaint)
```



```
int pointsize;           // size of the new font in points (72 points = 1 inch). You
                        // can specify the font size in twips unit by using a negative
                        // value (1 point equal 20 twips).
```

```
bool repaint;           //true to refresh the window after this operation
```

Description: This function is used to apply the new font size to the text. If a text block is highlighted, this operation is applicable to all characters in the block. Otherwise only the current character is affected.

Return Value: This function returns true if successful.

Example:

```
// select the first 40 characters of the first line.
SelectTerText(0,0,0,40,false);

// Set the point size of 14 to the selected text
SetTerPointSize(14,true);

// Set the font size to 280 twips (14 points).
SetTerPointSize(-280,true);
```

See Also:

[SelectTerText](#)
[SetTerFont](#)
[SetTerCharStyle](#)



SetTerFont

Set font typeface for the text

```
bool SetTerFont( typeface, repaint)
```

```
string typeface;       // typeface of the new font
```

```
bool repaint;         //true to refresh the window after this operation
```

Description: This function is used to apply the new font typeface to the text. If a text block is highlighted, this operation is applicable to all characters in the block. Otherwise only the current character is affected.

Return Value: This function returns true if successful.

Example:

```

    // select the first 40 characters of the first line.
    SelectTerText(0,0,0,40,false);

    // apply Arial font typeface to the selected text
    SetTerFont("Arial",true);

```

See Also:

[SelectTerText](#)
[SetTerPointSize](#)
[SetTerCharStyle](#)
[SetTerDefaultFont](#)



TerCreateFont

Create a font id.

```

int TerCreateFont( ReuseId, shared, typeface, pointsize, style, color, BkColor, FieldId,
AuxId)

int TerCreateFont2( ReuseId, shared, typeface, pointsize, style, color, BkColor, FieldId,
AuxId, CharStyld, ParaStyld, expand)

int TerCreateFont3( ReuseId, shared, typeface, pointsize, style, color, BkColor, FieldId,
AuxId, CharStyld, ParaStyld, expand, CharSet)

int ReuseId;                // Existing font id to modify with new information. Use -1
                            // to create a new font id.

bool shared;                // When true, the editor matches the requested
                            // specification against the existing font ids. If a matching
                            // font id is found, it returns that id. Otherwise it creates a
                            // new id. A true value for this field is mutually exclusive
                            // with a zero or positive value for the ReuseId field.

string typeface;            // Typeface of the new font

int PointSize;              // Point size of the new font. You can also specify the font
                            // size in twips unit by using a negative value (1 point equal
                            // 20 twips).

int style;                  // Style bits for the new font. Refer to the function
                            // SetTerCharStyle for a list of style ids. Use 0 for the
                            // default value.

Color color;                // Text foreground color. use 0 for default.

Color BkColor;              // Text background color. use 0xFFFFFFFF for default.

```

int FieldId;	// Text field id. Use 0 for the default value.
int AuxId;	// An application specified id. The editor does not use this id internally. Use 0 for default.
int CharStylId;	// Character style id. Set to 1 to use the default.
int ParaStylId;	// Paragraph style id. Set to 0 to use the default.
int exapnd;	// Character width expansion in twips unit. Use 0 for default.
int CharSet	// Character set for the font

Description: This function is used to create a new font id or to modify an exiting id with new font information. To modify an existing id, specify the old font id using the 'Reuseld' argument, otherwise set the 'Reuseld' parameter to -1. When an existing id is modified, this function automatically updates the text which uses this id with new information.

Return Value: When successful, this function returns the id of the new font. Otherwise it returns -1.

See Also:

[TerCreateParald](#)
[TerAppendText](#)
[TerSetNextFontAux1Id](#)



TerGetCurFont

Retrieve the font id (or picture id) at the given location.

```
int TerGetCurFont( LineNo, ColNo)
```

int LineNo;	// line number for the location. Set to -1 to use the current text line and column position.
-------------	--

int ColNo;	// column number for the location.
------------	------------------------------------

Return Value: This function returns the font id for the character at the given location.

Note: For a picture character, the font ids is same as the picture id. So the font id returned by the TerGetCurFont function is actually a picture id if the LineNo/ColNo parameters point to a picture.

See Also:

[TerGetEffectiveFont](#)



TerGetEffectiveFont

Retrieve the font id effective at the current cursor position.

```
int TerGetEffectiveFont()
```

Return Value: This function returns the effective font id for the next keyboard input at the current cursor position. If your application uses an external toolbar, use this font id to show the current font attributes in your toolbar.

See Also:

[TerGetCurFont](#)

[GetFontInfo](#)



TerGetFontAux1Id

Retrieve the Aux1Id id associated with a Font id.

```
int TerGetFontAux1Id( FontId)
```

```
int FontId; // Font id to inquire
```

Return Value: This function returns the Aux1Id associated with a font id..

See Also:

[TerSetNextFontAux1Id](#)



TerGetFontLang

Retrieve the language id for a font id.

```
bool TerGetFontLang( FontId)
```

```
int FontId; // FontId (0 to TotalFonts-1). Set to 0 to specify the default font.
```

Return Value: This function returns the language id for the font id. The language ids are defined by MS RTF Spec 1.5 or later.

See Also:

[TerSetCharLang](#)



TerGetFontFieldId

Retrieve the field id associated with the given font id.

```
int TerGetFontFieldId( FontId)
```

```
int FontId; // FontId (0 to TotalFonts-1). Set to 0 to specify the default font.
```

Return Value: This function returns the field id associated with a font id. A value of 0 indicates that the font id is not used for a field text.

See Also:

[TerGetFontSpace](#)



TerGetFontParam

Retrieve the font parameters.

```
int TerGetFontParam( FontId, type)
```

```
bool TerGetFontParam( FontId, type, out color)
```

```
int FontId; // FontId (0 to TotalFonts-1). Set to 0 to specify the default font.
```

You can also use this function to get the font information for a stylesheet item by specifying the style id as a negative value for this parameter. Also, use the following constant to specify normal or the current style item.

SID_NORMAL 'Normal' style item.

SID_CUR Style item being currently edited.

```
int type; // One of the following parameter types can be used:
```

FONTINFO_CHARSET The character set for the font

FONTINFO_PICT_WIDTH The picture width in twips assuming that the FontId represents a picture.

FONTINFO_PICT_HEIGHT The picture height in twips assuming that the FontId represents a picture.

FONTINFO_ULINE_COLOR The color of the underline bar.

FONTINFO_AUX_ID The auxiliary id for the font.

FONTINFO_FLAGS	Font flags. The following font flags are available: FFLAG_AUTO_SPELL: Font with wave underline.
FONTINFO_FRAME_TYPE	The frame type for a floating picture assuming that the FontId represents a picture.. Please refer to the TerSetPictFrame2 function for a list of PFRAME_ constants.
FONTINFO_FRAME_ID	The frame id for a floating picture assuming that the FontId represents a picture.
FONTINFO_OFFSET	Return the character offset (twips) from the baseline.
FONTINFO_IS_PICT	Returns 1 if the FontId represents a picture, otherwise returns 0.
FONTINFO_IS_CTL	Returns 1 if the FontId represents a control, otherwise returns 0.
FONTINFO_FIELD	Field id used for the font.
FONTINFO_INS_REV_ID	Reviewer id for inserted text.
FONTINFO_DEL_REV_ID	Reviewer id for deleted text.
FONTINFO_SIZE	Return the font styles. Please refer to the GetFontInfo function for the definition of style constants.
FONTINFO_STYLE	Return the font style constants. Please refer to the GetFontInfo function for the font style constant values.
FONTINFO_TEXT_COLOR	Return the text color
FONTINFO_BK_COLOR	Return the text background color
FONTINFO_WLINE_COLOR	Return the color of the wave line under the text.

Color color;

The 'out' parameter to retrieve the color parameter. This parameter is valid only for the parameter types which

return a color value.

Return Value: This first method returns the value of the requested parameter. It returns -1 to indicate an error condition.

The second override method returns True if successful, otherwise it returns a False value.



TerGetFontSpace

Retrieve the character spacing for a font id.

```
bool TerGetFontSpace( FontId)
```

```
int FontId; // FontId (0 to TotalFonts-1). Set to 0 to specify the default font.
```

Return Value: This function returns the font space adjustment for the font id in Twips unit.

See Also:

[TerSetFontSpace](#)



TerGetFontStyleId

Retrieve the character style id associated with a Font id.

```
int TerGetFontStyleId( FontId)
```

```
int FontId; // Font id to inquire
```

Return Value: This function returns the character style id associated with a font id.

See Also:

[GetFontInfo](#)
[TerSelectCharStyle](#)
[TerEditStyle](#)
[TerSetFontStyleId](#)



TerGetTextColor

Get the foreground and background colors for the specified font id.

```
bool TerGetTextColor( FontId, out TextColor, out TextBkColor)
```

```
int FontId; // The editor font id to retrieve color. A valid font id would  
            // a value between 0 and TotalFonts - 1.
```

You can also use this function to get the text color for a stylesheet item by specifying the style id as a negative value for this parameter. Also, use the following constant to specify normal or the current style item:

```
SID_NORMAL:      Normal style item
```

```
SID_CUR:         Style item being current  
                edited
```

```
Color TextColor; // variable to a double word location to receive the text  
                // foreground color.
```

```
Color TextBkColor; // variable to a double word location to receive the text  
                  // background color.
```

Return Value: This function returns true when successful.

Example:

```
// This example retrieves the text foreground and background color for font id: 0.
```

```
Color TextColor, TextBkColor;
```

```
TerGetTextColor(0,out TextColor,out TextBkColor);
```

See Also:

[SetTerColor](#)

[SetTerBkColor](#)

[GetFontInfo](#)

[GetTerFields](#)



TerLocateFontId

Locate a font id in the document.

```
bool TerLocateFontId(FontId, ref line, ref col)
```

```
int FontId; // Font id to locate.
```

```
int line; // Starting line number. Set to -1 to start the search from  
          // the current cursor position.
```

```
int col; // Starting column position. Set the 'line' and 'col'
```


arguments to 0 to begin the search from the beginning of the file.

Return Value: This function returns a true value if the font id is found in the document. It also returns the line number and column number of the font id.

See Also:

[TerLocateStyle](#)



TerLocateStyle

Locate text with the given character style.

bool TerLocateStyle(style, ref StartLine, ref StartCol, out StringLen)

WORD style;	// Style bits:
	BOLD: Bold
	ULINE: Underline
	ULINED: Double Underline
	ITALIC: <i>Italic</i>
	STRIKE: Strikethrough
	SUPSCR: Superscript
	SUBSCR: Subscript
	HIDDEN: Hidden Text
	PROTECT: Protected Text
	CAPS All Caps
	SCAPS Small Caps
	PICT Picture

Use the logical OR (|) operator to specify more than one styles. The search is successful when any of the specified styles are located.

int StartLine: (INPUT/OUTPUT) Specifies the line number to start the search. On a successful search, this field contains the

line number of the located text.

int StartCol: (INPUT/OUTPUT) Specifies the column number to start the search. On a successful search, this field contains the column number of the located text.

int StringLen: (OUTPUT) Specifies the variable that receives the length of the located text. The editor matches the text up to the end of the line.

Description: Use this function to locate the beginning of the text with the given character styles.

Return Value: This function returns a true value when successful.

See Also:

[TerLocateStyleChar](#)

[TerLocateFontId](#)

[SetTerCharStyle](#)



TerLocateStyleChar

Locate the character with the given style.

bool TerLocateStyleChar(style, present, ref StartLine, ref StartCol, forward)

int style; // Style bits. See TerLocateStyle function for the detail.

bool present; // true to test for the presence of the given style, or false to test for the absence of the given style.

int StartLine: (INPUT/OUTPUT) Specifies the line number to start the search. On a successful search, this field contains the line number of the located text.

int StartCol: (INPUT/OUTPUT) Specifies the column number to start the search. On a successful search, this field contains the column number of the located text.

bool forward; // true to scan the text in the forward direction, or false to scan the text in the backward direction.

Return Value: This function returns a true value when successful.

See Also:

[TerLocateStyle](#)



TerRestrictFont

Restrict the font size and styles.

```
bool TerRestrictFont(MinSize, MaxSize, RestrictStyles, UpdateToolbar)
```

```
int MinSize; // The smallest point-size of the fonts to allow
```

```
int MaxSize; // The largest point-size of the fonts to allow
```

```
int RestrictStyles; // Use this parameter to specify the styles not to be allowed. The styles are specified by using the style bits. Please refer to the SetTerCharStyle method for a list of the valid style bits.
```

```
bool UpdateToolbar; // TRUE to update the tool-bar immediately to reflect the changes.
```

Return Value: This function returns TRUE when successful.



TerSelectCharStyle

Apply a character stylesheet item.

```
bool TerSelectCharStyle( StyleId, repaint)
```

```
int StyleId; // Character style id to apply
```

```
bool repaint; // true to refresh the screen after this operation.
```

Description: This function is used to assign the given character style to a highlighted block of text. If a text block is not highlighted, the given style id is used for the next keyboard input.

Return Value: This function returns true when successful.

See Also:

[TerSelectParaStyle](#)

[TerEditStyle](#)

[TerGetFontStyleId](#)



TerSetCharAuxId

Set the character auxiliary id.

```
bool TerSetCharAuxId( AuxId, repaint)

int AuxId;                // Aux id

bool repaint;             // Repaint the screen after this operation
```

Description: This function is used to set an auxiliary id. The editor does not use this id. If a text block is selected, the new id is applied to all characters in the block. Otherwise, the id is applied to any newly entered characters at the current cursor location.

Return Value: This function returns true when successful.



TerSetCharLang

Set new language id for the selected text.

```
bool TerSetCharLang( lang, repaint)

int lang;                 // Language id as defined by MS RTF Spec 1.5.

bool repaint;            // Repaint the screen after this operation
```

Return Value: This function returns true when successful.

See Also:

[TerSetFontLang](#)
[TerSetDefLang](#)



TerSetCharScaleX

Adjust horizontal character scaling.

```
bool TerSetCharScaleX(dialog, ScalePercent, repaint)

bool dialog;              // TRUE to show the dialog box to accept the user input

int ScalePercent;        // Horizontal character scaling in percentage. Set to a
                          // value greater than 100 to enlarge the character
                          // horizontally or set to a value less than 100 to shrink the
                          // character horizontally. The default value is 100.
```

```
bool repaint;                // Repaint the screen after this operation
```

Return Value: This function returns TRUE when successful.



TerSetCharSet

Override the character set for font creation.

```
bool TerSetCharSet( NewCharSet)
```

```
BYTE NewCharSet;           // New character set. To reset the override, set the  
                           // NewCharSet to DEFAULT_CHARSET or 1.
```

```
bool repaint;              // Repaint the screen after this operation
```

Description: Use this function to override the character-set that the editor should use to create new fonts.

Return Value: This function returns true when successful.



TerSetCharSpace

Adjust the character spacing.

```
bool TerSetCharSpace( dialog, delta, repaint)
```

```
bool dialog;                // true to show the dialog box to accept the user input
```

```
int delta;                  // Amount of adjustment in twips. Set to a positive value  
                           // to expand the character spacing or a negative value to  
                           // compress the character spacing.
```

```
bool repaint;              // Repaint the screen after this operation
```

Return Value: This function returns true when successful.

See Also:

[TerSetFontSpace](#)



TerSetDefLang

Set default language id for the document.

```
bool TerSetDefLang( lang)
```

```
int lang; // Language id as defined by MS RTF Spec 1.5.
```

Return Value: This function returns true when successful.

See Also:

[TerGetFontLang](#)

[TerSetCharLang](#)



TerSetDefTextColor

Set default text foreground color.

```
bool TerSetDefTextColor( ForeColor, repaint)
```

```
Color NewWidth; // new text foreground color.
```

```
bool repaint; // true to repaint the screen after this operation.
```

Description: The new text color is effective only for the current session. The new text color is not written out when the document is saved.

Please use the [GetTerFields/SetTerFields](#) functions to change the background color of the text window.

Return Value: This function returns true when successful..

TerSetEffectiveFont

Override the effective font for editing.

```
bool TerSetEffectiveFont(FontId)
```

```
int FontId; // The font id to use for editing.
```

Description: Normally, when the user click on a text location, the editor picks a font for text entry at that location. You can override this font automatic selection by using this function. This function can also be used to set a suitable font before inserting the text using the [InsertTerText](#) function.

Return Value: This function returns TRUE if successful.



TerSetFontId

Set the object id for the next object to be inserted.

```
bool TerSetFontId( int NextId)
```

```
int NextId; // The id to use by the next object to be inserted.
```

Description: Normally, the editor assigns a new id when an object (font or picture) is inserted in the text. This function can be used to utilize an existing id for the object. The object at the existing id is released before associating the new object with this id.

Return Value: This function returns true if successful.



TerSetFontSpace

Adjust the character spacing for a font id.

```
bool TerSetFontSpace( FontId, delta, repaint)
```

```
int FontId; // FontId (0 to TotalFonts-1) to modify. Set to 0 to modify the default font.
```

```
int delta; // Amount of adjustment in twips. Set to a positive value to expand the character spacing or a negative value to compress the character spacing.
```

```
bool repaint; // Repaint the screen after this operation
```

Return Value: This function returns true when successful.

See Also:

[TerSetCharSpace](#)

[TerGetFontSpace](#)



TerSetFontStyleId

Set the style ids for a font id.

```
bool TerSetFontStyleId( FontId, CharStyleId, ParaStyleId)
```

```
int FontId;                // FontId (0 to TotalFonts-1) to modify.

int CharStyleId;          // New character style id for the font. Set to -1 to leave
                           this value unchanged.

int ParaStyleId;         // New paragraph style id for the font. Set to -1 to leave
                           this value unchanged.
```

Return Value: This function returns true when successful.

See Also:

[TerGetFontStyleId](#)



TerSetInitTypeface

Set the initial font typeface.

```
bool TerSetInitTypeface(typeface)
```

```
string typeface;          // Initial font typeface. The editor uses this font typeface
                           as the default font for the TerMergePrint function. It also
                           uses this typeface if the editor window is created without
                           specifying a font typeface.
```

Description: To be effective, this function must be called before any editor window is created and before calling the TerMergePrint function.

Return Value: This function returns true when successful.



TerSetNextFontAux1Id

Set the next font Aux1Id to be used by the TerCreateFont function.

```
bool TerSetNextFontAux1Id(Aux1Id)
```

```
int Aux1Id;                // Aux1Id to set
```

Description: This function sets the value of the Aux1Id font attribute used by the TerCreateFont function. The TerCreateFont function sets this value to 0 after creating a new font id.

Return Value: This function returns true if successful.

See Also:

[TerCreateFont](#)
[TerGetFontAux1Id](#)



TerSetTcField

Set the 'tc' field to the selected text.

```
bool TerSetTcField(level, repaint)
```

```
int level; // The 'tc' field level. The level value must be between 1  
and 9 inclusive.
```

```
BOOL repaint; // TRUE to repaint the screen after this operation
```

Comment: This function can be used to set the 'tc' field to the text to be included in the table of contents. Please refer to the [TerInsetToc2](#) function for more information.

Return Value: This function returns a TRUE value if successful.



TerSetTextCase

Set the case for the selected text.

```
bool TerSetTextCase( upper, repaint)
```

```
bool upper; // Set to true to turn the text into upper case. Set to false  
to turn the text into lower case
```

```
bool repaint; // true to repaint the screen after this operation
```

Return Value: This function returns a true value if successful.



TerSetUlineColor

Set the color to draw underline.

```
bool TerSetUlineColor(color, repaint)
```

```
Color color; // new underline color.
```

```
bool repaint;                // true to repaint the screen after this operation.
```

Description: This function does not automatically apply the underline attribute to the text. The SetTerCharStyle function should be used to apply the underline attribute.

Return Value: This function returns TRUE when successful..

See Also

[SetTerCharStyle](#)



TerSetWaveUnderline

Draw red wavy underline.

```
bool TerSetWaveUnderline( LineNo, StartCol, EndCol, set, repaint)
```

```
bool TerSetWaveUnderline2( color, LineNo, StartCol, EndCol, set, repaint)
```

```
Color color;                // The color for the wavy underline. The default color is red. This parameter is applicable to the TerSetWaveUnderline2 method only.
```

```
int LineNo;                // The text line number
```

```
int StartCol;              // The starting column position for the text
```

```
int EndCol;                // The ending column position for the text
```

```
bool set;                  // Set to true to draw the underline. Set to false to erase the underline.
```

```
bool repaint;              // Set to true to repaint the screen after this operation
```

Return Value: This function returns true when successful.



TerShrinkFontTable

Compress the font table cache.

```
bool TerShrinkFontTable()
```

Description: This function is useful if you are opening and closing a number of documents under your program's control. This function can be called after opening a new document to release the unused fonts from the font cache.

Return Value: This function true when successful.



Paragraph Formating

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ClearTab

Clear one tab stop.

```
bool ClearTab( TabPos, repaint)
```

```
int TabPos; // Tab position (in twips unit) to clear
```

```
bool repaint;                //Repaint the window after this operation
```

Description: Use this function to remove a specified tab stop for the selected text.

When a text block is highlighted before calling this function, the selected lines are affected by this function. Otherwise, only the current paragraph is affected by this operation.

Return Value: This function returns true if successful.

See Also

[ClearAllTabs](#)

[SetTab](#)



ClearAllTabs

Clear all tab stops:

```
bool ClearAllTabs(repaint)
```

```
bool repaint;                //Repaint the window after this operation
```

Description: Use this function to reset all tab stops for the selected text. The tab stops are reset to their default positions.

When a text block is highlighted before calling this function, the selected lines are affected by this function. Otherwise, only the current paragraph is affected by this operation.

Return Value: This function returns true if successful.

See Also

[SetTab](#)

[ClearTab](#)



ParaHangingIndent

Increment or decrement the hanging indents.

```
bool ParaHangingIndent( indent, repaint)
```

```
bool indent;                  // true to increment the indentation, false to decrement  
                               the indentation
```

```
bool repaint;                 // true to refresh the window after this operation
```

Description: Use this function to increment or decrement the hanging indentation by 1/4

of an inch.

When a text block is highlighted before calling this function, the selected lines are affected by this function. Otherwise, only the current paragraph is affected by this operation.

Return Value: This function returns true if successful.

See Also:

[ParaLeftIndent](#)

[ParaRightIndent](#)

[ParaNormal](#)



ParaIndentTwips

Increment or decrement the paragraph indentation.

```
bool ParaIndentTwips( DeltaLeft, DeltaRight, DeltaFirst, repaint)
```

```
int DeltaLeft;           // amount (twips) of left indentation to apply
```

```
int DeltaRight;         // amount (twips) of right indentation to apply
```

```
int DeltaFirst;         // amount (twips) of indentation to apply to the first line only.
```

```
bool repaint;           // true to repaint the screen after this operation.
```

Description: This function can be used to increment or decrement the paragraph indentation amount. This function allows you to affect all three indentation parameters simultaneously.

Please note that the left indentation affects the first line of the paragraph as well. To keep the first line from moving, apply the equal amount of negative indentation to the first line.

Example:

```
ParaIndentTwips(50,0,-50,true);
```

Return Value: The function returns true when successful.

See Also:

[ParaLeftIndent](#)

[ParaRightIndent](#)

[ParaHangingIndent](#)

[TerSetParaIndent](#)



ParaLeftIndent

Increment or decrement the left indents.

```
bool ParaLeftIndent( indent, repaint)
```

```
bool indent;                // true to increment the indentation, false to decrement
                             the indentation
```

```
bool repaint;               // true to refresh the window after this operation
```

Description: Use this function to increment or decrement the left indentation by 1/4 of an inch.

When a text block is highlighted before calling this function, the selected lines are affected by this function. Otherwise, only the current paragraph is affected by this operation.

Return Value: This function returns true if successful.

See Also:

[ParaHangingIndent](#)

[ParaRightIndent](#)

[ParaNormal](#)



ParaRightIndent

Increment or decrement the right indents.

```
bool ParaRightIndent( indent, repaint)
```

```
bool indent;                // true to increment the indentation, false to decrement
                             the indentation
```

```
bool repaint;               // true to refresh the window after this operation
```

Description: Use this function to increment or decrement the right indentation by 1/4 of an inch.

When a text block is highlighted before calling this function, the selected lines are affected by this function. Otherwise, only the current paragraph is affected by this operation.

Return Value: This function returns true if successful.

See Also:

[ParaHangingIndent](#)

[ParaNormal](#)



ParaNormal

Reset paragraph properties

```
bool ParaNormal( repaint)
```

```
bool repaint; // true to refresh the window after this operation
```

Description: Use this function to reset the paragraph properties.

When a text block is highlighted before calling this function, the selected lines are affected by this function. Otherwise, only the current paragraph is affected by this operation.

Return Value: This function returns true if successful.

See Also:

[ParaHangingIndent](#)

[ParaRightIndent](#)

[ParaLeftIndent](#)

[SetTerParaFmt](#)



SetTab

Set a tab position:

```
bool SetTab( TabType, TabPos, repaint)
```

```
int TabType; // Tab type: TAB_LEFT, TAB_RIGHT, TAB_CENTER, TAB_DECIMAL
```

```
int TabPos; // Tab position (in twips unit) to create
```

```
bool repaint; //Repaint the window after this operation
```

Description: Use this function to create one tab position.

Note: This function will be eventually discontinued in favor of the TerSetTab function.

Return Value: This function returns true if successful.

See Also:

[TerSetTab](#)

[ClearTab](#)

[ClearAllTabs](#)



SetTerParaFmt

Set paragraph styles

bool SetTerParaFmt(styles, OnOff, repaint)

WORD styles:

Select paragraph styles:

LEFT:	Left justified paragraph
CENTER:	Centered paragraph
RIGHT_JUSTIFY:	Right justified paragraph
JUSTIFY:	Paragraph justified on both margins
DOUBLE_SPACE:	Double spaced paragraph
PARA_KEEP:	Keep the entire paragraph on the same page.
PARA_KEEP_NEXT:	Keep the last line of the current paragraph and the first line of the next paragraph on the same page.
PARA_BOX_TOP:	Apply top paragraph border
PARA_BOX_BOT:	Apply bottom paragraph border
PARA_BOX_BETWEEN	Draw lines between selected paragraphs.
PARA_BOX_LEFT:	Apply left paragraph border
PARA_BOX_RIGHT:	Apply left paragraph border
PARA_BOX:	Apply paragraph borders to all sides (combination of above four flags)
PARA_BOX_DOUBLE:	Double line paragraph border
PARA_BOX_THICK:	Thick paragraph border

To specify more than one styles, use the 'logical OR' (|) operator.

```
bool OnOff;                // true to set the styles, false to reset the selected styles.  
  
bool repaint;             // true to refresh the window after this operation
```

Description: Use this function to set or reset the specified styles.

When a text block is highlighted before calling this function, the selected lines are affected by this function. Otherwise, only the current paragraph is affected by this operation.

Return Value: This function returns true if successful.

Example:

```
// center the current paragraph  
SetTerParaFmt(tc.CENTER, true, true);
```

See Also:

[ParaNormal](#)
[TerSetFlags](#)



TerCreateBulletId

Create a paragraph bullet/numbering id.

```
int TerCreateBulletId( IsBullet, start, level, type)  
int TerCreateBulletId2( IsBullet, start, level, type, TextBef, TextAft)  
int TerCreateBulletId3( IsBullet, start, level, type, TextBef, TextAft, flags)  
  
bool IsBullet;                // true to set the paragraph bullet or false to set  
                               // paragraph numbering.  
  
int start;                    // The starting number when setting paragraph  
                               // numbering. Set to 1 for default.  
  
int level;                    // The level number when setting paragraph numbering.  
                               // Set to 0 for default.  
  
int type;                     // The parameter indicates the symbol used for bullets or  
                               // the letters used for paragraph numbering. Please refer to  
                               // the TerSetBulletEx function for the constant symbols  
                               // used for this parameter.  
  
string TextBef;               // Text before the paragraph number (limited to 10
```

bytes). Set to null for default.

string TextAft; // Text After the paragraph number (limited to one byte).
Set to null for default.

int flags; // Set this argument to BLTFLAG_HIDDEN to create a
continuing list item. Set to 0 to create regular list item..

Return Value: This function returns the bullet id.

See Also:

[TerSetBulletEx](#)

[TerSetBulletId](#)

[TerCreateListBullet](#)



TerCreateListBullet

Create a bullet id using the list mechanism.

int TerCreateListBullet(ListOr, level)

int ListOr; // The list-override id to create the bullet.

int level; // The level number to create the bullet. A simple list
allows only one list level (level 0). A nested list allows up
to 9 levels (0 to 8).

Return Value: This function returns a non-zero bullet id when successful. A value of 0
indicates an error condition.

See Also:

[TerCreateParald](#)

[TerCreateBulletId](#)



TerCreateParald

Create a paragraph id.

int TerCreateParald(Reuseld, shared, LeftIndent, RightIndent, FirstIndent, TabId,
StyleId, AuxId, Shading, pflags, SpaceBefore, SpaceAfter, SpaceBetween, flags);

int TerCreateParaldEx(Reuseld, shared, LeftIndent, RightIndent, FirstIndent, TabId,
StyleId, AuxId, Shading, pflags, SpaceBefore, SpaceAfter, SpaceBetween, flags, BltId,
BkColor);

int Reuseld; // Existing paragraph id to modify with new information.

Use -1 to create a new paragraph id.

```
bool shared; // When true, the editor matches the requested
              // specification against the existing paragraph ids. If a
              // matching paragraph id is found, it returns that id.
              // Otherwise it creates a new id. A true value for this field is
              // mutually exclusive with a zero or positive value for the
              // ReuseId field.

int LeftIndent; // Left indentation (specified in twips). Use 0 for default.

int RightIndent; // Right indentation (specified in twips). Use 0 for default.

int FirstIndent; // Indentation for the first line (specified in twips). Use 0
                 // for default.

int TabId; // Tab id. Use 0 for default.

int StyleId; // Paragraph Style id. Use 0 for default. When a non-zero
              // style id is specified, other parameters values to the
              // function must be what is indicated by this style id.

int AuxId; // An application specified id. The editor does not use this
            // id internally. Use 0 for default.

int shading; // Shading amount Specify a value from 0 (no shading) to
              // 10000 (darkest shading).

int pflags; // Additional paragraph flags reserved for future use. Use
            // 0 for default.

int SpaceBefore; // Space before the paragraph (specified in twips). Use 0
                 // for default.

int SpaceAfter; // Space after the paragraph (specified in twips). Use 0
                // for default.

int SpaceBetween; // Space between the paragraph lines (specified in twips).
                  // Use 0 for default.

int flags; // Paragraph attribute flags. Please refer to the
            // 'SetTerParaFmt' function for a list of paragraph attribute
            // ids. Use 0 for default.
```

When creating a paragraph id for use inside a page header, the 'flags' parameter must be ORed with the PAGE_HDR constant. Similarly, when creating a paragraph id for use inside a page footer, the 'flags' parameter must be ORed with the PAGE_FTR constant. A paragraph id for use in the regular text must not have either of these constants.

```
int BltId; // The bullet id. When a non-zero bullet id is specified,
```

the BULLET flag must also be specified in the 'flags' parameter. Set to 0 for default.

Color BkColor: Paragraph background color. Set to Hex FFFFFFFF (white) for default.

Description: This function is used to create a new paragraph id or to modify an exiting id with new paragraph information. To modify an existing id, specify the old paragraph id using the 'Reuseld' argument, otherwise set the 'Reuseld' parameter to -1. When an existing id is modified, this function automatically updates the text which uses this id with new information.

Return Value: When successful, this function returns the id of the new paragraph. Otherwise it returns -1.

See Also:

[TerCreateFont](#)
[TerAppendText](#)
[TerGetParaInfo](#)
[TerSetParalId](#)
[TerCreateTabId](#)
[TerCreateBulletId](#)
[TerCreateListBullet](#)



TerCreateTabId

Create a tab id.

int TerCreateTabId(TabInfo)

tc.StrTabTabInfo; // This structure is used to pass the tab stop information for the new tab id. The StrTab structure includes these variables:

int count; // number of tab stop (max 20)

int pos[20]; // tab position for each tab stop in twips. The tab positions must be specified in the ascending order

int type[20]; // The tab type for each tab stop:

TAB_LEFT: Left tab

TAB_RIGHT: Right tab

TAB_CENTER: Center tab

TAB_DECIMAL: Decimal tab

```

;          BYTE flags[20]    // The tab flags for each tab stop:

                                TAB_NONE          Tab with no leaders (default)

                                TAB_DOT:         Tab with dot leaders

                                TAB_HYPH:       Tab with hyphen leaders

                                TAB_ULINE:     Tab with underline leader

```

Description: The tab id created by this function can be used in the TerCreateParald function.

Return Value: This function returns a non-zero tab id if successful, otherwise it returns -1.

See Also:
[TerCreateParald](#)



TerGetParalInfo

Get paragraph attributes.

```
bool TerGetParalInfo( LineNo, out LeftIndent, out RightIndent, out FirstIndent, out TabId,
out StyleId, out AuxId, out Shading, out pflags, out SpaceBefore, out SpaceAfter, out
SpaceBetween, out flags);
```

```
bool TerGetParalInfo2( LineNo, out LeftIndent, out RightIndent, out FirstIndent, out TabId,
out StyleId, out AuxId, out Shading, out pflags, out SpaceBefore, out SpaceAfter, out
SpaceBetween, out flags, out Aux1Id, out BkColor);
```

```
bool TerGetParalInfo3( LineNo, IsStyleItem, out LeftIndent, out RightIndent, out
FirstIndent, out TabId, out StyleId, out AuxId, out Shading, out pflags, out SpaceBefore,
out SpaceAfter, out SpaceBetween, out flags, out Aux1Id, out BkColor);
```

```
bool TerGetParalInfo4( LineNo, IsStyleItem, out LeftIndent, out RightIndent, out
FirstIndent, out TabId, out StyleId, out AuxId, out Shading, out pflags, out SpaceBefore,
out SpaceAfter, out SpaceBetween, out flags, out Aux1Id, out BkColor, out LineSpacing);
```

```
int LineNo;          // Line number to retrieve the paragraph information. To
                    // specify a para id instead of a line number, specify a
                    // negative value.
```

```
bool IsStyleItem;   This parameter is applicable to the TerGetParalInfo3
                    // function only. It allows you to retrieve the paragraph
                    // information for a style item. When this flag is set to true,
                    // the LineNo parameter should be used to pass a style id to
                    // retrieve its information. You can also set the LineNo to
                    // SID_CUR to get the paragraph information about the style
                    // being currently edited.
```

```

int LeftIndent;           // Left indentation (in twips).

int RightIndent;         // Right indentation (in twips).

int FirstIndent;         // Indentation for the first line (in twips).

int TabId;                // Tab id.

int StyleId;              // Paragraph Style id.

int AuxId;                // An application specified id.

int shading;              // Shading amount: a value from 0 (no shading) to 10000
                          // (darkest shading).

int pflags;               // Additional paragraph flags:

                          PFLAG_WIDOW:           Widow/orphan control

                          PFLAG_PAGE_BREAK:      Page break before the
                                                  paragraph

int SpaceBefore;         // Space before the paragraph (in twips).

int SpaceAfter;          // Space after the paragraph (in twips).

int SpaceBetween;        // Space between the paragraph lines (in twips).

int flags;                // Paragraph attribute flags. Please refer to the
                          // 'SetTerParaFmt' function for a list of paragraph attribute
                          // ids.

int Aux1Id;              // Another application specified id.

Color BkColor;           // Paragraph background color.

int LineSpacing;          // Extra line spacing in percentage

```

Return Value: This function returns a true value when successful. Otherwise it returns false.

See Also:

[TerCreateParald](#)
[TerGetParaParam](#)

TerGetParaParam

Retrieve additional paragraph properties.

int TerGerParaParam(LineNo, IsStyleItem, type)

bool TerGetParaParam(LineNo, IsStyleItem, type, out color)

int LineNo; // Line number to retrieve the paragraph information. To specify a para id instead of a line number, specify a negative value.

BOOL IsStyleItem; This parameter allows you to retrieve the paragraph information for a style item. When this flag is set to TRUE, the LineNo parameter should be used to pass a style id to retrieve its information. You can also set the LineNo to SID_CUR to get the paragraph information about the style being currently edited.

int type // Parameter type to retrieve.

Color color // Use by the override function to return the color related parameters.

PARAINFO_TEXT_FLOW Paragraph text flow. Please refer to the [TerSetParaTextFlow](#) function for the list of text flow constants.

PARAINFO_BORDER_COLOR Paragraph border color.

PARAINFO_BK_COLOR Paragraph background color.

Return Value: This function returns the value of the requested parameter. It returns PARAINFO_ERROR to indicate an error condition.

See Also

[TerGetParaInfo](#)



TerGetTabStop

Return the parameters for a tab stop and the number of tab stop for a line.

int TerGetTabStop(LineNo, TabNo, out pPos, out pType, out pFlag)

int TerGetTabStop2(type, LineNo, TabNo, out pPos, out pType, out pFlag)

int type; // This argument specifies the meaning of the 'LineNo' argument:

PID_LINE: The 'LineNo' parameter specifies the text line number.

PID_PARA:	The 'LineNo' parameter specifies the paragraph id.
PID_TAB:	The 'LineNo' parameter specifies the tab id.
int LineNo;	// Line number (or paragraph or tab id) to get the tab parameters for. Set to -1 to get the tab stop parameters for the current line.
int TabNo;	// Tab number to inquire. To simply get the tab count for the line, set the TabNo parameter to -1.
int pPos;	// The variable to receive the tab position (in twips).
int pType;	// The variable to receive the tab type:
TAB_LEFT:	Left aligned tab
TAB_RIGHT:	Right aligned tab
TAB_CENTER:	Center aligned tab
TAB_DECIMAL:	Decimal aligned tab
int pFlag;	// The variable to receive the tab flag:
TAB_DOT:	Dot leader
TAB_HYPH:	Hyphen leader
TAB_ULINE:	Underline leader

Return Value: This function returns the number of tab stops for the line.

See Also:

[TerPosTable](#)



TerSelectParaStyle

Apply a paragraph stylesheet item.

```
bool TerSelectParaStyle( StyleId, repaint)
```

```
int StyleId; // Paragraph style id to apply
```



```

bool TerSetBullet3( set, IsBullet, start, level, type, TextBef, TextAft, repaint, flags)

bool set;                // true to set the paragraph bullet/numbering or false to
                        // remove it. The 'start', 'level', and 'type' parameters are
                        // ignored when the 'set' parameter is false.

bool IsBullet;          // true to set the paragraph bullet or false to set
                        // paragraph numbering.

int start;              // The starting number when setting paragraph
                        // numbering. Set to 1 for default.

int level;              // The level number when setting paragraph numbering.
                        // Set to 0 for default.

int type;               // The parameter indicates the symbol used for bullets or
                        // the letters used for paragraph numbering.
                        //
                        // When the 'IsBullet' parameter is set to true, use one of
                        // the following constants for the 'type' parameter:
                        //
                        // BLT_ROUND:          Round bullet
                        // BLT_DIAMOND:       Diamond bullet
                        // BLT_SQUARE:       Square bullet
                        // BLT_HOLLOW_SQUARE: Hollow square bullet
                        // BLT_4_DIAMONDS:   Four diamonds symbol
                        // BLT_ARROW:        Arrow bullet
                        // BLT_CHECK:        Check bullet
                        //
                        // When the 'IsBullet' parameter is set to false, use on of
                        // the following constants for the 'type' parameter:
                        //
                        // NBR_DEC:           Decimal number
                        // NBR_UPR_ALPHA Uppercase Alphabetic
                        // number
                        // NBR_LWR_ALPHA Lowercase Alphabetic
                        // number
                        // NBR_UPR_ROMAN Uppercase Roman number
                        // NBR_LWR_ROMAN Lowercase Roman number

string TextBef;         // Text before the paragraph number (limited to 10 bytes).
                        // Set to null for default.

string TextAft;         // Text After the paragraph number (limited to one byte).
                        // Set to null for default.

int flags;              // Set this argument to BLTFLAG_HIDDEN to create a
                        // continuing list item. Set to 0 to create regular list item

bool repaint;          // Repaint the screen after this operation

```

Comment: This method uses the older method of applying bullet and numbering. You can use the [TerSetListBullet](#) function to use the newer list mechanism to apply bullets and numbers. The new function has a better support for nested lists and multiple lists within a document.

Return Value: This function returns true when successful.



TerSetBulletId

Assign a bullet id to a paragraph id.

```
bool TerSetBulletId( BulletId, Parald)
```

```
int BulletId;           // Bullet id to be assigned to the paragraph id
```

```
int Parald;            // Paragraph id
```

Return Value: This function returns true when successful.

See Also:

[TerCreateBulletId](#)

[TerCreateParald](#)



TerSetDefTabWidth

Set default tab width.

```
int TerSetDefTabWidth( NewWidth, repaint)
```

```
int NewWidth;          // new tab width in twips
```

```
bool repaint;          // true to repaint the screen after this operation.
```

Return Value: This function returns the previous value of the tab width in twips.

See Also

[TerSetDefTabType](#)



TerSetDefTabType

Set the default tab type.

```
bool TerSetDefTabType(TabType)
```

```
int TabType; // Tab type: TAB_LEFT, TAB_RIGHT, TAB_CENTER,
              TAB_DECIMAL
```

Description: This function allows you to set the tab type for the left-mouse click on the ruler.

Return Value: This function returns True if successful

See Also

[TerSetDefTabWidth](#)



TerSetParaAuxId

Set the Auxiliary id for the paragraph.

```
bool TerSetParaAuxId( FirstLine, LastLine, AuxId)
```

```
int FirstLine; // The first line of the paragraph. Set this parameter to -1
                to select the current paragraph or all paragraphs in the
                range of selected text (if any text selected)
```

```
int LastLine; // The last line for the paragraph. This argument is not
                used when 'FirstLine' is set to -1.
```

```
bool AuxId; // The new auxiliary id for the paragraph.
```

Return Value: This function returns true when successful.



TerSetParaBkColor

Set the background color for the paragraph.

```
bool TerSetParaBkColor( dialog, color, repaint)
```

```
bool dialog; // true to show the dialog box for the user to select a
              background color. false to use the background color
              specified by the 'color' parameter.
```

```
Color color; // New background color for the paragraph.
```

```
bool repaint;           // true to repaint the screen after this operation.
```

Return Value: This function returns true when successful



TerSetParald

Set the paragraph id for the paragraph.

```
bool TerSetParald( FirstLine, LastLine, Parald)
```

```
int FirstLine;           // The first line of the paragraph. Set this parameter to -1
                        // to select the current paragraph or all paragraphs in the
                        // range of selected text (if any text selected).
```

```
int LastLine;           // The last line for the paragraph. This argument is not
                        // used when 'FirstLine' is set to -1.
```

```
bool Parald;            // The new paragraph id for the paragraph.
```

Return Value: This function returns true when successful.

See Also;

[TerCreateParald](#)



TerSetParaBorderColor

Set the border color for the paragraph.

```
bool TerSetParaBorderColor(color, repaint)
```

```
Color color;            // New border color for the paragraph. This color is
                        // effective only if the paragraph borders are enabled. You
                        // can enable paragraph borders using the SetTerParaFmt
                        // function.
```

```
BOOL repaint;          // True to repaint the screen after this operation.
```

Return Value: This function returns True when successful

See Also

[SetTerParaFmt](#)



TerSetParaList

Set list numbering for the paragraph.

```
bool TerSetParaList( dialog, Parald, ListOr, level, repaint)
```

```
bool dialog;           // Set to true to show a dialog box to the user to select
                        // list-override and level information.

bool Parald;           // The paragraph id to modify. Set to -1 to apply list
                        // numbering to the current paragraph, currently selected
                        // paragraph, or to the stylesheet item currently being
                        // edited.

int ListOr;            // The list-override id to use for the paragraph.

int level;             // The level number to use for the paragraph. A simple
                        // list allows only one list level (level 0). A nested list
                        // allows up to 9 levels (0 to 8).

bool repaint;         // Set to true to repaint the screen after this operation.
```

Return Value: This function returns true when successful.

See Also:

[TerCreateParald](#)
[TerEditList](#)
[TerEditListOr](#)
[TerCreateListBullet](#)
[TerSetListBullet](#)



TerSetParaShading

Set the shading value for the current paragraph.

```
bool TerSetParaShading( shading, refresh)
```

```
int shading;           // shading amount (0 to 10000)

bool refresh;         // true to refresh the window after this operation.
```

Description: This function is used to specify the shading amount for the current paragraph or the range of selected paragraphs. The shading value of 10000 indicates the darkest shading, whereas the shading value 0 indicates no shading.

Return Value: This function returns true if successful.



TerSetParaTextFlow

Set the right-to-left/left-to-right text flow option for the paragraph.

```
bool TerSetParaTextFlow( dialog, TextFlow, refresh)
```

```
bool dialog; // Set to true to show the user dialog.
```

```
int TextFlow; // The text flow constant can be one of the following:
```

```
FLOW_LTR: Left-to-right text flow
```

```
FLOW_RTL Right-to-left text flow
```

```
FLOW_DEF Default text flow. The flow will be  
determined by the document,  
section or table level text flow  
specification.
```

```
bool refresh; // true to refresh the window after this operation.
```

Return Value: This function returns true if successful.

See Also:

[TerSetDocTextFlow](#)

[TerSetSectTextFlow](#)

[TerSetRowTextFlow](#)



TerSetParaIndent

Set the paragraph indentation.

```
bool TerSetParaIndent( left, right, first, repaint)
```

```
int left; // The left indentation in twips. Set this value to -1 to  
leave it unchanged
```

```
int right; // The right indentation in twips. Set this value to -1 to  
leave it unchanged.
```

```
int first; // The indentation adjustment (twips) to apply to the first
line only. Set this value to -1 to leave it unchanged.

bool repaint; // true to repaint the screen after this operation.
```

Return Value: The function returns true when successful.

See Also:

[ParaIndentTwips](#)
[ParaLeftIndent](#)
[ParaRightIndent](#)
[ParaHangingIndent](#)



TerSetParaSpacing

Set the spacing parameters for the current paragraph.

```
bool TerSetParaSpacing( SpaceBefore, SpaceAfter, SpaceBetween, refresh)
```

```
bool TerSetParaSpacing2( SpaceBefore, SpaceAfter, SpaceBetween,
LineSpacing,refresh)
```

```
int SpaceBefore; // Space before the first line of the paragraph in twips
Set to -1 to leave the previous value unchanged.
```

```
int SpaceAfter; // Space after the last line of the paragraph in twips.
Set to -1 to leave the previous value unchanged.
```

```
int SpaceBetween; // Minimum space between the lines of the paragraph. To
set the exact spacing, specify a negative value. To set a
minimum line spacing, specify a positive value.
Set to -9999 to leave the previous value unchanged.
```

```
int LineSpacing; // Applicable to TerSetParaSpacing2 function only. You
can use this argument to specify the extra line space in
percentage of the current line height. For example, set to
50 to specify 1.5 line spacing, or 100 to specify double
line spacing. Set to 0 for default.
Set to -1 to leave the previous value unchanged.
```

```
bool refresh; // true to refresh the window after this operation.
```

Description: This function is used to specify the paragraph spacing parameters. Use zero to specify the default value for any parameter.

Return Value: This function returns true if successful.

See Also:

TAB_ULINE: Underline tab leader

```
bool repaint;           //Repaint the window after this
                        operation
```

Description: Use this function to create one tab position.

Return Value: This function returns true if successfulSee Also: ClearTab, ClearAllTabs

See Also:

[ClearTab](#)

[ClearAllTabs](#)



Section Formatting

In This Chapter

[TerColBreak](#)

[TerGetMarginEx](#)

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[TerSetSectOrient](#)

[TerSetSectPageSize](#)

[TerSetSectParam](#)

[TerSetSectTextFlow](#)



TerColBreak

Create a column break.

```
bool TerColBreak(repaint)
```

```
bool repaint;           //Repaint the window after this operation
```

Description: This function is used to place the following text on the new column. This function is valid only when editing in the 'Print View' and 'Page' modes. Further, this function is valid only for sections containing multiple columns. Please note that a column break can not be created inside an object such as table, frame, text box, etc.

A column break is indicated by a line containing a 'dot and dash' pattern.

Return Value: This function returns true if successful.

See Also:

[TerPageBreak](#)

[TerSectBreak](#)



TerGetMarginEx

Retrieve the margin values for a section in the document.

```
int TerGetMarginEx(sect,out left,out right,out top,out bottom,out header,out footer)
```

```
int sect; // The section id to modify. This parameter can assume a value between 0 and 'TotalSects-1'. It can also be set to SECT_CUR to specify the current section.
```

```
int left; // The variable to retrieve the left margin value in twip units.
```

```
int right; // The variable to retrieve the right margin value in twip units.
```

```
int top; // The variable to retrieve the top margin value in twip units.
```

```
int bottom; // The variable to retrieve the bottom margin value in twip units.
```

```
int header; // The variable to retrieve the distance of the header text from the top of the page.
```

```
int footer; // The variable to retrieve the distance of the footer text from the bottom of the page.
```

Comment: Any of the variable variables can be set to null, in which case the editor ignores the argument.

Return Value: This function returns the total number of sections in the document if successful. Otherwise it returns 0.

See Also:

[TerSetMargin](#)



TerGetSectAlign

Retrieve the vertical alignment attribute for a section.

```
int TerGetSectAlign(sect)
```

```
int sect; // Section id to retrieve the page number format. You
           // can also set this parameter to SECT_CUR to specify
           // the current section.
```

Return Value: This function returns the alignment constant for the section. Please refer to the TerSetSectAlign function for the list of alignment constants.

See Also

[TerSetSectAlign](#)



TerSetSectBorder

Get the page border attribute for a section.

```
bool TerSetSectBorder( sect, out type, out width, out space, out color)
```

```
int sect; // Section id to access. You can also set this parameter to
           // SECT_CUR to specify the current section.
```

```
int type; // Border type. It can be one of the following constants:
```

BRDRTYPE_SINGLE	Single line border
BRDRTYPE_DBL	Double line border
BRDRTYPE_TRIPLE	Triple line border
BRDRTYPE_SHADOW	Shadow border
BRDRTYPE_THICK_THIN	Thick-thin lines border
BRDRTYPE_THIN_THICK	Thin-thick lines border
BRDRTYPE_THICK_THIN_THICK	Thick-thin-thick border
BRDRTYPE_THIN_THICK_THIN	Thin-thick-thin border
BRDRTYPE_NONE	No Border

The following three parameters are not used when border type is BRDRTYPE_NONE

```
int width; // The variable to retrieve the line thickness in twips units
```

```
int space; // The variable to retrieve the border distance from the
```

edge of the page in twips units

```
Color color; // The variable to retrieve the border color
```

Return Value: The function returns true when successful.

See Also

[TerSetSectBorder](#)



TerGetSectColWidth

Retrieve the column width or inter-column spacing for a variable width column section.

```
int TerGetSectColWidth(hWnd, sect, col, GetColWidth)
```

```
int sect; // Section id to access. You can also set this parameter to -1 to specify the current column.
```

```
int col; // The column number (0 to total columns -1) to retrieve the the width or column space values.
```

```
bool GetColWidth; // Set to TRUE to return the column width for the specified column. Set to FALSE to return the space after the specified column.
```

Return Value: This function returns the column width or the space after the column for the specified column. The value is returned in twips unit. The function return -1 if an error occurs.



TerGetSectBins

Retrieve the paper bins used by a section.

```
bool TerGetSectBins(sect,out FirstPageBin, out NextPageBin)
```

```
int sect; // The section id to retrieve information. This parameter can assume a value between 0 and 'TotalSects-1'. It can also be set to SECT_CUR to specify the current section.
```

```
PaperSourceKind FirstPageBin; // The variable to retrieve the first page bin.
```

PaperSourceKind NextPageBin; // The variable to retrieve the next page bin.

Return Value: This function returns true when successful.

See Also

[TerGetSectInfo](#)

[TerSetSect](#)



TerGetSectInfo

Retrieve the current section parameters.

bool TerGetSectInfo(out NumCols, out ColSpace, out NewPage, out FirstPageNo)

int NumCols; // The variable to receive the number of columns for the section

int ColSpace; // The variable to receive the space between the columns in Twips.

bool NewPage; // This variable receives true if the section starts on a new page, otherwise it receives a false.

int FirstPageNo; // This variable receives 0 if this section uses continuous page numbering, otherwise it receives the page number of the first page for this section.

Return Value: The function returns true when successful.

See Also:

[TerSetSect](#)



TerGetSectParam

Get the section parameters.

int TerGetSectParam(hWnd, id, type)

int id; // Section id (0 to Total Sections-1) to retrieve parameters.

int type; // The parameter to retrieve:

SP_FLAGS: Returns the flags bits associated with the section id. Please use the AND parameter with

the return value to check if one of the following flags is applicable:

SECT_NEW_PAGE:	Start the section on a new page.
SECT_RESTART_PAGE_NO	Restart page numbers.
SECT_VALIGN_CTR	Vertically center align the page text.
SECT_VALIGN_BOT	Vertically bottom align the page text.
SECT_LINE	Section uses line numbering.
SECT_SNAP_LINE_GRID	Text within the section is aligned to a grid.

SP_GUTTER_MARG Gutter margin in twips.

SP_LINE_STEP: Returns the steps in which the line numbering is applied when the SECT_LINE flag (see SP_FLAGS) is applied. A value of 0 or 1 indicates continuous line numbering.

Return Value: The function returns the value for the requested parameter. It returns FP_ERROR to indicate an error condition.



TerGetPageOrient

Get the page orientation and dimensions.

```
bool TerGetPageOrient( PageNum)
```

```
bool TerGetPageOrientEx( PageNum, out pWidth, out pHeight)
```

```
bool TerGetPageOrient2( PageNum, out pWidth, out pHeight, out pHiddenX, out pHiddenY)
```

```
int PageNum;                      // Page number between 0 and TotalPages-1
```

int pWidth;	// Variable to receive the page width (in twips) after considering the orientation.
int pHeight;	// Variable to receive the page height (in twips) after considering the orientation.
int pHiddenX;	// Variable to receive the printer hidden area (in twips) in the x direction.
int pHiddenY;	// Variable to receive the printer hidden area (in twips) in the y direction.

Description: This function is available in the PageMode or PrintView mode only.

Return Value: This function returns true if the page uses the portrait orientation. Otherwise, it returns a false value.



TerGetSeqSect

Translate a section id into the sequential section number.

```
int TerGetSeqSect( SectId)
```

int SectId;	// Section id for the text.
-------------	-----------------------------

Description: This function translates the section id into the sequential section numbers. Please note that the section id assigned to the text are not sequential. For example, in a document containing 3 sections, it is not correct to assume id 0 for the first section, or id 1 for the subsequent section of the document. Most APIs involving section need you to specify the section id. A section id can be retrieved using the GetTerFields or TerGetPageSect functions. However, certain functions such as TerPosBodyText and TerPosHdrFtr need the sequential section number for the section argument. For the purpose of differentiation, this manual uses the term 'section id' or 'sequential section number' as appropriate.

Return Value: The function returns the sequential section number when successful. Otherwise it returns -1.

See Also:

[TerPosBodyText](#)

[TerPosHdrFtr](#)

[TerGetPageSect](#)



TerSectBreak

Create a new section.

```
bool TerSectBreak(repaint)
```

```
bool repaint; //Repaint the window after this operation
```

Description: This function is used to place the following text on the new section. The section break is created before the current line. If you have enabled the editing of header/footer text, please turn it off before calling this function. Please note that a section break can not be created inside an object such as table, frame, text box, etc.

A section break is indicated by a double solid line.

Return Value: This function returns true if successful.

See Also:

[TerPageBreak](#)

[TerColBreak](#)



TerSetMargin

Set the margin values for the sections in the document.

```
bool TerSetMargin(left,right,top,bottom,repaint)
```

```
bool TerSetMarginEx(sect,left,right,top,bottom,header,footer,repaint)
```

```
int sect; // The section id to modify. This parameter can assume a value between 0 and 'TotalSects-1'. It can also be set to SECT_CUR to modify the current section only, or it can be set to SECT_ALL to modify all sections in the current document. The TerSetMargin function implicitly uses a value of SECT_CUR for this parameter
```

```
int left; // The left margin value in twip units. Set to -1 to leave this parameter unchanged.
```

```
int right; // The right margin value in twip units. Set to -1 to leave this parameter unchanged.
```

```
int top; // The top margin value in twip units. Set to -1 to leave this parameter unchanged.
```

```
int bottom; // The bottom margin value in twip units. Set to -1 to leave this parameter unchanged.
```

```
int header; // The distance of the header text from the top of the page. Set to -1 to leave this parameter unchanged.
```

```
int footer; // The distance of the footer text from the bottom of the
```

page. Set to -1 to leave this parameter unchanged.

```
bool repaint;           // set to true to repaint the screen after this operation
```

Return Value: This function returns true if successful.

See Also:

[TerGetMarginEx](#)



TerSetPaper

Set custom paper size and orientation.

```
bool TerSetPaper( size, IsPortrait, refresh)
```

```
PaperSize size;           // Paper size
```

```
bool IsPortrait           // Set to true to specify the portrait orientation.
```

```
bool refresh;            // true to refresh the window after this operation.
```

Return Value: This function returns true when successful.



TerSetSect

Set section parameters.

```
bool TerSetSect( NumCols, ColSpace, NewPage)
```

```
bool TerSetSectEx( NumCols, ColSpace, NewPage, FirstPageNo)
```

```
bool TerSetSect2( NumCols, ColSpace, NewPage, FirstPageNo, FirstPageBin,  
NextPageBin)
```

```
bool TerSetSect3( NumCols, ColSpace, NewPage, SetBins, FirstPageNo, FirstPageBin,  
NextPageBin, SectId, size)
```

```
bool TerSetSect3( NumCols, ColSpace, NewPage, SetBins, FirstPageNo, FirstPageBin,  
NextPageBin, SectId, size, IsPortrait)
```

```
int NumCols;             // number of columns for the section. Set to 0 to show a  
user dialog. Set to -1 to leave this value unchanged.
```

```
int ColSpace;           // Space between the columns in Twips.
```

bool NewPage;	// true to begin the section on a new page.
int FirstPageNo;	// Page number for the first page of the current section. Set to 0 to use default page numbering.
bool SetBins;	// Set to true to apply the FirstPageBin and NextPageBin parameters.
int FirstPageBin;	// Bin selection to print the first page of this section. Set to PaperSourceKind enumeration.
int NextPageBin;	// Bin selection to print the subsequent pages of this section. Set to PaperSourceKind enumeration.
int SectId;	// Section id (0 to TotalSect-1). Set to -1 to use the current section.
PaperSize size;	// paper size. Set to null to leave the paper size unchanged.
bool IsPortrait;	// Set to true to use the portrait orientation. set to false to apply landscape orientation.

Example:

```
tern.TerSetSect(2,720,true);
```

The above statement sets the current section to use 2 column layout.

```
tern.TerSetSect3(1, 0,true,1, false,
    PaperSourceKind.AutomaticFeed,
    PaperSourceKind.AutomaticFeed,
    0,new PaperSize("Custom Paper",800,1000),
    false);
```

The above statement modifies section id 0. It applies custom size paper in landscape orientation. The paper bin application is disabled by setting the SetBins to false.

Return Value: The function returns true when successful.

See Also:

[TerSetSectOrient](#)

[TerGetSectInfo](#)



TerSetSectAlign

Set the vertical alignment for the section.


```
int width;                // Line thickness in twips units

int space;                // Border distance from the edge of the page in twips units

Color color;              // Border color

bool repaint;             // true to refresh screen after this operation.
```

Return Value: The function returns true when successful.

See Also:

[TerSetSect](#)

[TerSetSectBorder](#)



TerSetSectColWidth

Set the column width and inter-column spacing for a variable width column section.

```
bool TerSetSectColWidth(sect, col, width, ColSpace, repaint)
```

```
int sect;                // Section id to apply changes. You can also set this
                        // parameter to -1 to specify the current column.

int col;                 // The column number (0 to total columns -1) to apply
                        // the width and column space parameters. Set this
                        // parameter to -1 to restore the section to use uniform
                        // width for the columns.

int width;               // The new width (int twips) for the specified column.

int ColSpace;            // The new inter-column space (in twips) after the
                        // specified column.

BOOL repaint;            // TRUE to refresh the window after this operation
```

Return Value: This function returns TRUE if successful.



TerSetSectLineNbr

Set line numbering for the section.

```
BOOL TerSetSectLineNbr(sect, set, repaint)
```

BOOL TerSetSectLineNbr2(sect, set, step, repaint)

int sect; // Section id to apply changes. You can also set this parameter to SECT_CUR to edit the current section, or set it to SECT_ALL to apply changes to all sections in the document.

BOOL set; // Set to TRUE to enable line numbering. Set to false to disable line numbering.

int step; // Steps in which to draw the numbers. A value of 0 or 1 produces continuous line numbering.

BOOL repaint; // TRUE to refresh the window after this operation

Comment: The line numbers are displayed on the left side of the page. The page-layout (ID_SHOW_PAGE_LAYOUT) display must be turned on to see line numbering.

Return Value: This function returns TRUE if successful.



TerSetSectOrient

Set the orientation for a section.

bool TerSetSectOrient(orient, repaint)

bool IsPortrait; // Set to true to set to portrait orientation. Otherwise set to false.

bool repaint; // true to refresh screen after this operation.

Description: This function is used to set the page orientation for the section..

Return Value: The function returns true when successful.

See Also:

[TerSetSect](#)



TerSetSectPageSize

Set the page size for a section.

bool TerSetSectPageSize(sect, kind, PageWidth, PageHeight, repaint)

```

int sect; // Section id to apply changes. You can also set this
parameter to SECT_CUR to edit the current section, or
set it to SECT_ALL to apply changes to all sections in
the document.

PaperKind kind; // One of the PaperKind enumeration values.

int PageWidth; // The page width in twips units. This argument is used
only if kind is set to PaperKind.Custom.

int PageHeight; // The page height in twips units. This argument is used
only if kind is set to PaperKind.Custom.

bool repaint; // true to refresh screen after this operation.

```

Return Value: The function returns true when successful.

See Also:

[TerSetSect](#)



TerSetSectParam

Set section parameters.

```
bool TerSetSectParam(hWnd, select, type, val, repaint)
```

```

int select; // Section id to apply changes. You can also set this
parameter to SECT_CUR to edit the current section, or
set it to SECT_ALL to apply changes to all sections in the
document.

int type; // Parameter type to set. Select one of the constants:

    SP_LINE_BET_COL // Set to 1 to draw a line between columns. Applicable
to a multi-column section only.

    SP_LEFT_MARG // Get the section left margin value in twips.

    SP_RIGHT_MARG // Get the section right margin value in twips.

    SP_TOP_MARG // Get the section top margin value in twips.

    SP_BOT_MARG // Get the section bottom margin value in twips.

    SP_HDR_MARG // Get the distance of the header text from the top of
the page in twips.

```

SP_FTR_MARG Get the distance of the footer text from the bottom of the page in twips.

int val; New value for the parameter specified by the 'type' parameter.

bool repaint; TRUE to repaint the screen after this operation

Return Value: This function returns a TRUE value if successful.



TerSetSectTextFlow

Set the right-to-left/left-to-right text flow option for the section.

bool TerSetSectTextFlow(sect, TextFlow, refresh)

int sect; // Section id to apply changes. You can also set this parameter to SECT_CUR to edit the current section, or set it to SECT_ALL to apply changes to all sections in the document.

int TextFlow; // The text flow constant can be one of the following

FLOW_LTR Left-to-right text flow

FLOW_RTL Right-to-left text flow

FLOW_DEF Default text flow. The flow will be determined by the document, table, or paragraph level text flow specification.

bool refresh; // true to refresh the window after this operation

Return Value: This function returns true if successful.

See Also:

[TerSetDocTextFlow](#)

[TerSetParaTextFlow](#)

[TerSetRowTextFlow](#)



Document

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GetTerFields

Retrieve Window Variables:

bool GetTerFields(field)

tc.StrTerField field; /* information buffer, see below*/

Description: This function returns various operational parameters for the current TER window. See the TER.H file for the complete description of the StrTerField structure. **Information Block Structure:**

```
struct StrTerField {
```

The following fields are read/write fields. To update a field you must retrieve the current values by calling the *GetTerFields* function. Modify the fields that you wish to, and then call the *SetTerFields* function to make the new value effective.

int size;	The size of this structure in number of bytes.
int CurCol	Current window column position (0 to one less than the length of the line).
int PaintEnabled	A false value disables the screen painting and word wrapping until it is re-enabled using another call to the <i>SetTerFields</i> function
int WrapFlag	Wrap control. This function can be used to temporarily suspend word wrapping. The word wrapping is automatically enabled when the user hits a keystroke or makes a selection from the menu.
int CurRow	Current window row position (0 to the height of the window). This field is not meaningful in Page mode or

Fitted View modes.

int BeginLine	First line number in the window. The editor ensures that CurRow is always equal to CurLine minus BeginLine (this field is not meaningful in Page mode or Fitted View modes).
int CurLine	Current line number in the file (0 to one less than the total number of lines in the file).
Color TextBkColor	Background color for the window.
Color StatusBkColor	Background color of the status line
Color StatusColor	Foreground color of the status line
int HilightType	Line or character highlighting flag (see HILIGHT_ constants in the TER.H file). Use this flag and the following variables to set or reset text selection.
int HilightBegCol	Beginning column number of the highlighted block
int HilightEndCol	Ending column number of the highlighted block.
int HilightBegRow	Beginning line number of the highlighted block
int HilightEndRow	Ending line number of the highlighted block
bool StretchHilight	A true value allows the user to stretch the current highlighted block by using the mouse or arrow keys.
Please do not use the following two fields as they are being phased out. Use the TerGetLine function to retrieve the text and font ids for a line number.	
char[] text	Text data for the current line.
ushort[] font	Font id for every character in the 'text' array. Use the 'GetFontInfo' function to get further information about an editor font id.
int pfmt	Paragraph id of the current line
int LineLen	Length of the current line
int TextApply	Use this variable to specify how the 'text' and 'font' data should be applied to the current TER window, see APPLY_ constants in the TER.H file. Using this flag you can modify the current line, or insert a new line after or

	before the current line.
bool Reclaimresources	true to reuse unused font and paragraph ids.
bool ModifyProtectColor	true to show the protected text in a lighter shade
bool LinkDbIClick	true to fire hyperlink on mouse double click. Otherwise single click is used to fire the hyperlink event.
bool ShowProtectCaret	true to display caret even when positioned on protected text.
int LinkStyle	The character style of the hyperlink phrase. When this style is set to HLINK, then the following LinkColorW variable is not used for detecting a link.
Color LinkColor	The color of the hyperlink phrase.
bool SnapToGrid	true to snap tabs and margin on the ruler to an invisible grid
bool HtmlMode	true to enable html mode adjustments
bool ShowTableGridLines	true to show table grid lines
The following are the read only fields. TER will ignore any modification to these fields.	
IntPtr hTerWnd	Handle to the editor window
Graphics TerGr	Handle to TER class DC. Call the TerGetBufferDC function if you wish to retrieve the handle of the associated buffer device context.
Rectangle TerRect	Entire client window rectangle
Rectangle TerWinRect	Text window rectangle
int TotalLines	Total lines in the file
int MouseLine	Current text line position of the mouse pointer. Current row position is given by MouseLine minus BeginLine.
int MaxColBlock	Biggest column block allowed
int TotalPfmts	Total paragraph ids in use by the current window.
int TotalFonts	Total font objects in use by the current window

int TotalStyles	Total number of stylesheet items
int WinWidth	Current window width in character columns
int WinHeight	Number of lines displayed in the window. This field is not meaningful in Page mode or Fitted View modes.
int TerWinOrgX	Window origin x co-ordinates used to set the view port
int MouseCol	Current text column position of the mouse pointer.
bool modified	Data modified, user needs to select the 'save' option to save data
bool WordWrap	True when the word wrap is turned on
int ParaLeftIndent	Paragraph left indent in twips
int ParaRightIndent	Paragraph right indent in twips
int ParaFirstIndent	Paragraph first line indent in twips
int ParaFlags	Paragraph flags. Refer to the SetTerParaFmt function for a list of paragraph flags.
int ParaTabId	Paragraph tab id (index into the tab table)
int ParaCellId	Paragraph cell id (index into the cell table)
int ParaShading	Paragraph shading (0 to 10000)
int ParaSpaceBefore	Space before the paragraph in twips
int ParaSpaceAfter	Space after the paragraph in twips
int ParaSpaceBetween	Minimum space between
int ParaStyleId	Paragraph style Id
int ParaAuxId	Paragraph aux id
int pflags	Paragraph PFLAG_ flag constants
int CurSect	The section id of the current line. You can use the TerGetSeqSect function to translate the section id into the sequential section number.
int LeftMargin	Section left margin in twips

int RightMargin	Section right margin in twips
int TopMargin	Section top margin in twips
int BotMargin	Section bottom margin in twips
int columns	Number of columns in the current section
int CurPage	Current page number
int TotalPages	Number of pages in the document
int MouseX	Recent mouse click x position
int MouseY	Recent mouse click y position
bool PrintView	true when the print view mode is turned on
bool PageMode	true when the page mode is turned on
bool FittedView	true when the fitted view mode is turned on
bool ShowParaMark	true when showing paragraph markers
bool ShowHiddenText	true when showing the hidden text
int CurCtlId	Currently selected control id
int ParaFrameFlags	Current paragraph frame flags (PARA_FRAME_? constants defined in the ter.h file)

Return Value: A true value indicates success.

See Also

[SetTerFields](#)

[GetFontInfo](#)



SetTerFields

Set Window Variables:

bool SetTerFields(field)

struct StrTerField *field; // information buffer (see the GetTerFields function)

Description: This function sets various operational parameters for the current TER

window. You must first call the GetTerFields function to retrieve the current values of the parameters. You can then change the variables that you need to change. The TER editor validates the information before applying them to the current window.

Return Value: A true value indicates success.

See Also:

[TerGetField](#)

[TerSetCtlColor](#)



TerGetParam

Retrieve miscellaneous operating variables.

bool TerGetParam(type)

int type;	// The parameter type to retrieve:	
	TP_CUR_LINE	Current line number
	TP_CUR_COL	Current column number
	TP_CUR_SECT	Current section id
	TP_MOUSE_X	Return the pixel x position where the mouse is positioned. This value is relevant only when retrieved from the PreProcess or Action events for a mouse message.
	TP_MOUSE_Y	Return the pixel y position where the mouse is positioned. This value is relevant only when retrieved from the PreProcess or Action events for a mouse message.
	TP_MOUSE_LINE	Return the text line number where the mouse is positioned. This value is relevant only when retrieved from the PreProcess or Action events for a mouse message.
	TP_MOUSE_COL	Return the text column number where the mouse is positioned.

	This value is relevant only when retrieved from the PreProcess or Action events for a mouse message.
TP_MOUSE_FONT_ID	Return the font-id for the character where the mouse is positioned. This value is relevant only when retrieved from the PreProcess or Action events for a mouse message.
TP_MOUSE_PICT_ID	Return the picture-id for the picture where the mouse is located. This value would be 0 if the mouse is not positioned over a picture object. This value is relevant only when retrieved from the PreProcess or Action events for a mouse message.
TP_MOUSE_FIELD_ID	Return the field-id for the field where the mouse is positioned. This value would be 0 if the mouse is not positioned over a picture. This value is relevant only when retrieved from the PreProcess or Action events for a mouse message.
TP_MOUSE_ON_TEXT_LINE	Returns TRUE if the mouse is located on a text line. This value is meaningful only when retrieved after calling the TerPixToTextPos method.
TP_PAGE_BK_COLOR	Page background color
TP_SELECTION_TYPE	Selection type: Set to HIGHLIGHT_OFF if no text is selected. Any other value indicates that a text block is selected. <i>The following four TP_SELECTION_ constants are not valid if the selection type is HIGHLIGHT_OFF.</i>

TP_SELECTION_START_LINE	Selection start line.
TP_SELECTION_START_COL	Selection start column.
TP_SELECTION_END_LINE	Selection end line.
TP_SELECTION_END_COL	Selection end column.
TP_TOTAL_BLTS	Total number of bullet ids in the document.
TP_TOTAL_CELLS	Total number of cell ids in the document.
TP_TOTAL_CHAR_TAGS	Total number of character tags in the document
TP_TOTAL_FONTS	Total number of font ids in the document.
TP_TOTAL_IMAGE_MAPS	Total number of image maps in the document.
TP_TOTAL_LINES	Total number of lines in the document.
TP_TOTAL_LISTS	Total number of list ids in the document.
TP_TOTAL_LIST_OR	Total number of list-override ids in the document.
TP_TOTAL_PAGES	Total number pages in the document.
TP_TOTAL_PARA_FRAMES	Total number of paragraph frames in the document
TP_TOTAL_PFMTS	Total number of paragraph ids in the document.
TP_TOTAL_SECTS	Total number of section ids in the document.
TP_TOTAL_STYLES	Total number of style ids in the document.
TP_TOTAL_TABS	Total number of tab ids in the document.

TP_TOTAL_TABLE_ROWS	Total number of table row ids in the document.
TP_WATERMARK_WASH	The return value is 1 if watermark picture is washed, otherwise the return value is 0.
TP_WATERMARK_PICT	Returns the picture id for the current watermark picture. Returns 0 if watermark is not set for the document
TP_TOTAL_REVIEWERS	Total number of reviewer ids. Id# 0 is not used.

Return Value: This function returns the value of the requested parameter. It returns -1 to indicate an error condition.

See Also:

[TerSetPictInfo](#)
[TerPastePicture](#)
[TerInsertPictureFile](#)
[TerPictureFromFile](#)
[TerGetPictOffset](#)



TerGetRtfDocInfo

Retrieve the header information about the document.

```
int TerGetRtfDocInfo( type, text)
```

```
int type; // Information type. Use one of the following constants:
```

```
INFO_TITLE      Document title
```

```
INFO_SUBJECT    Subject
```

```
INFO_AUTHOR     Author
```

```
INFO_MANAGER    Manager
```

```
INFO_COMPANY    Company
```

```
INFO_OPERATOR   Operator
```

INFO_CATEGORY	Category
INFO_KEYWORDS	Keywords
INFO_COMMENT	Comment
INFO_DOCCOMM	Additional comment
INFO_HLINKBASE	Hyperlink base path

```
string text;           // (output) Information text. Set to null to simply retrieve
                       // the length of the information text.
```

Return Value: When successful, this function returns the length of the information text, otherwise it returns 0. It also returns the information text using the 'text' argument.

See Also:

[TerSetRtfDocInfo](#)



TerGetWordCount

Count number of words in the document.

```
int TerGetWordCount( flags)
```

```
int flags;           // The flag can be one or more of the following bits:
```

WC_SELECTION:	Scan only the selected text. If a text block is not highlighted or if the WC_SELECTION bit is not specified, then the entire document will be scanned.
---------------	--

WC_INCLUDE_HIDDEN:	Count the hidden words also.
--------------------	------------------------------

WC_INCLUDE_HDR_FTR:	Count the words in the header/footer area also.
---------------------	---

Return Value: This function returns the number of words counted. It returns -1 to indicate an error condition.



TerInsertDateTime

Insert a date/time field.

```
bool TerInsertDateTime( format, repaint)
```

```
string format;           // Date time format (see description). Set this parameter  
                        // to null to display a date format selection dialog box.
```

```
bool repaint;           //Repaint the window after this operation
```

Description: The format argument accepts a format string. A format string consists of day, date, month, year, second, hour and delimiter components. Example:

```
TerInsertDateTime( "M/d/yy" ,true);
```

```
TerInsertDateTime( "M-d-yy " ,true);
```

```
TerInsertDateTime( "d/M/yy" ,true);
```

Following is a list of various format components using an example date: June 8, 1999, 2:30:01 PM

Format

String Component Example

D day 8

M month 6

dd day, 0 padded 08

MM month, 0 padded 06

yy year, 2 digits 99

yyyy year, 4 digits 1999

ddd day (abbr) Tue

MMM month (abbr) Jun

dddd day Tuesday

MMMM month June

HH hour, 24 hour format 14

mm minutes 30

ss seconds 01

h 12 hour format 2

hh 12 hour format, 0 padded 02

am/pm AM or PM am/pm

Example date format strings:

"d MMM yy" 8 June 99

"dd/MM/yyyy " 08/06/1999

"dddd, d MMMM yyyy" Tuesday, 8 June 1999

" h:mm" 2:30

"HH:mm" 14:30

"hh:mm:ss am/pm" 02:30:01 PM

"dddd, d MMMM yyyy hh:mm:ss am/pm" Tuesday, 8 June 1999 02:30:01 PM

Note: Date format is case-sensitive.

Delimiter: A delimiter may be used to separate the date components. The delimiter could be '/', '-', comma, spaces or any character not used by the date components.

Return Value: This function returns true when successful.



TerInsertToc

Insert table of contents.

```
bool TerInsertToc( repaint)
```

```
bool repaint; //Repaint the window after this operation
```

Description: This function scans the document to build a table of contents at the current cursor location. It includes a text line in the table of contents if it uses a paragraph style and the name of the paragraph style is in the form of 'heading n', when 'n' is a number from 1 to 9. The heading number is used to specify the indentation level. This function uses paragraph styles 'toc n' for the assembled heading lines. The top level heading (heading 1) is assigned the style 'toc 1', and so on. The editor would automatically create any missing 'toc' style.

To insert a table of contents, first create the heading styles using the TerEditStyle function. For example, if you wish to insert a three level deep table of contents, create heading styles 'heading 1', 'heading 2', and 'heading 3'. Then place the cursor at the heading lines and apply a suitable heading style using the TerSelectParaStyle function. The last step would be to position the cursor where you wish to insert the table of contents and call the TerInsertToc function.

The table of contents are automatically updated whenever repagination occurs.

Return Value: This function returns true when successful.

See Also:

[TerEditStyle](#)

[TerSelectParaStyle](#)

[TerInsertPageRef](#)



TerInsertToc2

Insert table of contents.

```
bool TerInsertToc2(TocType, styles, MinLevel, MaxLevel, repaint)
```

```
int TocType; // The table-of-contents construction method. Use one of  
the following types:
```

```
TOC_HEADINGS: Construct the table-of-contents with the text using  
the heading styles named following the format  
'heading n', where 'n' is a number from 1 to 9.
```

```
TOC_OUTLINES: Construct the table-of-contents with the text using  
the style with a outline level 0 to 8.
```

```
TOC_CUSTOM: Construct the table-of-contents with the text using  
the custom styles specified in the 'styles' parameter.
```

```
TOC_FIELD: Construct the table-of-contents with the text using  
the 'tc' field. The 'tc' field can be applied to the text  
using the TerSetTcField function.
```

```
String styles; // The list of custom styles to use to construct the table of  
contents. Each style name in this list must be delimited  
using the comma delimiter.
```

```
This parameter is used only when the TocType  
parameter is set to TOC_CUSTOM.
```

```
int MinLevel; // The minimum heading level to use.
```

```
int MaxLevel; // The maximum heading level to use.
```

```
bool repaint; // Repaint the window after this operation
```

Description: This function provides additional flexibility for creating the table-of-contents than the simpler method called [TerCreateToc](#).

The table of contents are automatically updated whenever repagination occurs.

Return Value: This function returns TRUE when successful.



TerLoadExtFont

Load an external font file.

BOOL TerLoadExtFont(typeface, FontFile, type)

string typeface; // Actual typeface of the font as specified in the font-file.

string FontFile // Path or name of the FontFile containing the font data.

bool UpdateToolBar // Set to true to update the toolbar immediately.

Comment: You can call this method more than once to load multiple fonts. The fonts loaded by this method are effective only during the session.

Return Value: This function returns TRUE when successful.

Example:

```
TerLoadExtFont("Pirulen", "pirulen.ttf", true);
```



TerSetDefDir

Set the default directory and file type.

bool TerSetDefDir(dir, type)

string dir; // The default directory. Set to "" to use the program directory.

int type; // Input file type:

SAVE_RTF: RTF file

SAVE_DOCX DOCX format

SAVE_TEXT: Text file

SAVE_UTEXT: Unicode Text Format (not available in the 16 bit product)

Description: This function is used to set the initial directory and the file type display by the File Open dialog.

Return Value: This function returns true when successful.

See Also

[TerSetLinkPictDir](#)



TerSetDocTextFlow

Set the right-to-left/left-to-right text flow option for the document.

```
bool TerSetDocTextFlow( dialog, TextFlow, refresh)
```

```
bool dialog; // Set to true to show the user dialog.
```

```
int TextFlow; // The text flow constant can be one of the following:
```

```
FLOW_LTR: Left-to-right text flow
```

```
FLOW_RTL Right-to-left text flow
```

```
FLOW_DEF Default text flow. The flow will be determined by the , section, table, or paragraph level text flow specification.
```

```
bool refresh; // true to refresh the window after this operation.
```

Return Value: This function returns true if successful.

See Also:

[TerSetParaTextFlow](#)

[TerSetSectTextFlow](#)

[TerSetRowTextFlow](#)



TerSetRtfDocInfo

Set the header information about the document.

```
bool TerSetRtfDocInfo( type, text)
```

```
int type; // Information type. Please refer to the TerGetRtfDocInfo function for the constant values for this argument.
```

```
string text; // Information text to set.
```

Comment: Information text specified by this function is saved with the document, only if the document is saved in the RTF format. This information is not saved in the native

format document.

Return Value: This function returns true when successful, otherwise it returns false.

See Also:

[TerGetRtfDocInfo](#)



Text Selection

In This Chapter

[DeselectTerText](#)

[SelectTerText](#)

[TerGetSelection](#)

[TerGetTextSel](#)

[TerLineSelected](#)

[TerNormalizeBlock](#)



DeselectTerText

Deselect previous selected text

```
bool DeselectTerText( repaint)
```

```
bool repaint; // true to refresh the window after this operation.
```

Description: Use this function to deselect previously selected text.

Return Value: This function returns true if successful.

See Also

[SelectTerText](#)



SelectTerText

Select text block

```
bool SelectTerText(FirstLine, FirstCol, LastLine, LastCol, repaint)
```

```
int FirstLine; // Beginning line number of the block
```

```
int FirstCol; // Beginning column number of the block
```

```
int LastLine; // Last line number of the block
```



```
int LastCol;                // Last column number of the block

bool repaint;              // true to refresh the window after this operation
```

Description: This function is used to select a block of text. When the 'repaint' flag is set, the selected block is shown with a highlight.

The FirstLine and FirstCol determine the beginning of the block. To specify the beginning location in absolute terms (character position from the beginning of the file), set the FirstCol to -1, and specify the absolute location using the FirstLine argument.

The LastLine and LastCol (exclusive) determine the end of the block. To specify the ending location in absolute terms (character position from the beginning of the file), set the LastCol to -1, and specify the absolute location using the LastLine argument.

Note that all characters starting from the beginning location until the last character before the ending location are included in the block.

Return Value: This function returns true if successful.

See Also:

[DeselectTerText](#)
[TerGetSelection](#)



TerGetSelection

Get the beginning and ending positions of a selected text block.

```
bool TerGetSelection(out FirstLine, out FirstCol, out EndLine, out EndCol)
```

```
int FirstLine;              // Beginning line number of the block

int FirstCol;               // Beginning column number of the block

int EndLine;                // Last line number of the block

int EndCol;                 // The first non-selected column position. The ending
                             // column position is not included in the selected block.
```

Return Value: This function returns true if a text block is selected, otherwise it returns false.

See Also:

[DeselectTerText](#)
[SelectTerText](#)
[TerIsTableSelected](#)



TerGetTextSel

Retrieve the selected text.

```
string TerGetTextSel()
```

Return Value: This function returns the string containing the selected data as plain text (excluding any hidden text).

A null value of the handle indicates an error.

See Also:

[TerGetRtfSel](#)

[GetTerBuffer](#)

[SetTerBuffer](#)

[ReadTerFile](#)

[SaveTerFile](#)

[TerSearchReplace](#)



TerLineSelected

Check if a text line is selected in the highlighted block of text.

```
bool TerLineSelected( LineNo)
```

```
int LineNo;           // text line number.
```

Return Value: This function returns true if a text block is highlighted in the control and the given line is also highlighted. It **also** returns true if no text block is highlighted in the editor. It returns false if a text block is highlighted but the given line is not.



TerNormalizeBlock

Normalize selected text block.

```
bool TerNormalizeBlock()
```

Description: This function is used to adjust the beginning and ending of a selected text block, such that the beginning position is smaller than the ending position.



Cursor and Text Position

In This Chapter

[GetTerCursorPos](#)
[SetTerCursorPos](#)
[TerAbsToRowCol](#)
[TerEngageCaret](#)
[TerGetCaretPos](#)
[TerGetVisibleCol](#)
[TerPixToTextPos](#)
[TerPosLineAtTop](#)
[TerPosBodyText](#)
[TerRowColToAbs](#)
[TerScrToTwipsX](#)
[TerScrToTwipsY](#)
[TerSetCaretPos](#)
[TerTextPosToPix](#)



GetTerCursorPos

Retrieve the current cursor position.

```
bool GetTerCursorPos( out CurLine, ref CurCol)
```

```
int CurLine;           // The int variable where the current line number or the  
                       // current absolute cursor position is returned
```

```
int CurCol;           // The integer variable where the current column number  
                     // is returned.
```

Description: This function returns the current cursor position. The cursor position can be retrieved as the absolute position or in terms of the line number and column number. To get the absolute cursor position, set the CurCol variable to -1 before calling this function. The absolute position (base 0) is returned in the CurLine variable.

Example: `int CurCol=-1;int CurLine;`

```
GetTerCursorPos(out CurLine,ref CurCol); // returns absolute position in the CurLine variable.
```

To get the line (base 0) and column (base 0) position of the cursor, set the CurCol variable to a value other than -1 before calling this function.

```
int CurCol=0;
```

```
int CurLine;
```

```
GetTerCursorPos(out CurLine,ref CurCol); // The current line number is returned in  
                                         // the CurLine variable, the current column  
                                         // is returned in the CurCol variable.
```

Return Value: This function returns true when successful.

See Also

[SetTerCursorPos](#)



SetTerCursorPos

Set the cursor position

```
bool SetTerCursorPos( line, column, repaint)
```

```
int line; // new line position of the cursor. Set to -1 to position at  
the end of the document.
```

```
int column; // new column position of the cursor
```

```
bool repaint; // true to refresh the window after this operation
```

Description: Use this function to set the new cursor position.

To specify the absolute cursor position, set the 'column' argument to -1, and specify the absolute position using the 'line' argument.

Return Value: This function returns true if successful.

See Also:

[GetTerCursorPos](#)



TerAbsToRowCol

Convert the given character position to the row and column position

```
void TerAbsToRowCol( abs, out row, out col)
```

```
int abs; // character position (0 based) from the beginning of the  
file.
```

```
int row; // location to return the line number (0 based)
```

```
int col; // location to return the column number (0 based)
```

Description: This function converts the text position given in a number of characters from the beginning of the file to the row and column position.

Return Value: The line and column numbers are returned using the pointer specified by the third and fourth arguments.

See Also:

[TerRowColToAbs](#)



TerEngageCaret

Engage the caret manually.

```
bool TerEngageCaret( AtCursorLoc)
```

```
bool AtCursorLoc;           // Set to true to engage the caret at the current 'cursor'
                             // location. Set to false to engage the caret at the current
                             // 'caret' location.
```

Description: The caret position indicates the text insertion point, whereas the cursor position indicates a position within currently visible text on the screen. Normally, these positions are the same. However, when the user clicks on the scrollbar, the caret can become disengaged from the cursor position. The editor will reengage the caret automatically when the user conducts any text editing operation. This function allows you to engage the caret manually. This function does not have any effect if the caret is already engaged.

Return Value: The function returns true when successful.



TerGetCaretPos

Get the current text insertion position.

```
int TerGetCaretPos()
```

Description: This function returns the current text insertion position or the caret position. Please note that the editor differentiates between the text insertion position and the current cursor position as returned by the GetTerCursorPos function. When the user scrolls the text, the caret position (where the next text input will be inserted) remains the same. However, the cursor position changes in such a way that the cursor position is always maintained within the current visible text on the screen.

Return Value: This function returns the caret position. This value is returned as the character position since the beginning of the file. You can use the TerRowColToAbs function to convert this position in to line/column position. This function returns -1 if an error occurs.

See Also:

[GetTerCursorPos](#)
[SetTerCursorPos](#)
[TerRowColToAbs](#)
[TerSetCaretPos](#)



TerGetVisibleCol

Get the visible column number from a text column number.

```
int TerGetVisibleCol( LineNo, ColNo)
```

```
int LineNo;           // The text line number (zero based). Set this parameter  
                     // to -1 to specify the current line number.
```

```
int ColNo             // The text column number. Set to -1 to specify the  
                     // current column number.
```

Description: This function calculates the visible column number (zero based) by ignoring the character not visible on the screen. These characters might include the hidden text when the hidden text is not displayed, field name when field name is not displayed, field data when the field data is not displayed, etc.

Return Value: This function returns the visible column number. It returns -1 to indicate an error condition.



TerPixToTextPos

Retrieve the text position at a given pixel position.

```
bool TerPixToTextPos( RelativeTo, x, y, out pLine, ref pCol)
```

```
int RelativeTo;      // This parameter should be set to one of the following  
                    // constants:
```

```
REL_SCREEN:         When specifying the x/y values  
                    // relative to the top of the screen.
```

```
REL_WINDOW:         When specifying the x/y values  
                    // relative to the client area of the  
                    // edit control.
```

```
REL_TEXT_BOX:       When specifying the x/y values  
                    // relative to the top of the text box.
```

```
int x;              // The x position of the pixel.
```

```
int y;              // The y position of the pixel.
```

```
int pLine;          // The variable to receive the text line number.
```

```
                    // The variable to receive the text column number. To
```

int pCol; retrieve the absolute text position in the pLine parameter, set the pCol parameter to null or set the column number to -1.

Return Value: This function returns true when successful.

Example: The example below retrieves the text position at a pixel position x=100, y=100.

```
int line;
int col=0; // set to 0 to retrieve the position in line/column format.
TerPixToTextPos( REL_TEXT_BOX, 100, 100, out line, ref col);
```

See Also:

[TerTextPosToPix](#)



TerPosLineAtTop

Position the specified line at the top or middle of the window.

```
bool TerPosLineAtTop ( LineNo, WinTop)
```

```
int LineNo; // Line number to position at
```

```
bool WinTop; // true to position the specified line at the top of the
              window, false to position the line at the middle of the
              window.
```

Return Value: This function returns a true value when successful.



TerPosBodyText

Position the cursor at the body text outside of header or footer text.

```
bool TerPosBodyText ( section, pos, repaint)
```

```
int section; // Sequential section number for the text. Specify a
              number between 0 (first section) and total section -1.
```

This function uses sequential section numbers within the document. Please note that the sequential section numbers can be different from the actual section id for the section. You can use the TerGetSeqSect function to translate a section id into the sequential section number.

```
int pos; // Set to POS_BEG to position at the first character of the
        // body text. Set to POS_END to position at the end of the
        // section.

bool repaint; // true to refresh the screen after this operation.
```

Return Value: This function returns a true value when successful.

See Also:

[TerPosHdrFtr](#)
[TerPosFrame](#)
[TerPosTable](#)
[TerGetSeqSect](#)



TerRowColToAbs

Convert the given line/row position to the character position.

```
int TerRowColToAbs( row, col)
```

```
int row; // text line number. The text line number must be
        // between 0 and TotalLines - 1.
```

```
int col; // text column position. The text column position must be
        // between 0 and line length minus 1.
```

Description: This function translates the text position given in line number and column number to the character position from the beginning of the file.

Return Value: The function returns the text position from the beginning of the file.

See Also:

[TerAbsToRowCol](#)



TerScrToTwipsX

Translate screen x position to margin relative x position.

```
bool TerScrToTwipsX( ScrX, out MargX)
```

```
int ScrX; // The screen client X position (pixels) to translate.
```

```
int MargX; // The variable to receive the left margin relative position
        // in twips units.
```


Return Value: This function returns true when successful.

See Also:

[TerScrToTwipsY](#)



TerScrToTwipsY

Translate screen y position to page relative y position.

bool TerScrToTwipsY(ScrY, out PageY)

int ScrY; // The screen client Y position (pixels) to translate.

int PageY; // The variable to receive the position (twips) relative to the top of the page.

Return Value: This function returns true when successful.

See Also:

[TerScrToTwipsX](#)



TerSetCaretPos

Set the current caret position.

bool TerSetCaretPos(CaretPos)

Long CaretPos; // New caret position. The value is specified as the character position from the beginning of the document

Description: When the caret is engaged, this function simply calls the SetTerCursorPos function to set the cursor position. When the caret is disengaged from the cursor, this value updates an internal variable. When the caret is eventually engaged, the cursor is positioned at the new caret position.

Return Value: This function returns TRUE when successful.

See Also:

[TerGetCaretPos](#)



TerTextPosToPix

Retrieve the pixel position of the text.

bool TerTextPosToPix(RelativeTo, line, col, out x, out y)

```
int RelativeTo;           // This parameter should be set to one of the following
                           constants:

                           REL_SCREEN: To return the x/y values relative to the
                           top of the screen.

                           REL_WINDOW: To return the x/y values relative to the
                           client area of the edit control.

                           REL_TEXT_BOX: To return the x/y values relative to the
                           top of the text box.

int line;                 // The line number of the text to find position. Set this
                           parameter to -1 to retrieve the pixel position of the text at
                           the current caret location.

int col;                  // The column number of the text to find position. To
                           specify an absolute location, set the col to -1, and specify
                           the absolute position in the 'line' argument.

int x;                    // The parameter to receive the x pixel position.

int y;                    // The parameter to receive the y pixel position.
```

Return Value: This function returns true when successful.

Example: The example below retrieves the pixel position at the current cursor location relative to the top of the text box.

```
int x,y,
TerTextPosToPix( REL_TEXT_BOX, -1, -1, out x, out y);
```

See Also

[TerPixToTextPos](#)



Table

In This Chapter

[TerAdjustHtmlTable](#)

[TerCellBorder](#)

[TerCellBorderColor](#)

[TerCellColor](#)

[TerCellShading](#)

[TerCellVertAlign](#)

[TerCellRotateText](#)

[TerCellWidth](#)

[TerCreateCellId](#)

[TerCreateTable](#)

[TerDeleteCells](#)
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[TerGetCellBorderColor](#)
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[TerGetCellInfo](#)
[TerGetCellInfo2](#)
[TerGetCellParam](#)
[TerGetRowCellCount](#)
[TerGetRowInfo](#)
[TerGetTableId](#)
[TerGetTableLevel](#)
[TerGetTablePos](#)
[TerHtmlCellWidthFlag](#)
[TerInsertTableCol](#)
[TerInsertTableRow](#)
[TerIsTableSelected](#)
[TerMarkCells](#)
[TerPosAfterTable](#)
[TerPosTable](#)
[TerReformatTable](#)
[TerRowHeight](#)
[TerRowPosition](#)
[TerSelectCellText](#)
[TerSelectCol](#)
[TerSelectRow](#)
[TerSelectTable](#)
[TerSetCellInfo2](#)
[TerSetCellParam](#)
[TerSetHdrRow](#)
[TerSetRowKeep](#)
[TerSetRowTextFlow](#)
[TerSetTableColWidth](#)
[TerSetTableId](#)



TerAdjustHtmlTable

Adjust the HTML table width.

bool TerAdjustHtmlTable()

Description: This function is used in conjunction with HTML add-on product. When you add/delete a column or change a column width, you can call this function to recalculate the cell width. The cell width is calculated using the html table width specification, cell contents, and the current editor window width.

Return Value: The function returns TRUE when successful.



TerCellBorder

Set the borders for the table cells.

```
bool TerCellBorder( select, TopWidth, BotWidth, LeftWidth, RightWidth, repaint)
bool TerCellBorder2( select, TopWidth, BotWidth, LeftWidth, RightWidth, outline, repaint)
```

```
int select; // Cell selection for this operation:

SEL_ALL:    Select the entire table

SEL_CELLS:  Select the current cell or all highlighted
            cells

SEL_COLS:   Select the current column or all
            highlighted columns

SEL_ROWS:   Select the current row or all highlighted
            rows

Set the 'select' parameter to 0 to invoke the user selection
dialog box.

int TopWidth;    Width of the top border in twips.

int BotWidth;    Width of the bottom border in twips

int LeftBorder;  Width of the left border in twips

int RightBorder; Width of the right border in twips

bool outline;    Set to True to draw the outline around the selected cells.

bool repaint;    true to repaint the screen after this operation
```

Description: The cursor must be positioned in a table cell before calling this function. The maximum border width should be less than the cell text margin. Any width parameter can be set to -1 to leave the current value unchanged.

Return Value: This function returns a true value if successful.

See Also:

[TerPosTable](#)
[TerSetTableColWidth](#)
[TerInsertTableRow](#)
[TerCellShading](#)
[TerCellBorderColor](#)



TerCellBorderColor

Set the borders color for the table cells.

bool TerCellBorderColor(select, top, bot, left, right, repaint)

bool TerCellBorderColorHtml(select, top, bot, left, right, repaint)

```
int select;                // Cell selection for this operation:

                           SEL_ALL:      Select the entire table

                           SEL_CELLS:    Select the current cell or all highlighted
                                           cells

                           SEL_COLS:     Select the current column or all
                                           highlighted columns

                           SEL_ROWS:     Select the current row or all highlighted
                                           rows

                           Set the 'select' parameter to 0 to invoke the user selection
                           dialog box.

Color top;                 // Color for the top border. Set the this parameter to
                           CLR_ERROR to leave it unchanged.

                           The TerCellBorderColorHtml method uses an html string
                           format to specify the color, ex: "red", "#FFFFFF"

Color bot;                 // Color for the bottom border. Set the this parameter to
                           CLR_ERROR to leave it unchanged.

                           The TerCellBorderColorHtml method uses an html string
                           format to specify the color, ex: "red", "#FFFFFF"

Color leftr;              // Color for the left border. Set the this parameter to
                           CLR_ERROR to leave it unchanged.

                           The TerCellBorderColorHtml method uses an html string
                           format to specify the color, ex: "red", "#FFFFFF"

Color right;              // Color for the right border. Set the this parameter to
                           CLR_ERROR to leave it unchanged.

                           The TerCellBorderColorHtml method uses an html string
                           format to specify the color, ex: "red", "#FFFFFF"

bool repaint;             // true to repaint the screen after this operation
```

Description: The cursor must be positioned in a table cell before calling this function.

Return Value: This function returns a true value if successful.

See Also:

[TerPosTable](#)
[TerSetTableColWidth](#)
[TerInsertTableRow](#)
[TerCellShading](#)
[TerCellBorder](#)



TerCellColor

Set the cell background color.

```
bool TerCellColor( select, color, repaint)
```

```
bool TerCellColorHtml( select, color, repaint)
```

```
int select;                // Cell selection for this operation:
```

```
SEL_ALL:                   Select the entire table
```

```
SEL_CELLS:                 Select the current cell or all highlighted cells
```

```
SEL_COLS:                  Select the current column or all highlighted columns
```

```
SEL_ROWS:                  Select the current row or all highlighted rows
```

Set the 'select' parameter to 0 to invoke the user selection dialog box.

```
Color color;               // Cell background color
```

The TerCellColorHtml method uses an html string format to specify the color, ex: "red", "#FFFFFF"

```
bool repaint;              // true to repaint the screen after this operation
```

Description: The cursor must be positioned in a table cell before calling this function.

Return Value: This function returns a true value if successful.

See Also:

[TerPosTable](#)
[TerCellBorder](#)
[TerCellShading](#)
[TerCellWidth](#)



TerCellShading

Set the shading percentage for the table cells.

```
bool TerCellShading( select, percent, repaint)
```

```
int select; // Cell selection for this operation:
```

```
SEL_ALL: Select the entire table
```

```
SEL_CELLS: Select the current cell or all highlighted cells
```

```
SEL_COLS: Select the current column or all highlighted columns
```

```
SEL_ROWS: Select the current row or all highlighted rows
```

Set the 'select' parameter to 0 to invoke the user selection dialog box

```
int percent; // Shading percentage (0 to 100)
```

```
bool repaint; // true to repaint the screen after this operation
```

Description: The cursor must be positioned in a table cell before calling this function.

Return Value: This function returns a true value if successful.

See Also:

[TerPosTable](#)

[TerCellBorder](#)

[TerCellColor](#)

[TerCellWidth](#)



TerCellVertAlign

Set the vertical alignment for the text inside a table cell.

```
bool TerCellVertAlign( select, align, repaint)
```

```
int select; // Cell selection for this operation:
```

```
SEL_ALL: Select the entire table
```

```
SEL_CELLS: Select the current cell or all highlighted cells
```

```
SEL_COLS: Select the current column or all highlighted columns
```

```
SEL_ROWS: Select the current row or all highlighted rows
```

Set the 'select' parameter to 0 to invoke the user selection dialog box.

```

int align;                // Set this parameter to 0 to use the default 'top'
                           alignment, or set it to one of the following values:

                           CFLAG_VALIGN_CTR:    Center alignment
                           CFLAG_VALIGN_BOT:    Bottom alignment
                           CFLAG_VALIGN_BASE:   Align base line of the text

bool repaint;            // true to repaint the screen after this operation

```

Description: The cursor must be positioned in a table cell before calling this function.

Return Value: This function returns a true value if successful.

See Also:

[TerPosTable](#)
[TerCellBorder](#)
[TerCellColor](#)



TerCellRotateText

Set the text rotation angle within a table cell.

```
bool TerCellRotateText(select, direction, repaint)
```

```

int select;                // Cell selection for this operation:

SEL_ALL:                  Select the entire table
SEL_CELLS:                Select the current cell or all highlighted cells
SEL_COLS:                 Select the current column or all highlighted columns
SEL_ROWS:                 Select the current row or all highlighted rows

```

Set the 'select' parameter to 0 to invoke the user selection dialog box.

```

int direction;            // Set it to one of the following values:

TEXT_HORZ:                Horizontal text flow.
TEXT_TOP_TO_BOT:         Top-to-Bottom vertical text
                           flow.

```


TEXT_BOT_TO_TOP: Bottom-to-Top vertical text flow.

BOOL repaint; // TRUE to repaint the screen after this operation

Description: The cursor must be positioned in a table cell before calling this function.

Return Value: This function returns a True value if successful.



TerCellWidth

Set the cell width and cell margin.

bool TerCellWidth(select, width, margin, repaint)

int select; // Cell selection for this operation:

SEL_ALL: Select the entire table

SEL_CELLS: Select the current cell or all highlighted cells

SEL_COLS: Select the current column or all highlighted columns

SEL_ROWS: Select the current row or all highlighted rows

Set the 'select' parameter to 0 to invoke the user selection dialog box.

int width; // Cell width in twips unit. Set to -1 to leave this value unchanged.

int margin; // Cell Margin in twips unit. Set to -1 to leave this value unchanged.

bool repaint; // true to repaint the screen after this operation

Description: The cursor must be positioned in a table cell before calling this function.

Return Value: This function returns a true value if successful.

See Also:

[TerPosTable](#)

[TerCellBorder](#)

[TerCellColor](#)



TerCreateCellId

Create a cell id.

int TerCreateCellId(NewRow, PrevCell, RowAlign, RowPos, RowMinHeight, CellWidth, shading, LeftWidth, RightWidth, TopWidth, BotWidth, RowSpan, ColSpan, flags)

```
bool NewRow;           // Set to true when creating the first cell of a new row.

int PrevCell;          // Set this value to 0 when creating the first cell id for first
                       // row of the table. Otherwise set it to the cell id of the
                       // previous cell in the table.

int RowAlign;          // LEFT,RIGHT, CENTER. (set to 0 for default).

int RowPos;            // Row position in twips (set to 0 for default).

int RowMinHeight;     // Minimum row height in twips (set to 0 for default).

int CellWidth;         // Cell width in twips.

int shading;           // Shading percentage (set to 0 for default)

int LeftWidth;         // The left border width (set to 0 for default).

int RightWidth;        // The right border width (set to 0 for default).

int TopWidth;          // The top border width (set to 0 for default).

int BotWidth;          // The bottom border width (set to 0 for default).

int RowSpan;           // Number of rows spanned by the cell (set to 1 for
                       // default).

int ColSpan;           // Number of columns spanned by the cell (set to 1 for
                       // default).

int flags;             // CFLAG_ constants defined in the ter.h file (set to 0 for
                       // default).
```

Description: This function is used to create a new cell id. This function is useful for creating tables very efficiently.

The following example creates a 3 row by 2 column table:

```
int PrevCell,CellId;
bool NewRow;
```

```

string str;

PrevCell=CellId=0;
for (int row=0;row<3;row++) {
    for (int col=0;col<2;col++) {
        if (col==0) NewRow=true;
        else NewRow=false;
        CellId=toc.TerCreateCellId(NewRow,PrevCell,0,0,0,
                                   2000,0,0,0,0,0,1,1,0);
        str = "cell text" + tc.CELL_CHAR.ToString();    // append
                                                       cell delimiter to the cell text
        toc.TerAppendTextEx(str,-1,-1,CellId,-1,false);
        PrevCell=CellId;
    }
    str = tc.ROW_CHAR.ToString();    // insert a row delimiter
    toc.TerAppendTextEx(str,-1,-1,CellId,-1,false);
}

```

Return Value: When successful, this function returns the id of the new cell. Otherwise it returns 0

See Also:

[TerCreateParald](#)
[TerAppendTextEx](#)
[TerSetCellInfo2](#)



TerCreateTable

Create a text table.

bool TerCreateTable(row, col, repaint)

bool TerCreateTable2(row, col, AutoWidth, repaint)

int row;	// number of text rows in the table.
int col;	// number of text columns in the table
bool AutoWidth;	// Set to TRUE to let the table cell automatically expand as the user types text into a table cell. This parameter is applicable to only the TerCreateTable2 method.
bool repaint;	//Repaint the window after this operation

Description: This function is used to create a text table. The number of rows and columns are specified by the 'row' and 'col' arguments. Specify a -1 value for the 'row' if you wish to activate a user dialog for the row and column selection.

The table is inserted after the current line. After this operation the cursor is placed in the first cell of the table.

Please note that the PageMode must be turned on at the design-time for this function to work properly. If the PageMode is not turned on, the tables are displayed as a series of dashed lines.

Return Value: This function returns true if successful.



TerDeleteCells

Delete table cells.

bool TerDeleteCells(select, repaint)

int select; // This flag can be set to one of the following values:

SEL_CELLS: Delete the current cell or all selected cells.

SEL_ROWS: Delete the current row or all selected rows.

SEL_COLS: Delete the current column or all selected columns.

You can set the 'select' parameter to 0 to invoke a dialog box to accept this parameter from the user.

bool repaint; // repaint the screen after this operation.

Return Value: This function returns true when successful.

See Also

[TerDeleteCellText](#)



TerDeleteCellText

Delete cell contents.

bool TerDeleteCellText(select, repaint)

```

int select; // This flag can be set to one of the following values:

SEL_CELLS: Delete the contents of the current cell
            or all selected cells.

SEL_ROWS:  Delete the contents of the current row
            or all selected rows.

SEL_COLS:  Delete the contents of the current
            column or all selected columns.

```

You can set the 'select' parameter to 0 to invoke a dialog box to accept this parameter from the user.

```

bool repaint; // repaint the screen after this operation.

```

Comment: This function deletes the contents of the table cell, but the table structure is not affected.

Return Value: This function returns TRUE when successful.

See Also

[TerDeleteBlock](#)
[TerDeleteCells](#)



TerGetCellBorderColor

Retrieve the border color for a specific cell id.

```

int TerGetCellBorderColor( CellId, out pLeft, out pRight, out pTop, out pBottom);

int CellId; // Cell id to retrieve the information for. Set to -1 to select
            the current table cell.

Color pLeft; // The location to receive the left border color.

Color pRight; // The location to receive the right border color.

Color pTop; // The location to receive the top border color.

Color pBottom; // The location to receive the bottom border color.

```

Return Value: This function returns a true value if successful.

See Also:

[TerGetCellInfo](#)



TerGetCellBorderWidth

Retrieve the border width about a specific cell id.

```
int TerGetCellBorderWidth( CellId, out pLeft, out pRight, out pTop, out pBottom);
```

```
int CellId;           // Cell id to retrieve the information for. Set to -1 to select
                      // the current table cell.

int pLeft;            // The location to receive the left border width in twips.

int pRight;           // The location to receive the right border width in twips.

int pTop;             // The location to receive the top border width in twips.

int pBottom;         // The location to receive the bottom border width in
                      // twips.
```

Return Value: This function returns a true value if successful.

See Also:

[TerGetCellInfo](#)



TerGetCellInfo

Retrieve the information about a specific cell id.

```
int TerGetCellInfo( CellId, out RowId, out PrevCell, out NextCell, out width, out border,
out shading, out RowSpan, out ColSpan, out flags);
```

```
int CellId;           // Cell id to retrieve the information for.

int RowId;            // Pointer to receive the row id for the cell

int PrevCell;         // Pointer to receive the previous cell in the row

int NextCell;         // Pointer to receive the next cell in the row

int width;            // Pointer to receive cell width in twips

int border;           // Pointer to receive border (true/false)

int shading;          // Pointer to receive the shading percentage
```

```
int RowSpan;           // Pointer to receive the row span for the cell

int ColSpan;          // Pointer to receive the column span for the cell

int flags;            // Pointer to receive the cell flags (CFLAG_ constants).
```

Return Value: This function returns a true value if successful.

See Also:

[TerGetCellBorderWidth](#)
[TerGetRowCellCount](#)



TerGetCellInfo2

Retrieve the information about a specific cell id.

```
int TerGetCellInfo2( CellId, out BackColor, out margin)
```

```
int CellId;           // Cell id to retrieve the information for.

Color BackColor      // Pointer to receive the cell background color

int margin;          // Pointer to receive the cell margin value
```

Return Value: This function returns a true value if successful.



TerGetCellParam

Get additional cell parameters.

```
bool TerGetCellParam(type, id, out value)
```

```
int TerGetCellParam2(type, id)
```

```
int type;             // The parameter to retrieve:
```

CP_TEXT_ROTATION:	Return the text rotation type. Please refer to the TerCellRotateText function for a list of text rotation type constants.
-------------------	---

CP_PARENT_CELL	The parent cell id for the requested cell.
----------------	--

CP_LEVEL	Nesting level for the cell.
CP_TEXT_ROTATION	Returns the following values for text rotation: TEXT_TOP_TO_BOT: Top to bottom TEXT_BOT_TO_TOP: Bottom to top TEXT_HORZ: Horizontal
CP_WIDTH	Cell width in twips.
CP_ROW	Row id which contains the specified cell.
CP_ID	Id of the specified cell. Same as the 'id' parameter, unless the 'id' parameter is set to -1.
CP_NEXT	Id of the next cell in the current row.
CP_PREV	Id of the previous cell in the current row.
CP_ROW_WIDTH	Width (in twips) of the row which contains the specified cell.
CP_PAD_LEFT	Left padding in twips.
CP_PAD_RIGHT	Right padding in twips.
CP_PAD_TOP	Top padding in twips.
CP_PAD_BOT	Bot padding in twips.

```
int id; // Cell id to retrieve parameters. Set to -1 to use the cell id of the current line.
```

```
int value // The variable to receive the requested value.
```

Return Value: If successful, the function returns a TRUE value, and the requested value is returned using the 'value' parameter. A FALSE value indicates an error.

If successful, the TerGetCellParam2 method returns the value of the requested parameter. A return value of CP_ERROR indicates an error.



TerGetRowCellCount

Retrieve table row or cell count.

```
int TerGetRowCellCount( GetRowCount)
```

```
bool GetRowCount;           // Set to true to return the number of rows in the current
                             table. Set to false to get the number of cells in the
                             current row.
```

Return Value: The return value is as described above. A value of 0 indicates an error.

See Also

[TerGetCellInfo](#)



TerGetRowInfo

Retrieve information about a table row id.

```
bool TerGetRowInfo( RowId, height, MinHeight, FixWidth, PrevRow, NextRow, indent,
flags, border, CurWidth)
```

```
int RowId;                  // The row id to extract information. Set to a negative
                             value to specify a cell id in the row.
```

```
int height;                 // The location to receive the current row height in printer
                             units.
```

```
int MinHeight;             // The location to receive the minimum height
                             specification for the row. This value is a negative number
                             to indicate exact row height in twips, or a positive number
                             to indicate the minimum row height in twips, or zero to
                             indicate auto row height.
```

```
int FixWidth;              // The location to receive the width specification for the
                             table. This value is negative number to indicate the row
                             with as percentage of the current screen width. A positive
                             value indicates the row width in twips.
```

```
int PrevRow;               // The location to receive the previous row id.
```

```
int NextRow;               // The location to receive the next row id.
```

```
int indent;                // The location to receive the row indent in twips.
```

```

int flags; // The location to receives the row flags. The row flags
           // (ROWFLAG_?) constants are defined in the ter.h file.

           ROWFLAG_HDR      Header row

           ROWFLAG_RTL      Right-to-left cell placement row

int border; // The location to receive the table border specification.
            // This parameter is reserved for future.

int CurWidth; // This location receives the current table width in twips
              // units.

```

Return Value: The function returns true if successful.

See Also:
[TerRowHeight](#)



TerGetTableId

Retrieve the table id.

```
int TerGetTableId( row)
```

```

int row; // A table row id within a table for which to retrieve the
         // table id. You can set this parameter to -1 to indicate the
         // current table

```

Return Value: This function returns 0 or a positive value for the table id. A value of -1 indicates an error.

See Also:
[TerSetTableId](#)



TerGetTableLevel

Get the nested table level.

```
int TerGetTableLevel( LineNo)
```

```

int LineNo; // The line number to get the table level. Set to a negative
            // value to specify a cell id instead of a line number.

```

Return Value: This function returns 0 or a positive value to indicate the table level

number. It returns 0 if the line (or cell id) is at outer most table or if the line does not beint to a table.



TerGetTablePos

Get the current table position.

```
bool TerGetTablePos( out TableNo, out RowNo, out ColNo)
```

```
bool TerGetTablePos2( out TableNo, out RowNo, out ColNo, ParentCell)
```

```
int TableNo; // The location to receive the current table number. The tables are assigned a sequential number starting with 0 from the beginning of the document.
```

```
int RowNo; // The location to receive the current table row number. The table rows are assigned a sequential number starting with 0 from the beginning of the current table.
```

```
int ColNo; // The location to receive the current table column number. The table columns are assigned a sequential number starting with 0 from the beginning of the current table row.
```

```
int ParentCell; // The parent cell id to locate a nested table. Set to 0 for default.
```

Return Value: This function returns true when successful. It returns a false value if the cursor is not positioned inside a table.

See Also:

[TerPosTable](#)



TerHtmlCellWidthFlag

Set the cell width flag when using the HTML add-on.

```
bool TerHtmlCellWidthFlag( select, flag, repaint)
```

```
int select; // Cell selection for this operation:
```

```
SEL_ALL: Select the entire table
```

```
SEL_CELLS: Select the current cell or all
```

highlighted cells

SEL_COLS: Select the current column or all highlighted columns

SEL_ROWS: Select the current row or all highlighted rows

Set the 'select' parameter to 0 to invoke the user selection dialog box.

```
int flag; // Use one of the following values:  
  
0: Best Fit  
  
CFLAG_FIX_WIDTH Current Width  
  
CFLAG_FIX_WIDTH_PCT Current width as the  
percentage of the table  
width.  
  
bool repaint; // true to repaint the screen after this operation
```

Description: The cursor must be positioned in a table cell before calling this function.

Return Value: This function returns a true value if successful.



TerInsertTableCol

Insert or append a table column.

```
bool TerInsertTableCol( insert, AllRows, repaint)
```

bool insert; // true to insert a table column before the current column,
or false to append a column to the table.

bool AllRows; // true to insert/append a column to all table rows, false
to insert/append a column to the current row only

bool repaint; // true to repaint the screen after this operation

Description: The cursor must be positioned in a table cell before calling this function.

Return Value: This function returns a true value if successful.

See Also:

[TerPosTable](#)

[TerSetTableColWidth](#)

[TerInsertTableRow](#)
[TerCellBorder](#)
[TerCellShading](#)



TerInsertTableRow

Insert or append a table row.

```
bool TerInsertTableRow( insert, repaint)
```

```
bool insert;                // true to insert a table row before the current row, or  
                           // false to append a row to the table.
```

```
bool repaint;              // true to repaint the screen after this operation
```

Description: The cursor must be positioned in a table cell before calling this function.

Return Value: This function returns a true value if successful.

See Also:

[TerPosTable](#)
[TerSetTableColWidth](#)
[TerInsertTableCol](#)
[TerCellBorder](#)
[TerCellShading](#)



TerIsTableSelected

Check if any table row or cell is selected.

```
bool TerIsTableSelected()
```

Return Value: This function returns a true value if a table row or cell is selected.

See Also

[TerGetSelection](#)



TerMarkCells

Set the cell selection flags for the selected text.

```
BOOL TerMarkCell(hWnd, select)
```

```
HWND hWnd;                // Handle of the window to be accessed
```

```

int select;                                // Cell selection for this operation:

SEL_ALL:                                  Select the entire table

SEL_CELLS:                                Select the current cell or all
                                           highlighted cells

SEL_COLS:                                  Select the current column or all
                                           highlighted columns

SEL_ROWS:                                  Select the current row or all
                                           highlighted rows

```

Description: This function can be called after selecting the table cells to set the cell selection flags (CFLAG_SEL1 and CFLAG_SEL2). You can then use the TerGetCellInfo function to retrieve the cell flags and then test against the CFLAG_SEL1 and CFLAG_SEL2 constants to check if the cell is selected:

```

TerGetCellInfo(CellId, RowId, PrevCell, NextCell, width,
               border, shading, RowSpan, ColSpan, flags)
if (flags and (CFLAG_SEL1 or CFLAG_SEL2)) then .. cell
                                           selected.

```

Return Value: This function returns a TRUE value if successful.



TerPosAfterTable

Position after the current table.

```
bool TerPosAfterTable ( OuterMost, repaint)
```

```
bool OuterMost;                            // Set to true to position after the outer-most table, or set
                                           to false to position after the current nested table. Set to
                                           true for default.
```

```
bool repaint;                               // true to refresh the screen after this operation.
```

Description: This function is available in the Page Mode only. This function places the cursor after the current table. The cursor must already be placed inside a table before calling this function.

Return Value: This function returns a true value when successful.

See Also:

[TerPosHdrFtr](#)
[TerPosTable](#)
[TerPosBodyText](#)



TerPosTable

Position the cursor at a table cell.

```
bool TerPosTable ( TableNo, RowNo, ColNo, pos, repaint)
```

```
bool TerPosTable2 ( TableNo, RowNo, ColNo, pos, ParentCell, repaint)
```

```
bool TerPosTable3 ( TableId, RowNo, ColNo, pos, repaint)
```

```
int TableNo;           // The table number of the table to position on. The first  
                       // table in the document is considered the table number  
                       // zero. You can also set the TableNo to -1 to specify the  
                       // current table.
```

```
int TableId;          // The TerPosTable3 function uses TableId instead of  
                       // TableNo. The table id is an application assigned id for a  
                       // table. A table id can be assigned using the  
                       // TerSetTableId function.
```

```
int RowNo;           // The table row number (zero based).
```

```
int ColNo;           // The column number (zero based).
```

```
int pos;             // Set to POS_BEG to position before the first character  
                       // of the existing cell text. Set to POS_END to position at  
                       // the end of the existing cell text.
```

```
Int ParentCell;     // Parent cell id for the nested tables. Set to 0 for default.
```

```
bool repaint;       // true to refresh the screen after this operation.
```

Description: This function is available in the Page Mode only.

Return Value: This function returns a true value when successful.

See Also:

[TerPosHdrFtr](#)

[TerGetTablePos](#)

[TerPosAfterTable](#)

[TerGetTableId](#)



TerReformatTable

Recalculate the widths for the auto-width tables cells and repaginate the

document.

```
bool TerReformatTable(repaint)
```

```
bool repaint; // TRUE to repaint the document after this operation
```

Return Value: The function returns TRUE when successful



TerRowHeight

Set the minimum table row height.

```
bool TerRowHeight( MinHeight, AllRows, refresh)
```

```
int MinHeight; // Minimum table row height in twips.
```

```
bool AllRows; // true to apply the given height to all the rows in the  
table. false to apply the height to the current row or all  
the highlighted rows.
```

```
bool refresh; // true to repaint the screen after this operation.
```

Return Value: The function returns true when successful.

See Also:

[TerRowPosition](#)

[TerGetRowInfo](#)



TerRowPosition

Position a table row.

```
bool TerRowPosition( JustFlag, AllRows, refresh)
```

```
bool TerRowPositionEx( JustFlag, indent, AllRows, refresh)
```

```
int JustFlag; // The position of the table row:  
LEFT: Left justified  
RIGHT_JUSTIFY: Right justified  
CENTER: Centered
```

```
int indent; // The row indentation in twips unit. The JustFlag  
parameter is ignored when the 'indent' parameter is non-
```


zero.

```
bool AllRows;           // true to apply the given position to all the rows in the
                        // table. false to apply the position to the current row or the
                        // all highlighted rows.
```

```
bool refresh;          // true to repaint the screen after this operation.
```

Return Value: The function returns true when successful.

See Also:

[TerRowHeight](#)



TerSelectCellText

Select entire text in the current table cell.

```
bool TerSelectCellText( repaint)
```

```
bool repaint;          // true to refresh the screen after this operation.
```

Return Value: This function returns true when successful.

See Also

[TerSelectCol](#)

[TerSelectTable](#)



TerSelectCol

Select the current table column.

```
bool TerSelectCol( repaint)
```

```
bool repaint;          // true to refresh the screen after this operation.
```

Return Value: This function returns true when successful.

See Also:

[TerSelectRow](#)

[TerSelectCellText](#)

[TerSelectTable](#)



TerSelectRow

Select the current table row.

```
bool TerSelectRow( repaint)
```

```
bool repaint; // true to refresh the screen after this operation.
```

Return Value: This function returns true when successful.

See Also:

[TerSelectCol](#)

[TerSelectTable](#)



TerSelectTable

Select the current table.

```
bool TerSelectTable( level, repaint)
```

```
int level; // Table level number. Set this value to -1 to specify the current level. Set this value to 0 to specify the outmost table.
```

```
bool repaint; // true to refresh the screen after this operation.
```

Return Value: This function returns true when successful.

See Also

[TerSelectCellText](#)

[TerSelectRow](#)

[TerSelectCol](#)



TerSetCellInfo2

Set additional information for a cell id.

```
bool TerSetCellInfo2( CellId, BackColor, margin, ParentCell)
```

```
int CellId; // The cell id to set information.
```

```
Color BackColor; // The background color (RGB) for the cell.
```

```
int margin; // The cell margin in twips. Set to -1 to leave this value unchanged.
```

```
int ParentCell;           // The parent cell id for this cell. Set to -1 to leave this
                           value unchanged.
```

Return Value: This function returns true when successful.

See Also:

[TerCreateCellId](#)



TerSetCellParam

Set cell parameters.

```
bool TerSetCellParam(hWnd, select, type, val, repaint)
```

```
int select;               // Cell selection for this operation:
```

```
SEL_ALL:                 Select the entire table
```

```
SEL_CELLS:              Select the current cell or all
                           highlighted cells
```

```
SEL_COLS:               Select the current column or all
                           highlighted columns
```

```
SEL_ROWS:               Select the current row or all
                           highlighted rows
```

Set the 'select' parameter to negative value to specify a specific cell id. For example, to specify CellId value 2, set this parameter to -2.

```
int type;                Parameter type to set. Select one of the constants:
```

```
CP_PAD_LEFT             Specify left padding in twips.
```

```
CP_PAD_RIGHT            Specify right padding in twips.
```

```
CP_PAD_TOP              Specify top padding in twips.
```

```
CP_PAD_BOT              Specify bottom padding in twips.
```

```
int val;                 New value for the parameter specified by the 'type'
                           parameter.
```

bool repaint; TRUE to repaint the screen after this operation

Return Value: This function returns a true value if successful.



TerSetHdrRow

Set the header row for a table.

bool TerSetHdrRow(CellId, set, repaint)

int CellId; // A cell id for a cell in the row. Set to 0 to assume the current table row.

bool set; // Set to true to turn the current table row (or selected rows) into a header row. Set to false to remove this attribute.

bool repaint; // Set to true to repaint the screen after this operation

Return Value: This function returns true when successful.

See Also:

[TerSetRowKeep](#)



TerSetRowKeep

Set/reset the flag to keep a table row in one page.

bool TerSetHdrRow(CellId, set, repaint)

int CellId; // A cell id for a cell in the row. Set to 0 to assume the current table row.

bool set; // true to set this flag, or false to reset this flag.

bool repaint; // Set to true to repaint the screen after this operation.

Description: The editor moves the entire table row to the next page when this flag is set for the row and the page break occurs within the row.

Return Value: This function returns true when successful.

See Also:

[TerSetHdrRow](#)



TerSetRowTextFlow

Set the right-to-left/left-to-right text flow option for the table row.

```
bool TerSetRowTextFlow( dialog, AllRows, TextFlow, refresh)
```

```
bool dialog;                // Set to true to show the user dialog.

bool AllRows;              // Set to true to apply the changes to all the rows in the
                           // table. Set to false to apply the changes to the current row
                           // or the selected rows

int TextFlow;              // The text flow constant can be one of the following:

                           FLOW_LTR    Left-to-right text flow

                           FLOW_RTL    Right-to-left text flow

                           FLOW_DEF    Default text flow. The flow will be
                           determined by the document, or
                           section level text flow specification.

bool refresh;              // true to refresh the window after this operation.
```

Return Value: This function returns true if successful.

See Also:

[TerSetDocTextFlow](#)

[TerSetSectTextFlow](#)



TerSetTableColWidth

Set the width of the table columns.

```
bool TerSetTableColWidth( width, repaint)
```

```
int width;                  // column width specified in twips.
```

```
bool repaint;              // true to repaint the screen after this operation
```

Description: This function sets the width of the table column where the cursor is

positioned.

Return Value: This function returns a true value if successful.

See Also:

[TerPosTable](#)
[TerInsertTableCol](#)
[TerInsertTableRow](#)
[TerCellBorder](#)
[TerCellShading](#)



TerSetTableId

Set an id for a table.

```
bool TerSetTableId( row, id)
```

```
int row; // A table row id within a table for which to set the table  
id. You can set this parameter to -1 to indicate the  
current table.
```

```
int id; // The table id. Use a negative number to place the id on  
the current table row instead of the entire table. A value  
of 0 assigns the default table id.
```

Return Value: This function returns true when successful.

See Also:

[TerGetTableId](#)



Hyperlink

In This Chapter

[TerApplyHyperlink](#)
[TerDeleteHypertext](#)
[TerFindHlinkField](#)
[TerGetHypertextEx](#)
[TerInsertHyperlink](#)
[TerSetLinkDbClick](#)
[TerUpdateHyperlinkCode](#)
[TerUpdateHyperlinkText](#)



TerApplyHyperlink

Apply hyperlink field to the selected text.

```
int TerApplyHyperlink( code, repaint)
```

```
string code;                // The url or other information for the hyperlink
```

```
bool repaint;              //Repaint the window after this operation
```

Comment: Please note that the hyperlink cursor must be enabled using the ID_SHOW_HYPERLINK_CURSOR to show the hyperlink cursor.

Return Value: This function returns true if successful.

See Also:

[TerInsertHyperlink](#)

[TerUpdateHyperlinkText](#)

[TerUpdateHyperlinkCode](#)

[TerFindHlinkField](#)



TerDeleteHypertext

Delete the hypertext phrase and the associated hidden text.

```
bool TerDeleteHypertext( LineNo, ColNo, repaint)
```

```
int LineNo;                // Line number of the hypertext phrase. Set to -1 to use  
                           // the current line number and column number.
```

```
int ColNo;                 // Column number of the hypertext phrase. This  
                           // parameter is not used when the 'LineNo' argument is set  
                           // to -1.
```

```
bool repaint;              // repaint the screen after this operation.
```

Return Value: This function returns true if a hypertext phrase is found at the given location and is deleted successfully.



TerFindHlinkField

Locate the next hyperlink field.

```
bool TerFindHlinkField( CodePart1, CodePart2, ref pLine, ref pCol)
```

```
string CodePart1;          // The part of the hyperlink code or url to search for
```

```

string CodePart2;           // Another part of the hyperlink code or url to search for

int pLine;                 // The line number to start the search. This variable also
                           // receives the line number of the hyperlink on successful
                           // search.

int pCol;                  // The column number to start the search. This variable
                           // also receives the column number of the hyperlink on
                           // successful search.

```

Description: This function examines the hyperlinks in the document. A hyperlink is matched if either CodeString1 or CodeString2 is found in the hyperlink code or url.

Return Value: This function returns true when a hyperlink is located. On successful search, the line and column number of the hyperlink is returned using the pLine and pCol variables.

see Also:

[TerInsertHyperlink](#)
[TerUpdateHyperlinkCode](#)
[TerUpdateHyperlinkText](#)



TerGetHypertextEx

Retrieve the hypertext information at the cursor position.

```

bool TerGetHypertextEx( out text, out code, select)

bool TerGetHypertext2( LineNo, ColNo, out text, out code, select)

int LineNo;                // The line number to examine. Set to -1 to use the
                           // current line and current column number. The
                           // TerGetHypertextEx function automatically examines the
                           // current text position.

int ColNo;                 // The text column number to examine.

string text;               // Pointer to receive the text part of the current hypertext

string code;               // Pointer to receive the hidden code part of the current
                           // hypertext.

bool select;               // true to select (highlight) the current hypertext code and
                           // phrase.

```

Return Value: This function returns true if hypertext is found at the current cursor location.



TerInsertHyperlink

Insert hyperlink.

```
int TerInsertHyperlink( text, code, PictId, repaint)
```

```
string text;                // The text phrase for the hyperlink.
```

The style and color for the hyperlink can be modified by changing the LinkStyle and LinkColor variables using the GetTerFields/SetTerFields function before inserting the hyperlink.

This parameter is ignored when the PictId parameter is non-zero.

```
string code;                // The url or other information for the hyperlink. This  
                           // information is not displayed on the screen.
```

```
int PictId;                 // The picture id for the hyperlink if this a picture link. Set  
                           // this parameter to 0 to insert text type hyperlink.
```

```
bool repaint;              //Repaint the window after this operation
```

Comment: Please note that the hyperlink cursor must be enabled using the ID_SHOW_HYPERLINK_CURSOR to show the hyperlink cursor.

Return Value: This function returns the font id or the picture id for the newly inserted hyperlink. It returns -1 to indicate an error condition.

See Also:

[TerApplyHyperlink](#)

[TerUpdateHyperlinkText](#)

[TerUpdateHyperlinkCode](#)

[TerFindHlinkField](#)



TerSetLinkDbIClick

Set mouse click type (single or double click) to invoke a link.

```
bool TerSetLinkDbIClick(DbIClick)
```

```
bool DbIClick;              //Set to TRUE to invoke hyperlink on a double-click. Set  
                           // to FALSE to invoke hyperlink on a single click.
```

Return Value: This function returns the previous value of the DbIClick variable.



TerUpdateHyperlinkCode

Update the hyperlink url

```
BOOL TerUpdateHyperlinkCode( code)
```

```
string code;                // New code or url information for the hyperlink. Set the  
                             'code' parameter to "" to convert the hyperlink text to  
                             normal text.
```

Description: This function is used to modify the hyperlink code or url for the hyperlink under the cursor.

Return Value: This function returns true when successful.

See Also

[TerInsertHyperlink](#)
[TerUpdateHyperlinkText](#)
[TerFindHlinkField](#)



TerUpdateHyperlinkText

Update the hyperlink text

```
bool TerUpdateHyperlinkText( text, repaint)
```

```
string text;                // New text phrase for the hyperlink.
```

```
bool repaint;              // true to repaint after this operation.
```

Description: This function is used to modify the hyperlink text for the hyperlink under the cursor.

Return Value: This function returns true when successful.

See Also

[TerInsertHyperlink](#)
[TerUpdateHyperlinkCode](#)
[TerFindHlinkField](#)



Mail-merge

This chapter includes the mail-merge APIs. Please refer to the [Mail Merge Support](#) chapter for additional information.

In This Chapter

[TerChangeField](#)

[TerChangeFieldPicture](#)

[TerChangeFieldRtf](#)

[TerDeleteField](#)

[TerGetField](#)

[TerInsertField](#)

[TerLocateField](#)

[TerMergeFields](#)

[TerSelectField](#)



TerChangeField

Change the value for a data field.

```
bool TerChangeField( name, data, repaint)
```

```
string name;           // Name of the field to modify
```

```
string data;           // New data text for the field.
```

```
bool repaint;         // true to repaint the screen after this operation
```

Description: This function changes the data for all occurrence of the specified field name.

Return Value: This function returns a true value if successful.

See Also:

[TerInsertField](#)

[TerDeleteField](#)



TerChangeFieldPicture

Apply a picture to a field.

```
bool TerChangeFieldPicture(name, PictPath, repaint)
```

```
String name;           // Name of the field to modify
```

```
String PictPath       // The picture file name or path to insert
```

```
bool repaint;                // TRUE to repaint the screen after this operation
```

Description: This function applies the picture to all occurrence of the specified field name.

Return Value: This function returns a TRUE value if successful.



TerChangeFieldRtf

Apply the rtf data to a field.

```
bool TerChangeFieldRtf(name, rtf, RtfLen, repaint)
```

```
string name;                // Name of the field to modify
```

```
string rtf;                 // New RTF data for the field.
```

```
int RtfLen;                 // The character length of the RTF data.
```

```
bool repaint;              // TRUE to repaint the screen after this operation
```

Description: This function changes the data for all occurrence of the specified field name.

Return Value: This function returns a TRUE value if successful.



TerDeleteField

Delete the data field at the current cursor position.

```
bool TerDeleteField( repaint)
```

```
bool repaint;              // true to repaint the screen after this operation
```

Return Value: This function returns a true value if successful.

See Also:

[TerInsertField](#)

[TerLocateField](#)

[TerChangeField](#)



TerGetField

Retrieve the text for a field name or field data.

```
int TerGetField( LineNo, ColNo, type, out text)
```

```
int LineNo;           // The line number to examine. Set to -1 to use the
                      // current line and current column number.
```

```
int ColNo;            // The text column number to examine.
```

```
int type;             // Set to one of the following constants:
```

```
FIELD_NAME:         Retrieve the field name.
```

```
FIELD_DATA:         Retrieve the field data.
```

```
string text;         // sting to receive the text part for the field name or field
                      // data.
```

Return Value: This function returns the length of the retrieved text.

See Also:

[TerInsertField](#)

[TerLocateField](#)



TerInsertField

Insert a data field.

```
bool TerInsertField( name, data, repaint)
```

```
string name;         // Field name
```

```
string data;         // Field data. Set to null to insert a field without field data.
```

```
bool repaint;        // true to repaint the screen after the operation.
```

Description: This function inserts a field name and field data in the document. Please note that a data field is different from a mail merge field. A field inserted using this function can not be used for mail merge. Refer to 'Mail Merge Support' chapter for information about mail merge fields.

Return Value: This function returns true when successful.

See Also:[TerGetField](#)[TerLocateField](#)[TerChangeField](#)[TerDeleteField](#)

TerLocateField

Locate a data field.

```
bool TerLocateField(location,name, exact, repaint)
```

```
int location;           // Use one of the following constants:

                        TER_FIRST:    Search from the top of the file and
                        locate the first occurrence of the field.

                        TER_LAST:    Search from the bottom of the file and
                        locate the last occurrence of the field.

                        TER_NEXT:    Find the next occurrence of the field.

                        TER_PREV:    Find the previous occurrence of the
                        field.

string name;           // Field name to search for.

bool exact;           // Set to true to match the field names in the document
                        exactly to the field name given by the 'name' parameter.
                        Set to false to match only the length of the name
                        parameter. Consider a document containing two fields
                        'company1' and 'company2'. If the name parameter is
                        set to 'company' and the 'exact' parameter is set to false,
                        then both the fields will be matched.
```

To match any field name, set the 'name' argument to "" and the 'exact' argument to false.

```
bool repaint;         // Set to true to repaint the screen after this operation.
```

Please note that the repaint operation can change the cursor position to adjust for any invisible text in the line. Therefore, the 'repaint' parameter should be set to false if your application relies on the cursor position set by this function for subsequent APIs.

Return Value: This function returns a true value when successful. When successful, it positions the cursor on the field name.

See Also:

[TerGetField](#)
[TerInsertField](#)
[TerChangeField](#)
[TerLocateFieldChar](#)



TerMergeFields

Replace field names with field data strings.

```
bool TerMergeFields(names,data,repaint)
```

```
string names;           // This argument points to a list of field names. The field  
                        // names must be separated by a '|' character. The list  
                        // must be null terminated.
```

```
string data;           // This argument points to a list containing data strings  
                      // for the corresponding field names in the 'names'  
                      // argument. The data strings must be separated by a '|' character. The list must be null terminated.
```

```
bool repaint;         //Repaint the window after this operation
```

Description: This function is used to replace the field names in the current editing window with the corresponding field data strings. Refer to the 'Mail/Merge Support' chapter on how to denote field names during the editing session.

If the document uses a field name which is not contained in the field name table, the editor sends a TER_MERGE message to the parent window. The 'lParam' parameter for this message contains the variable to the field name string. If your application processes this message, it should return the variable to the field data string.

Return Value: This function returns true if successful.

See Also:

[TerMergePrint](#)



TerSelectField

Select the data field at the current cursor position.

```
bool TerSelectField( SelectData, repaint)
```

```
bool SelectData       // Set to TRUE to select field-data, set to false to select  
                     // field-name.
```

```
bool repaint; // TRUE to repaint the screen after this operation
```

Return Value: This function returns a TRUE value if successful.



Picture and Embedded Controls

In This Chapter

- [TerDeleteObject](#)
- [TerGetControlld](#)
- [TerGetImage](#)
- [TerGetPictCropping](#)
- [TerGetPictInfo](#)
- [TerGetPictOffset](#)
- [TerInsertControl](#)
- [TerInsertObjectId](#)
- [TerInsertPictureFile](#)
- [TerPastePicture](#)
- [TerPictAltInfo](#)
- [TerPictLinkName](#)
- [TerPictureFromFile](#)
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- [TerSetBkPictId](#)
- [TerSetLinkPictDir](#)
- [TerSetPictCropping](#)
- [TerSetPictFrame2](#)
- [TerSetPictInfo](#)
- [TerSetPictOffset](#)
- [TerSetPictSize](#)
- [TerSetPlaceholderPict](#)
- [TerXlateControl](#)
- [TerSetWatermarkPict](#)
- [TerShrinkPictureToPage](#)
- [TerXlateControlld](#)



TerDeleteObject

Delete a font, picture or an ole object id.

```
bool TerDeleteObject( id)
```

```
int id; // A font id to delete. A font id might represent a font, picture or a control object. Your application must ensure that the font id is not in use in the document before using this function to delete it.
```


Return Value: This function returns true if successful.

See Also:

[TerInsertPictureFile](#)



TerGetControlId

Retrieve the control id for a picture id.

```
int TerGetControlId( PictId)
```

```
int PictId; // Picture id to translate into control id
```

Return Value: This function returns the control id for the picture id. It returns -1 when unsuccessful.

See Also:

[TerInsertControl](#)

[TerXlateControlId](#)



TerGetImage

Retrieve the image object for a picture id.

```
Image TerGetImage(pict)
```

```
int pict; // Id of the picture. Must be a valid number between 0  
and TotalFonts - 1. Set to -1 to retrieve use the picture at  
the current cursor location.
```

Return Value: This function returns the requested Image object when successful. A null value indicates an error condition.



TerGetPictCropping

Retrieve picture cropping values.

```
int TerGetPictCropping( pict, type)
```

```
int pict; // Id of the picture. Must be a valid number between 0
```

and TotalFonts - 1.

```
int type;                                // Cropping type. Use one of the following variables:
                                        CROP_LEFT:      Left cropping
                                        CROP_RIGHT:     Right cropping
                                        CROP_TOP:       Top cropping
                                        CROP_BOT:      Bottom cropping
```

Return Value: This function returns the picture cropping value (in twips unit) for the selected side of the picture. The function returns -1 to indicate an error condition.

See Also

[TerSetPictCropping](#)



TerGetPictInfo

Retrieve assorted information for a picture type object.

```
bool TerGetPictInfo( pict, out style, out rect, out align, out aux)
```

```
int pict;                                // Id of the picture. Must be a valid number between 0
                                        and TotalFonts - 1.

int style;                                // variable to receive the style bits

Rectangle rect;                           // variable to receive the current screen location and size
                                        (in device units) of the picture. The rectangle is relative
                                        to the client area of the control.

int align;                                // variable to receive the picture alignment flags.

int aux;                                  // variable to receive the auxiliary id associated with the
                                        picture.
```

Return Value: This function returns true when successful.

See Also:

[TerSetPictInfo](#)
[TerPastePicture](#)
[TerInsertPictureFile](#)
[TerPictureFromFile](#)
[TerGetPictOffset](#)
[TerGetCurFont](#)
[TerGetFontParam](#)



TerGetPictOffset

Retrieve the offset value for picture placement.

```
int TerGetPictOffset( pict)
```

```
int pict; // Id of the picture. Must be a valid number between 0
          and TotalFonts - 1.
```

Return Value: This function returns picture offset when successful. A value of -1 indicates an error condition.

See Also:

[TerGetPictInfo](#)

[TerSetPictInfo](#)

[TerSetPictOffset](#)



TerInsertControl

Insert another control inside the TER control.

```
int TerInsertControl( ctl, ClassName, align, id, insert)
```

```
Control ctl; // Control to be embedded.
```

```
string ClassName; // The class name for the control.
```

```
int align; // control alignment relative to the baseline of the text:
           ALIGN_BOT (default), ALIGN_TOP, ALIGN_MIDDLE.
```

```
int id; // control id. Specify a unique id with a value above 2000.
```

```
bool insert; // true to insert the control into text. false to simply return
             the object id without inserting the control into text.
```

Description: This function inserts a control of the specified class into the current text position.

When the 'insert' argument is true, the object is inserted at the current cursor location.

Return Value: This function returns a non-zero object id, if successful. Otherwise it returns zero.

See Also:

[TerInsertObjectId](#)

[TerGetPictInfo](#)

[TerSetPictInfo](#)

[TerGetControllId](#)



TerInsertObjectId

Insert an object into text.

```
bool TerInsertObjectId( ObjectId, repaint)
```

```
int ObjectId;           // id of an existing object to insert.
```

```
bool repaint;          // true to repaint the window after this operation
```

Description: This function inserts the specified object at the current cursor location.

Return Value: This function returns true when successful.



TerInsertPictureFile

Embed or link a bitmap or a metafile from a disk file.

```
int TerInsertPictureFile( FileName, embed, align, insert)
```

```
int TerInsertPictureFileXY( FileName, embed, align, insert, x, y)
```

```
int TerInsertPictureFileXY2( FileName, embed, align, insert, PageRelative, x2, y2)
```

```
string FileName;       // Name of the disk image file.
```

```
bool embed;            // true to embed the picture in the document file, false to  
                        // create a link to the picture file.
```

```
int align;             // picture alignment relative to the baseline of the text:  
                        ALIGN_BOT (default), ALIGN_TOP, ALIGN_MIDDLE.
```

```
bool insert;           // true to insert the picture into text. false to simply return  
                        // the picture id without inserting the picture into text.
```

```
int x;                 // Pixel X position to insert the picture. This parameter is  
                        // used by the TerInsertPictureFileXY method only.
```

```
int y;                 // Pixel Y position to insert the picture. This parameter is  
                        // used by the TerInsertPictureFileXY method only.
```

```
bool PageRelative;    // Set to TRUE to interpret the values of the x2 and y2  
                        // relative to the top of the page. Set to FALSE to insert a  
                        // paragraph-relative picture.
```

int x2; // When PageRelative parameter is set to TRUE: specify the x position in twips unit relative to the left edge of the page.
When PageRelative parameter is set to FALSE; specify the x position in twips unit relative to the left margin of the page.
This parameter is used by the TerInsertPictureFileXY2 method only.

int y2; // When PageRelative parameter is set to TRUE: specify the y position in twips unit relative to the top edge of the page.
When PageRelative parameter is set to FALSE; specify the y position in twips unit relative to the current paragraph.
This parameter is used by the TerInsertPictureFileXY2 method only.

Description: A file selection dialog box is displayed if the FileName argument is set to null. The TerInsertPictureFile function inserts the picture at the current text position. The TerInsertPictureFileXY function inserts the picture at the pixel location given by the x,y position. The x,y pixel location is relative to the top left corner of the client area of the window. The TerInsertPictureFileXY2 method is used to insert a page or paragraph relative picture.

Return Value: This function returns a non-zero picture id, if successful. Otherwise it returns zero.

See Also:

[TerPastePicture](#)
[TerPictureFromFile](#)
[TerPictureFromWmf](#)
[TerInsertObjectId](#)
[TerSetBkPictId](#)
[TerSetPictFrame2](#)
[TerShrinkPictureToPage](#)



TerPastePicture

Paste a picture from the buffer or clipboard.

int TerPastePicture(format, image, ParaFrameld, align, insert)

string format; // A format string to specify the DataFormat class. This information is used to paste a specific data from clipboard. You can set this parameter to null to specify the default format.

This parameter is used only when the 'image' parameter

is null.

Image image	// Image to paste. Set this parameter to null to paste the picture from the clipboard.
int ParaFrameId;	// Id of the frame to insert the picture into. Set 0 for default.
int align;	// picture alignment relative to the baseline of the text: ALIGN_BOT (default), ALIGN_TOP, ALIGN_MIDDLE.A
bool insert;	// true to insert the picture into text. false to simply return the picture id without inserting the picture into text.

Return Value: This function returns a non-zero picture id, if successful. Otherwise it returns zero.

See Also:

[TerInsertPictureFile](#)
[TerPictureFromFile](#)
[TerInsertObjectId](#)
[TerGetPictInfo](#)
[TerSetPictInfo](#)
[TerSetBkPictId](#)



TerPictAltInfo

Set or retrieve the alternate string for a picture.

bool TerPictAltInfo(id, get, AltInfo)

int id;	// picture id
bool get;	// true to retrieve the alternate string, false to set a new alternate string.
string AltInfo;	// The new alternate name string for the picture, or the variable to receive the current string.

Comment: The alternate string is saved using the 'alt' tag when the file is saved in the HTML format.

Return Value: This function returns true if successful.



TerPictLinkName

Set or retrieve the link file name for a picture.

```
bool TerPictLinkName( id, get, ref FileName)
```

```
int id; // picture id
```

```
bool get; // true to retrieve the file name, false to set a new name.
```

```
string FileName; // The new link file name for the picture, or the variable to receive the current picture name.
```

Return Value: This function returns true if successful.



TerPictureFromFile

This function has been discontinued. Please use the TerInsertPictureFile function instead.

See Also:

[TerPastePicture](#)
[TerInsertPictureFile](#)
[TerInsertObjectId](#)
[TerSetBkPictId](#)



TerPictureFromWmf

This function has been discontinued. Please use the TerInsertPictureFile function instead.

See Also:

[TerPastePicture](#)
[TerInsertPictureFile](#)
[TerInsertObjectId](#)
[TerSetBkPictId](#)



TerSetBkPictId

Set the background picture.

```
bool TerSetBkPictId( PictId, PictFlag, repaint)
```

```

int PictId;                // Picture id

int PictFlag;             // This can be set to one of these values:

                           BKPICT_STRETCH:  Stretch the picture to occupy the
                           text area

                           BKPICT_TILE:     Tile the picture to occupy the text
                           area

Or you can set this argument to 0 to draw the picture in its
original size without tiling.

bool repaint;            // Repaint the screen after this operation

```

Description: The picture can be an ID returned by any of these functions: TerPastePicture, TerInsertPictureFile, TerPictureFromFile, TerPictureFromWmf. *The 'insert' argument for these function calls must be set to false.* To remove an existing picture background, call this function with the PictId set to 0. Call this function with the PictId set to -1 to show a dialog box to the user. This dialog box allows the user to select a bitmap or a metafile file name.

Return Value: This function returns true when successful.

See Also:

[TerPastePicture](#)
[TerInsertPictureFile](#)
[TerPictureFromFile](#)
[TerPictureFromWmf](#)
[TerSetWatermarkPict](#)



TerSetLinkPictDir

Set the default directory to read linked pictures from an RTF file.

```

bool TerSetLinkPictDir(dir)

string dir;                // The default directory. Set to "" to use the program
                           directory.

```

Description: This directory is used to located the linked pictures which do not contain full path specification.

Return Value: This function returns TRUE when successful.



TerSetPictCropping

Set the picture cropping values.

BOO TerSetPictCropping(pict, type, CropLeft, CropTop, CropRight, CropBot, repaint)

```
int pict;                // Id of the picture. Must be a valid number between 0
                        // and TotalFonts - 1.

int CropLeft;           // Left cropping value in twips.

int CropTop;            // Top cropping value in twips.

int CropRight;          // Right cropping value in twips.

int CropBot;            // Bottom cropping value in twips.

bool repaint;           // Repaint the screen after this operation.
```

Return Value: This function returns true when successful.

See Also

[TerGetPictCropping](#)



TerSetPictFrame2

Set a floating frame for a picture.

bool TerSetPictFrame2(pict, type, x, y, repaint)

```
int pict;                // Id of the picture. Must be a valid number between 0
                        // and TotalFonts - 1.

int type;                // Picture frame type:
                        // PFRAME_FLOAT: Free floating picture frame
                        // PFRAME_LEFT: Left aligned picture frame
                        // PFRAME_RIGHT: Right aligned picture frame
                        // PFRAME_NONE: No picture frame

int x;                   // The x location (in twips units) of the frame relative to
                        // the left edge of the page. This value is used only when
                        // frame type is set to PFRAME_FLOAT.

int y;                   // The y location (in twips units) of the frame relative to
                        // the top edge of the page. This value is used only when
```

frame type is set to PFRAME_FLOAT.

```
bool repaint;           // Repaint the screen after this operation.
```

Description: This function enclosed the give picture in a frame. The document text wraps around the frame.

Return Value: This function returns the frame id of the picture frame when successful. It returns a value of -1 to indicate an error condition.

See Also:

[TerGetPictInfo](#)
[TerSetPictSize](#)
[TerPastePicture](#)
[TerInsertPictureFile](#)



TerSetPictInfo

Set assorted information for a picture type object.

```
bool TerSetPictInfo( pict, style, align, aux)
```

```
int pict;                // Id of the picture. Must be a valid number between 0
                        // and TotalFonts - 1

int style;               // Picture style constant

int align;              // Alignment flags: ALIGN_TOP, ALIGN_BOT,
                        // ALIGN_MIDDLE

int aux;                // Auxiliary id associated with the picture. This id is not
                        // used internally by the editor. It is solely for the use of an
                        // application.
```

Return Value: This function returns true when successful.

See Also:

[TerGetPictInfo](#)
[TerSetPictSize](#)
[TerPastePicture](#)
[TerInsertPictureFile](#)
[TerPictureFromFile](#)



TerSetPictOffset

Set the offset from the baseline to place the picture in the text.

bool TerSetPictOffset(pict, offset, repaint)

int pict; // Id of the picture. Must be a valid number between 0 and TotalFonts - 1.

int offset; // The offset (twips) for the picture. This value is used to depress the bottom of the picture against the text baseline.

bool repaint; // true to repaint the screen after this operation.

Return Value: This function returns true when successful.

See Also:

[TerGetPictInfo](#)

[TerSetPictInfo](#)

[TerGetPictOffset](#)



TerSetPictSize

Set width and height for a picture type object.

bool TerSetPictSize(pict, width, height)

int pict; // Id of the picture. Must be a valid number between 0 and TotalFonts - 1.

int width; // New picture width in the screen units. Use the negative values to specify in twips units. Set to -1 to leave the picture width unchanged.

int height; // New picture height in the screen units. Use the negative values to specify in twips units. Set to -1 to leave the picture height unchanged.

Return Value: This function returns true when successful.

See Also:

[TerGetPictInfo](#)

[TerSetPictInfo](#)



TerSetPlaceholderPict

Insert a place-holder picture name or picture path.

```
bool TerSetPlaceholderPict( path)
```

```
string path;                // Name of the picture file, or path-name of the picture file
                             // to insert when a linked picture is missing during the RTF
                             // read process.
```

Return Value: This function returns a TRUE value when successful.



TerXlateControl

Retrieve the picture id for a control, or get the control object for a picture id.

```
int TerXlateControl( ctl )
```

```
Control TerXlateControl( pict )
```

```
Control ctl;                // The control to translate into the picture id
```

```
int pict;                   // picture id (or font id)
```

Return Value: This function returns the picture id for the control object, or returns the control object for the picture id. It returns -1 when control is not found, or null when the picture id is not found.



TerSetWatermarkPict

Set the watermark picture.

```
bool TerSetWatermarkPict( PictId, wash, repaint)
```

```
int PictId;                 // Picture id
```

```
bool wash;                 // Show the watermark with a 'washed' look.
```

```
bool repaint;              // Repaint the screen after this operation
```

Description: The picture can be an ID returned by any of these functions: TerPastePicture, TerInsertPictureFile, TerPictureFromFile, TerPictureFromWmf. *The 'insert' argument for these function calls must be set to FALSE.* To remove an existing picture background, call this function with the PictId set to 0. Call this function with the

PictId set to -1 to show a dialog box to the user. This dialog box allows the user to select a picture file name.

Return Value: This function returns True when successful.

See Also

[TerSetBkPictId](#)



TerShrinkPictureToPage

Shrink the picture to fit within a page, column, or table cell.

```
bool TerShrinkPictureToPage( line, PictId)
```

```
long line;                // The document line number where the picture is
                          // located. Set to -1 to specify the current line number.
```

```
int PictId;              // Picture id
```

Description: The picture can be an ID returned by any of these functions: TerPastePicture, TerInsertPictureFile, TerPictureFromFile, TerPictureFromWmf. *The 'insert' argument for these function calls must be set to FALSE.*

Return Value: This function returns TRUE when successful.

See Also

[TerInsertPictureFile](#)



TerXlateControllId

Retrieve the picture id for a control id.

```
int TerXlateControllId( CtlId)
```

```
int CtlId;                // The control id to translate into the picture id
```

Return Value: This function returns the picture id for the control id. It returns -1 when unsuccessful.

See Also

[TerInsertControl](#)

[TerGetControllId](#)



Page Header/Footer

In This Chapter

[TerCreateFirstHdrFtr](#)

[TerDeleteFirstHdrFtr](#)

[TerCreateLeftRightHdrFtr](#)

[TerDeleteHdrFtr](#)

[TerGetHdrFtrPos](#)

[TerHdrFtrExists](#)

[TerPosHdrFtr](#)



TerCreateFirstHdrFtr

Create a first page header or footer area.

```
bool TerCreateFirstHdrFtr( HdrFtr)
```

```
bool HdrFtr; // Set to true to create a first page header area. Set to  
false to create a first page footer area.
```

Return Value: This function returns true when successful.

See Also:

[TerDeleteFirstHdrFtr](#)



TerDeleteFirstHdrFtr

Delete a first page header or footer area.

```
bool TerDeleteFirstHdrFtr( HdrFtr, msg)
```

```
bool HdrFtr; // Set to true to delete a first page header area. Set to  
false to delete a first page footer area.
```

```
bool msg; // Set to false to suppress user confirmation before the  
deletion.
```

Return Value: This function returns true when successful.

See Also:

[TerCreateFirstHdrFtr](#)



TerCreateLeftRightHdrFtr

Create a left or right page header or footer area.

`bool TerCreateLeftRightHdrFtr(hWnd, HdrFtr)`

```
int HdrFtr;           // Specify one of the constants to create a header or
                    // footer:

                    RHDR_CHAR:       Right (odd) page header
                    RFTR_CHAR:       Right (odd) page footer
                    LHDR_CHAR:       Left (even) page header
                    LFTR_CHAR:       Left (even) page footer
```

Return Value: This function returns TRUE when successful.



TerDeleteHdrFtr

Delete a page header or footer area.

`bool TerDeleteHdrFtr(HdrFtr, msg)`

```
char HdrFtr;         // Use one of the following constants to specify the type
                    // of the header/footer area to delete:

                    HDR_CHAR:        Regular header
                    FTR_CHAR:        Regular footer
                    FHDR_CHAR:       First page header
                    FFTR_CHAR:       First page footer
                    RHDR_CHAR:       Right (odd) page header
                    RFTR_CHAR:       Right (odd) page footer
                    LHDR_CHAR:       Left (even) page header
                    LFTR_CHAR:       Left (even) page footer

bool msg;           // Set to false to suppress user confirmation before the
                    // deletion.
```

Return Value: This function returns true when successful.

See Also:

[TerCreateFirstHdrFtr](#)



TerGetHdrFtrPos

See Also

[TerPosHdrFtr](#)

[TerHdrFtrExists](#)

Check if a line is location in a header or footer area

int TerGetHdrFtrPos(line)

```
long line;                // The line number to find the position. Set to -1 to find  
                          // the location for the current line.
```

Return Value: This function returns the following values to indicate the line position:

LFLAG_HDR	The line is location in a regular page header
LFLAG_FTR	The line is location in a regular page footer
LFLAG_FHDR	The line is location in first page header
LFLAG_FFTR	The line is location in first page footer
RFLAG_FHDR	The line is location in right (odd) page header
RFLAG_FFTR	The line is location in right (odd) page footer
LFLAG_FHDR	The line is location in left (even) page header
LFLAG_FFTR	The line is location in left (even) page footer
0	The line is location in page body text



TerHdrFtrExists

See Also

[TerGetHdrFtrPos](#)

Check if headers or footers exists in the document

int TerHdrFtrExists(SectId)

int SectId; // The sequential section id of the section to search the headers or footers. You can also set this parameter to SECT_ALL to search the entire document, or set to SECT_CUR to search the current section only.

Return Value: This function returns a flag value. The following constant bits in the flag value indicate the existence of the headers and footers. You can use the 'And' operator to check if a particular header or footer exists.

A zero return value indicates that no header or footer exists in the document.

LFLAG_HDR	Regular page header
LFLAG_FTR	Regular page footer
LFLAG_FHDR	First page header
LFLAG_FFTR	First page footer
LFLAG_RHDR	Right (odd) page header
LFLAG_RFTR	Right (odd) page footer
LFLAG_LHDR	Left (even) page header
LFLAG_LFTR	Left (even) page footer

Example:

```
int flag=tern.TerHdrFtrExists(tc.SECT_ALL);
if ((flag and tc.LFLAG_HDR) <> 0) then RegularPageHeader
                                found.
```



TerPosHdrFtr

Position the cursor at the header or footer text.

```
bool TerPosHdrFtr ( section, header, pos, repaint)
bool TerPosHdrFtrEx(section,HdrFtr,pos,repaint)
```

```

int section;           // section number for the header. Specify a number
                      // between 0 (first section) and total section -1.

                      This function uses sequential section numbers within the
                      document. Please note that the sequential section
                      numbers can be different from the actual section id for the
                      section. You can use the TerGetSeqSect function to
                      translate a section id into the sequential section number.

int header;           // true to position at the header text or false to position at
                      // the footer text (used by the TerPosHdrFtr function only).

char HdrFtr;         // Use one of the following constants to specify the type of
                      // the header/footer area to position at (used by the
                      // TerPosHdrFtrEx function only):

                      HDR_CHAR:           Regular header
                      FTR_CHAR:           Regular footer
                      FHDR_CHAR:         First page header
                      FFTR_CHAR:        First Page footer
                      RHDR_CHAR:        Right (odd) page header
                      RFTR_CHAR:        Right (odd) page footer
                      LHDR_CHAR:        Left (even) page header
                      LFTR_CHAR:        Left (even) page footer

int pos;             // Set to POS_BEG to position before the first character
                      // of the existing header or footer text. Set to POS_END to
                      // position at the end of the existing header or footer text.

bool repaint;       // true to refresh the screen after this operation.

```

Description: This function is available in the Page Mode only. The function toggles the header/footer edit mode before positioning the cursor.

Please note that this function automatically turns on the editing of header/footers, if not already enabled.

Return Value: This function returns a true value when successful.

See Also:
[TerPosTable](#)
[TerGetSeqSect](#)
[TerGetHdrFtrPos](#)



Frame and Drawing Objects

In This Chapter

[TerConnectTextBoxes](#)
[TerCreateParaFrameId](#)
[TerGetDrawObjectInfo](#)
[TerGetFrameParam](#)
[TerGetFrameSize](#)
[TerInsertDrawObject](#)
[TerInsertLineObject](#)
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[TerSetFrameMarginDist](#)
[TerSetFrameTextDist](#)
[TerSetNewFrameDim](#)
[TerSetObjectAttrib](#)
[TerSetObjectWrapStyle](#)
[TerSetFrameYBase](#)



TerConnectTextBoxes

Link two text boxes.

```
bool TerConnectTextBoxes(FromFID, ToFID)
```

```
int FromFID;           // Source frame id. Specify a number between 1 and  
                       // total frames -1.
```

```
int ToFID;             // Target frame id. Specify a number between 1 and total  
                       // frames -1.
```

Comment: This method is used to link two text boxes. The text overflow from the first text box is displayed in the target text-box. You can use this method to construct a linked list of two or more than two text boxes.

Return Value: This function returns a TRUE value when successful.

See Also:

[TerMoveParaFrame](#)
[TerPosFrame](#)
[TerSetNewFrameDim](#)
[TerInsertParaFrame](#)



TerCreateParaFrameId

Create a paragraph frame id without inserting it in the document.

int TerCreateParaFrameId(x, y, width, height)

int x; // X location of the frame rectangle specified in the Twips unit. The x location is relative to the left margin of the page. Specify -1 to assume the current cursor position for the x value.

int y; // Y position of the frame rectangle specified in the Twips unit. The Y position is relative to the beginning of the current paragraph. Specify -1 to assume the current cursor position for the y value.

int width; // Initial width of the frame rectangle in the Twips unit. Specify -1 to use the default value.

int height; // Initial height of the frame rectangle in the Twips unit. Specify -1 to use the default value.

Return Value: When successful this function returns the paragraph frame id of the new paragraph frame. Otherwise it return 0.



TerGetDrawObjectInfo

Retrieve information about a drawing object.

bool TerGetDrawObjectInfo(FrameId, out width, out height, out LineWidth, out LineColor, out FillColor, out flags)

int FrameId; // The frame id of the drawing object to inquire

int width; // The variable to received the width (twips) of the text box or the rectangle object

int height; // The variable to received the height (twips) of the text box or the rectangle object

int LineWidth; // The variable to receive the line width (twips) of the line object

Color LineColor; // The variable to receive the color of the line object

Color FillColor;	// The variable to received the fill color for the text box or the rectangle object
int flags;	// The variable to receive the object flags:
PARA_FRAME_TEXT_BOX:	Indicates a text box
PARA_FRAME_LINE:	Indicates a line object
PARA_FRAME_RECT:	Indicates a rectangle object
PARA_FRAME_BOXED:	The text box or the rectangle object is boxed.
PARA_FRAME_DOOTED:	Indicates dotted border

Return Value: This function returns true if successful.

See Also:

[TerInsertDrawObject](#)



TerGetFrameParam

Get the frame object parameters.

```
int TerGetFrameParam(hWnd, id, type)
```

```
int id; // Frame item id to retrieve parameters.
```

```
int type; // The parameter to retrieve:
```

FP_TEXT_ROTATION:	Return the text rotation type. Please refer to the TerRotateFrameText function for a list of text rotation type constants.
-------------------	--

FP_WRAP_STYLE:	Return the text wrap style. Please refer to the TerSetObjectWrapStyle function to a list of text wrap styles.
----------------	---

FP_YBASE	Return the vertical base position for the frame. Please refer to the TerSetFrameYBase function for a list of base constant values.
----------	--

FP_FILL_PATTERN	Fill pattern: 0=Transparent, 1=Solid
-----------------	--------------------------------------

FP_TEXT_DIST	Text distance from the frame in twips.
--------------	--

Return Value: The function returns the value for the requested parameter. It returns FP_ERROR to indicate an error condition.



TerGetFrameSize

Retrieve the location and size of the frame.

```
bool TerGetFrameSize( Frameld, out x, out y, out width, out height)
```

```
int FontId;           // Frame id to inquire. If the frame id is 0, the function  
                      // returns the values for the frame at the current cursor  
                      // location.
```

```
int x;               // variable to receive the x location relative to the left  
                    // edge of the page in twips units.
```

```
int y;               // variable to receive the y location relative to the top  
                    // edge of the page in twips units.
```

```
int width;           // variable to receive the width of the frame in twips.
```

```
int height;          // variable to receive the height of the frame in twips.
```

Return Value: This function returns true when successful.

See Also:

[TerMoveParaFrame](#)



TerInsertDrawObject

Insert a drawing object.

```
int TerInsertDrawObject( type, x, y, width, height)
```

```
int type;           // Drawing object type:
```

```
DOB_TEXT_BOX:      A box containing text
```

```
DOB_RECT:          A rectangle
```

DOB_LINE: A horizontal line. To draw other than a horizontal line, please use the TerInsertLineObject function instead.

int x; // X location of the frame rectangle specified in the Twips unit. The x location is relative to the left margin of the page. Specify -1 to assume the current cursor position for the x value.

int y; // Y position of the frame rectangle specified in the Twips unit. The Y position is relative to the beginning of the current paragraph. Specify -1 to assume the current cursor position for the y value.

int width; // Initial width of the frame rectangle in the Twips unit. Specify -1 to use the default value.

int height; // Initial height of the frame rectangle in the Twips unit. Specify -1 to use the default value.

Description: This function creates a specified drawing object.

Return Value: When successful this function returns the paragraph frame id of the new object. Otherwise it returns 0.

See Also:

[TerSetObjectAttrib](#)
[TerSetFrameYBase](#)
[TerPosFrame](#)
[TerSetNewFrameDim](#)
[TerInsertLineObject](#)
[TerGetDrawObjectInfo](#)



TerInsertLineObject

Insert a line object.

int TerInsertLineObject(x1, y1, x2, y2)

int x1; // X position of the first point of the line.

int y1; // Y position of the first point of the line.

int x2; // X position of the second point of the line.

int y2; // Y position of the second point of the line.

Comments: The point positions are specified in the twips units. The x locations are relative to the left margin of the page. The Y positions are relative to the beginning of the current paragraph.

Return Value: When successful this function returns the paragraph frame id of the new line object. Otherwise it returns 0.



TerInsertParaFrame

Insert a paragraph frame.

int TerInsertParaFrame(x, y, width, height,boxed)

int x; // X location of the frame rectangle specified in the Twips unit. The x location is relative to the left margin of the page. Specify -1 to assume the current cursor position for the x value.

int y; // Y position of the frame rectangle specified in the Twips unit. The Y position is relative to the beginning of the current paragraph. Specify -1 to assume the current cursor position for the y value.

int width; // Initial width of the frame rectangle in the Twips unit. Specify -1 to use the default value.

int height; // Initial height of the frame rectangle in the Twips unit. Specify -1 to use the default value.

bool boxed; // true to create a border around the frame

Description: This function creates an empty paragraph frame and positions the cursor inside the frame.

Return Value: When successful this function returns the paragraph frame id of the new paragraph frame. Otherwise it returns 0.

See Also:

[TerMoveParaFrame](#)

[TerPosFrame](#)

[TerSetNewFrameDim](#)

[TerCreateParaFrameId](#)

[TerSetFrameMarginDist](#)



TerMoveParaFrame

Move or resize the current paragraph frame or the drawing object.

bool TerMoveParaFrame(ParaFID, x, y, width, height)

int ParaFID; // Id of the frame which is being moved.

int x; // X location of the frame rectangle specified in the Twips unit. The x location is relative to the left margin of the page.

int y; // Y position of the frame rectangle specified in the Twips unit. The y position is relative to the top of the page when the page header/footer is visible. Otherwise it is relative to the top margin of the page.

int width; // New width of the frame rectangle in the Twips unit. Specify -1 to use the current value.

int height; // New height of the frame rectangle in the Twips unit. Specify -1 to use the current value.

Description: This function is used to move or resize an exiting frame.

Return Value: This function return a true value when successful.

See Also:

[TerInsertParaFrame](#)
[TerInsertDrawObject](#)
[TerGetFrameSize](#)
[TerMovePictFrame](#)



TerMovePictFrame

Move a picture frame.

bool TerMovePictFrame(PictId, x, y)

int PictId; // Id of the picture object. This id value must be between 0 and TotalFonts-1, and must correspond to a picture object.

int x; // New X location of the picture frame specified in the Twips unit. The X location is relative to the left margin. Set to PARAM_IGNORE to let this value remain unchanged.

int y; // New Y location of the picture frame specified in the Twips unit. The Y location is relative to the page top, top

margin, or current paragraph as defined by the current frame Y alignment attribute. Set to PARAM_IGNORE to let this value remain unchanged.

Description: This function is used to move or resize an existing picture frame.

Return Value: This function returns a TRUE value when successful.

See Also

[TerSetPictSize](#)



TerPosFrame

Position the cursor in a frame or drawing object.

```
bool TerPosFrame ( FrameNo, pos, repaint)
```

```
int FrameNo;           // Frame id to position at. Specify a number between 1  
                        // and total frames -1.
```

```
int pos;               // Set to POS_BEG to position at the beginning of the  
                        // frame. Set to POS_END to position at the end of the  
                        // frame.
```

```
bool repaint;         // true to refresh the screen after this operation.
```

Return Value: This function returns a true value when successful.

See Also:

[TerPosBodyText](#)

[TerInsertParaFrame](#)

[TerInsertDrawObject](#)



TerRotateFrameText

Rotate the text within a frame or a text box.

```
bool TerRotateFrameText( dialog, LineNo, direction, repaint)
```

```
bool dialog;          // Set to true to show a dialog box to the user.
```

```
int LineNo;          // The line number within a frame. You can also specify  
                    // the frame id by specifying a negative value.
```

```
int direction;       // Text flow direction. Choose one of the following values:
```

TEXT_HORZ: Horizontal text flow

TEXT_TOP_TO_BOT: Top-to-bottom text flow

TEXT_BOT_TO_TOP: Bottom-to-top text flow

bool repaint; // Set to true to repaint the screen after this operation.

Return Value: The function returns true when successful. Otherwise, it returns a false value.

See Also:

[TerSetObjectAttrib](#)

[TerGetFrameParam](#)

TerSelectFrameText

Select entire text in the current frame or text drawing object.

BOOL TerSelectFrameText(repaint)

BOOL repaint; // TRUE to refresh the screen after this operation.

Return Value: This function returns TRUE when successful.



TerSetFrameMarginDist

Set the frame margin distance.

bool TerSetFrameMarginDist(dist)

int dist; // The frame margin distance in twips unit (default 1440 twips)

Description: The dist argument controls the minimum distance between a frame and the left or right margin at which the text starts flowing around the frame.

Return Value: This function returns true when successful.

See Also:

[TerInsertParaFrame](#)



TerSetFrameTextDist

Set the frame to text distance.

```
bool TerSetFrameTextDist(ParaFID, dist)
```

```
int ParaFID; // The paragraph frame id to the set the distance.
```

```
int dist; // The frame text distance in twips unit (default 180 twips)
```

Description: The dist argument controls the minimum distance between a frame and the text flowing around the frame.

Return Value: This function returns TRUE when successful.



TerSetNewFrameDim

Set the default dimensions for a new frame.

```
bool TerSetNewFrameDim(x,y,width,height,PageTop)
```

```
int x; // The default x location for the new frame. Set this parameter to -1 to insert the new frame at the current cursor location.
```

```
int y; // The default y location for the new frame. Set this parameter to -1 to insert the new frame at the current cursor location.
```

```
int width; // The default width for the new frame. Set this parameter to 0 to leave it unchanged.
```

```
int height; // The default height for the new frame. Set this parameter to 0 to leave it unchanged.
```

```
bool PageTop; // Set to true to create the frames relative to the top of the page.
```

Description: The values passed by this function are used by any subsequent calls to the TerInsertParaFrame and TerInsertDrawObject functions as default values.

Return Value: This function returns true if successful.

See Also:

[TerInsertParaFrame](#)

[TerInsertDrawObject](#)



TerSetObjectAttrib

Set the drawing object attributes.

```
bool TerSetObjectAttrib(ObjectId, LineType, LineThickness, LineColor, FillSolid,
FillColor)

bool TerSetObjectAttribEx(ObjectId, LineType, LineThickness, LineColor, FillSolid,
FillColor, ZOrder)

int ObjectId; // id of the drawing object. Set to -1, to display the user
selection dialog box. This dialog box is displayed only if
the cursor is positioned on a drawing object.

int LineType; // Border line type:

DOB_LINE_NONE: No border

DOB_LINE_SOLID: Solid border line

DOB_LINE_DOTTED: Dotted border line

int LineThickness; // Border line thickness in twips.

Color LineColor; // Border line color

bool FillSolid; // true to fill the background, false to leave the text box
transparent. This option is available for a text box type
drawing object only.

Color FillColor; // Background color for the drawing object.

int ZOrder; // Z Order for the object. Set to -9999 to leave this value
unchanged.
```

Return Value: This function returns true when successful.

See Also:

[TerInsertDrawObject](#)
[TerSetFrameYBase](#)
[TerRotateFrameText](#)
[TerSetObjectWrapStyle](#)



TerSetObjectWrapStyle

Set the text wrap style for a drawing object.

```
bool TerSetObjectWrapStyle(ObjectId, WrapStyle)
```

```
int ObjectId;           // id of the drawing object. Set to -1, to specify the object  
                        // at the current cursor position.
```

```
int WrapStyle;         // Text wrap style:
```

```
SWRAP_NO_WRAP:        Do not place text on the left and  
                      right of the object.
```

```
SWRAP_AROUND:         Flow the text around the object.
```

```
SWRAP_THUR:           Flow the text through the object.
```

Return Value: This function returns True when successful.

See Also

[TerSetObjectAttrib](#)



TerSetFrameYBase

This function sets the vertical base position for a frame or a drawing object.

```
bool TerSetFrameYBase( FrameId, base)
```

```
int FrameId;           // id of the frame or the drawing object
```

```
int base;              // The base can be set to one of the following:
```

```
BASE_PAGE:            Vertical position  
                      relative to the top of  
                      the page.
```

```
BASE_MARG:            Vertical position  
                      relative to the top  
                      margin.
```

```
BASE_PARA:            Vertical position  
                      relative to the top of  
                      the anchor paragraph.
```

Return Value: This function returns true when successful.

See Also:

[TerInsertDrawObject](#)

[TerSetObjectAttrib](#)



Footnote, Endnote, Bookmark, Tag

In This Chapter

[TerDeleteBookmark](#)
[TerGetBookmark](#)
[TerDeleteTag](#)
[TerGetTag](#)
[TerGetTagPos](#)
[TerInsertBookmark](#)
[TerInsertFootnote](#)
[TerPosTag](#)
[TerPosBookmark](#)
[TerSetTag](#)



TerDeleteBookmark

Delete a bookmark.

```
bool TerDeleteBookmark( name)
```

```
string name; // The name of the bookmark to delete.
```

Return Value: This function returns true when successful.

See Also:

[TerInsertBookmark](#)
[TerPosBookmark](#)



TerGetBookmark

Retrieve a bookmark name.

```
int TerGetBookmark( index, out name)
```

```
int index; // The index (0 to Total Bookmarks -1) of the bookmark  
to retrieve. Set to -1 to retrieve the total number of  
bookmarks in the document.
```

```
string name; // The location to retrieve the bookmark name.
```

Return Value: This function returns the total number of bookmarks in the document.

See Also:

[TerInsertBookmark](#)
[TerPosBookmark](#)
[TerDeleteBookmark](#)



TerDeleteTag

Delete a tag at the specified text position:

int TerDeleteTag (line, col, type, name)

long line; // The line position of the text. Set to -1 to use the current cursor position.

int col; // The column position of the text. This parameter is ignored if the 'line' parameter is set to -1.

int type; // Tag type:

TERTAG_BKM: Bookmark tags

TERTAG_USER: Generic tags

string name; // The tag name to delete

Return Value: This function deletes the specified tag and return the tag id of the deleted tag. It returns 0 if no tag is found at the location, or if an error is encountered.



TerGetTag

Retrieve the tag at the specified text position:

int TerGetTag (line, col, out name, out AuxText, out AuxInt, out flags)

int TerGetTagEx (line, col, type, out name, out AuxText, out AuxInt, out flags)

int TerGetTagEx (line, col, type, out name, out AuxText, out AuxInt, out obj, out flags)

int line; // The line position of the text. Set to -1 to use the current cursor position.

int col; // The column position of the text. This parameter is ignored if the 'line' parameter is set to -1.

int type; // Tag type (used by TerGetTagEx function only):

	TERTAG_BKM:	Bookmark tags
	TERTAG_USER:	Generic tags
string name;		// The location to retrieve the tag name.
string AuxText;		// The location to retrieve any auxiliary text string associated with the tag.
int AuxInt;		// The location to retrieve any auxiliary numeric data associated with the tag.
object obj;		// The location to retrieve any external object associated with the tag.
int flags;		// The location to retrieve tag flags (reserved for future use).

Return Value: This function returns the unique tag id at the specified location. It returns 0 if no tag is found at the location, or if an error is encountered.

See Also:
[TerPosTag](#)
[TerSetTag](#)



TerGetTagPos

Get the text position of a tag.

int TerGetTagPos(TagId, name, type)

bool TerGetTagPos2(TagId, name, type, out line, out col)

int type;		// Tag type (used by the TerPosTagEx function only):
	TERTAG_BKM:	Bookmark tag
	TERTAG_USER:	Generic tag
int TagId;		// The tag id to search for. This parameter is ignored if the 'name' parameter is specified.
string name;		// The tag name to search for. Please note that tag names are not unique within a document.
int line;		// The line number where the tag is located. This parameter is used by the TerGetTagPos2 method

only.

```
int col; // The column number where the tag is located.  
This parameter is used by the TerGetTagPos2 method  
only.
```

Return Value: The TerGetTagPos method searches the given tag to return the absolute character position of the tag. The function returns -1 if the tag is not found in the document.

The TerGetTagPos2 method searches the given tag to return the line/column position of the tag. The function returns a false value if the tag is not found in the document.



TerInsertBookmark

Insert a bookmark.

```
int TerInsertBookmark( line, col, name)
```

```
int line; // The text line number where to insert the bookmark. Set  
to -1 to insert the bookmark at the current cursor  
location.
```

```
int col; // The text column position to insert the bookmark. This  
argument is ignored if the 'line' argument is set to -1.
```

```
string name; // Bookmark name. The name may consist of regular  
alphabetic characters, but it may not contain spaces.
```

Return Value: This function returns a non-zero bookmark id, if successful. Otherwise it returns zero.

See Also: TerDeleteBookmark, TerGetBookmark, TerPosBookmark



TerInsertFootnote

Insert a footnote.

```
int TerInsertFootnote( FnMarker, FnText, style, repaint)
```

```
int TerInsertFootnote2( FnMarker, FnText, style, IsFootnote, repaint)
```

```
string FnMarker; // footnote marker
```


SCOPE_BACKWARD: Search above the cursor position.

SCOPE_ANY: A fast method of locating an instance of the requested bookmark.

```
bool repaint; // true to refresh the screen after this operation.
```

Return Value: This function returns a true value when successful.

See Also:

[TerSetTab](#)

[TerGetTag](#)



TerPosBookmark

Position at a bookmark.

```
bool TerPosBookmark( name, repaint)
```

```
string name; // The name of the bookmark to position at.
```

```
bool repaint; // Set to true to refresh the screen after this operation
```

Return Value: This function returns true when successful.

See Also:

[TerInsertBookmark](#)

[TerGetBookmark](#)

[TerDeleteBookmark](#)



TerSetTag

Set a tag at the specified text position:

```
int TerSetTag( line, col, name, AuxText, flags)
```

```
int TerSetTag( line, col, name, AuxText, obj, flags)
```

```
int line; // The line position of the text. Set to -1 to use the current cursor position.
```

```
int col; // The column position of the text. This parameter is ignored if the 'line' parameter is set to -1.
```

string name;	// The tag name string. A tag name does not need to be unique within the document.
string AuxText;	// Any auxiliary text string associated with the tag.
int AuxInt;	// Any auxiliary numeric data associated with the tag
object obj;	// Any external object associated with the tag.
int flags;	// Reserved for future use. Must be set to 0.

Description: Use this function to set a tag at the specified character position. If a tag already exists at the current text position, then the existing tag is updated with the new information.

The 'obj' parameter is not serialized to the rtf file.

Return Value: This function returns the unique tag id if successful. Otherwise it returns 0.

See Also:

[TerPosTag](#)

[TerGetTag](#)



Stylesheet

In This Chapter

[TerCancelEditStyle](#)

[TerDeleteStyle](#)

[TerEditStyle](#)

[TerGetStyleId](#)

[TerGetStyleInfo](#)

[TerGetStyleParam](#)

[TerSetStyleParam](#)



TerCancelEditStyle

Cancel the editing of the current style and restore its original value.

bool TerCancelEditStyle()

Return Value: This function returns TRUE if successful.

See Also

[TerEditStyle](#)



TerDeleteStyle

Delete a stylesheet item.

BOOL TerDeleteStyle(StyleId, name)

int StyleId; // Style id to delete. Please note that the default style ids 0 and 1 can not be deleted. Set this parameter to -1 to specify the name of the style item to delete.

string name; // Name of style item to delete. This parameter is ignored when StyleId is non-zero.

Any paragraph or font id referring the style id being deleted are modified to refer to the default style ids instead.

Return Value: This function returns true if successful.

See Also:

[TerEditStyle](#)



TerEditStyle

Create or edit a stylesheet style item.

int TerEditStyle(BeginRecording, name, new, type, repaint)

bool BeginRecording; // true to begin recording a stylesheet item, false to end the recording of a stylesheet item.

string name; // Name of the stylesheet item. When this parameter is null, the editor shows a dialog box to the user to prompt for the parameters.

bool new; // true if creating a new stylesheet item and false if modifying an existing item.

int type; // Stylesheet item type:

SSTYPE_CHAR: Character style

SSTYPE_PARA: Paragraph style

bool repaint; // true to repaint the screen after this operation.

Description: This function is used to create a new stylesheet item or to modify an

existing stylesheet item. The name and the type of the stylesheet item are specified by the 'name' and the 'type' arguments. Call this function with the 'BeginRecording' argument set to true to begin recording the properties for a stylesheet item. To apply the paragraph and character formatting properties to a stylesheet being recorded, use the menu, toolbar, ruler or any of the APIs (example: SetTerParaFmt) which modifies these properties. While a character stylesheet item is being recorded, only the character properties should be edited. When a paragraph stylesheet item is being recorded, both the character and the paragraph attributes can be edited.

To end the property recording of the current stylesheet item, call this function again with the 'BeginRecording' argument set to false.

Return Value: This function returns the new style id if successful. Otherwise, it returns -1.

See Also:

[TerSelectCharStyle](#)

[TerSelectParaStyle](#)

[TerGetFontStyleId](#)

[TerDeleteStyle](#)

[TerGetParaInfo](#)

[TerCancelEditStyle](#)



TerGetStyleId

Translate a stylesheet style name to style id.

```
int TerGetStyleId( name)
```

```
string name;           // Style name.
```

Return Value: The function returns the style id for the given style name when successful. Otherwise it returns -1.

See Also:

[TerDeleteStyle](#)

[TerGetStyleInfo](#)



TerGetStyleInfo

Retrieve information for a style item id.

```
int TerGetStyleInfo( id, out name, out type)
```

```
int id;                // Style item id to retrieve information.
```

```
string name;          // The variable to receive the style name.
```

```
int type; // The variable to receive the style type. The style type can
          // be one of the following constants:
```

```
SSTYPE_PARA:    Paragraph style
```

```
SSTYPE_CHAR:    Character style
```

Return Value: The function returns total number of style items available in the document
A return value of -1 indicates an error.

See Also:

[TerGetStyleId](#)



TerGetStyleParam

Get the style parameters.

```
int TerGetStyleParam(id, type)
```

```
int id; // Style item id to retrieve parameters.
```

```
int type; // The parameter to retrieve:
```

```
SSINFO_CHAR_SPACE:    Return the additional character spacing
                       value in twips. The negative value indicates
                       the compression of character spacing in
                       twips unit.
```

```
SSINFO_CHAR_OFFSET    Return the character offset (twips) from the
                       baseline.
```

```
SSINFO_NEXT           Returns next style id to be applied when
                       the user hits Enter at the end of a line.
```

Return Value: The function returns the value for the requested parameter. It returns -1 to
indicate an error condition.



TerSetStyleParam

Set the style parameters.


```

bool TerSetStyleParam(id, type, IntParam, TextParam, repaint)

int id;                // Style item id to set parameters.

int type;              // The parameter to set

                        SSINFO_NAME:    New style name. Specify using the
                        TextParam argument.

                        SSINFO_NEXT    The style id to be applied to the
                        new line when the user hits Enter
                        at the end of a line. Specify using
                        the IntParam argument.

int IntParam;          The value for the numeric type parameter. This value is
                        ignored for the string type parameters.

LPBYTE TextParam;     The value for the string type parameter. This value is
                        ignored for the numeric type parameters.

bool repaint;          True to repaint the screen after this operation.

```

Return Value: The function returns True when successful.



Control Flags

In This Chapter

[TerSetFlags](#)
[TerSetFlags2](#)
[TerSetFlags3](#)
[TerSetFlags4](#)
[TerSetFlags5](#)
[TerSetFlags6](#)
[TerSetFlags7](#)
[TerSetFlags8](#)
[TerSetFlags9](#)
[TerSetFlags10](#)



TerSetFlags

Set certain flags or retrieve the values of the flags.

```
int TerSetFlags( set, flags)
```

```
bool set; // true to set the given flags, false to reset the given flags
```

```
int flags; // Flags (bits) to set or reset. Currently, the following flag values are available:
```

TFLAG_RESIZE_BITMAP:	Resize the bitmap when inserted into a frame.
TFLAG_METRIC:	Show the ruler and dialog measurements in metric units.
TFLAG_APPLY_PRT_ORIENT:	This flags overrides the paper orientation of the document with the paper orientation of the currently selected printer.
TFLAG_RETURN_MSG_ID :	Store the message ids so that they can be retrieved by using the TerGetLastMessage function.
TFLAG_IGNORE_PICT_LINK:	This flag instructs the save functions not to write the file name of the linked pictures to the disk file.
TFLAG_SHOW_CARET:	Show caret even in the read-only mode.
TFLAG_UNPROTECTED_DEL:	Allows for unprotected deletion of text blocks
TFLAG_NO_HOUR_GLASS:	Do not display the hour glass cursor during lengthy operations.
TFLAG_NO_CHILD_TOP:	Don't force child to the top of Z order.
TFLAG_NO_WRAP:	Turn-off word wrapping temporarily. This flag should not be used in the Page Mode.
TFLAG_EXCLUDE_HIDDEN_SEL:	Exclude hidden text from both ends of a selected block of text.
TFLAG_AUTO_VSCROLL_BAR:	Enable/disable vertical scroll bar depending upon the height of the text in the window. This option is not available in Page Mode.
TFLAG_NO_PALETTE:	This flag disables the internal use of the color palettes for the picture display.
TFLAG_KEEP_PICT_ASPECT:	This flag maintains the picture aspect ratio when being resized using the mouse.

TFLAG_KEEP_FRAME_ASPECT:	This flag maintains the frame aspect ratio when being resized using the mouse.
TFLAG_PICT_IN_FRAME:	This flag creates a frame around the picture being dropped into the editor.
TFLAG_NO_PRINTER:	Disable the use of the printer.
TFLAG_NO_DRAG_TEXT:	Disable the drag/drop feature for text.
TFLAG_NO_EDIT_OLE:	Disable the editing of OLE objects
TFLAG_NO_EDIT_PICT:	Disable the editing of picture objects.
TFLAG_SHOW_BREAKS:	Show the break lines even in the read-only mode.
TFLAG_SELECT_FULL_HLINK:	Select complete hypertext phrase during text selection.
TFLAG_ROW_PASTE:	Paste the table data in the control as rows instead of as columns.
TFLAG_NO_AUTO_FULL_CELL_SEL:	Do not select the entire cell when the last character of the cell is highlighted.
TFLAG_SWAP_DECIMAL:	Swap decimal and comma characters in the dialog boxes.

Return value: This function returns the new value of all the flags. Call this function with the 'flags' parameter set to zero to retrieve flag values without modifying it.

See Also:

[TerSetFlags2](#)

[TerSetFlags3](#)

[TerSetFlags4](#)



TerSetFlags2

Set additional flags or retrieve the values of the flags.

```
int TerSetFlags2( set, flags)
```

```
bool set; // true to set the given flags, false to reset the given flags
```

```
int flags; // Flags (bits) to set or reset. Currently, the following flag values are available:
```

TFLAG2_RETAIN_BKND:	Display the text over the existing background. To be effective, this flag must be set before the TER window is created.
TFLAG2_USE_PAL_FOR_TEXT:	Use the currently selected palette to draw the text
TFLAG2_CAN_MERGE_PROT_TEXT:	Allow the deletion of the last character between two protected blocks of text.
TFLAG2_BKPICT_OVER_PAGE_BORDER:	When the background picture as well as the page border is displayed, this option ensures that the background picture is displayed in place of the border shading around the page.
TFLAG2_NO_CARET:	Do not display the caret even in the edit mode.
TFLAG2_SHOW_SECT_PAGE_NO:	Show the section page number on the status bar and while scrolling.
TFLAG2_NO_CURSOR_CHANGE:	Do not change the cursor shape as the mouse moves over the editor window.
TFLAG2_VERT_THUMB_TRACK:	Scroll the screen while dragging the vertical scroll bar.
TFLAG2_NO_AUTO_REPAGE:	Do not do automatic repagination when the document is edited.
TFLAG2_NO_BKP_FILE:	Do not save the original file as backup before saving the document.
TFLAG2_SELECT_FRAME_PICT:	When the frame containing a picture is clicked, select the picture instead of the frame.
TFLAG2_HIDE_PAGE_BREAK:	Don't show the soft page break lines in the Page Mode.
TFLAG2_PROTECT_FORMAT:	Protect the formatting of the protected text.
TFLAG2_NO_HIDDEN_RTF_TEXT:	Do not write hidden text to the RTF file.
TFLAG2_NO_SHADE_FIELD_TEXT:	Do not apply shading to the field text.
TFLAG2_IGNORE_TIMER:	Suspend timer activity.
TFLAG2_NO_AUTO_HDR_FTR:	Do not display header/footer automatically

	at file input or paste operation.
TFLAG2_WRITE_FIRST_RTF_COLOR:	Write the initial default color to the rtf color table.
TFLAG2_FULL_REPAINT:	Always fully repaint the text box.
TFLAG2_KEEP_PRINTER_OPEN:	Keep the printer driver open after the last edit window is closed. When this flag is set, your application should call the TerClosePriner function to close the printer driver manually after the last edit window is closed.
TFLAG2_ALT_PARA_SYM:	Display alternate paragraph symbol (). This flag should be set before creating the edit window.
TFLAG2_ALT_LINE_SYM:	Display alternate line break symbol (). This flag should be set before creating the edit window.
TFLAG2_NO_LINE_FITTING:	Do not attempt to shrink inter screen lines to fit within the printer defined width.
TFLAG2_NO_PRT_CANCEL_DLG:	Do not show the print cancel dialog box during printing.
TFLAG2_INDENT_FRAMES:	When indenting text, indent the selected frames as well.
TFLAG2_INDENT_TABLES:	When indenting text, indent the selected table as well.
TFLAG2_NO_ADJUST_CURSOR:	Do not adjust cursor when placed over hidden or protected or hidden text.
TFLAG2_CURSOR_BEH_HIDDEN:	When the cursor is in the middle of hidden text, move it before the hidden text. By default, the cursor is moved after the hidden text.
TFLAG2_NO_CURSOR_ON_PROTECT:	Do not allow cursor in the middle of the protected text.

Return value: This function returns the new value of all the flags. Call this function with the 'flags' parameter set to zero to retrieve flag values without modifying it.

See Also:

[TerSetFlags](#)
[TerSetFlags3](#)
[TerSetFlags4](#)



TerSetFlags3

Set additional flags or retrieve the values of the flags.

```
int TerSetFlags3( set, flags)
```

```
bool set; // true to set the given flags, false to reset the given flags
```

```
int flags; // Flags (bits) to set or reset. Currently, the following flag values are available:
```

TFLAG3_WRAP_SPACES:	Wrap additional spaces at the end of the line to the next line.
TFLAG3_NO_EDIT_TABLE_COL:	Disable the editing of table column width and indentation using the mouse.
TFLAG3_TABLE_STATUS_LINE:	Consider the table rows as lines for the status line display.
TFLAG3_PLAIN_TABLE_BORDER:	Display one line table border in HTML mode.
TFLAG3_GRAY_READ_ONLY:	Display the text in gray color in the read-only mode. To affect the color change during run-time, you also need to call the TerRepaint function after setting the read-only mode using the TerSetReadOnly function.
TFLAG3_CURSOR_IN_CELL:	Restrict the cursor to the current cell.
TFLAG3_NO_SCROLL:	Do not scroll down from the top of the document. This flag is effective only in the PageMode and only if the document does not contain framed text.
TFLAG3_NO_FULL_CELL_COPY:	Do not select the cell marker for cut/copy operations when the selection includes only one table cell.
TFLAG3_HTML_CONT_TABLE:	For HTML output, always treat two contiguous table rows as part of one table.
TFLAG3_SELECT_FIRST_FIELD:	Position at the first form-field in the document. This flag should be set before a file is read into the control.

TFLAG3_MULTIPLE_RTF_GROUPS:	Support consecutive 'rtf' groups in the RTF file.
TFLAG3_OLD_WORD_FORMAT:	Write RTF syntax for previous versions of MS Word.
TFLAG3_DATA_FIELD_INPUT:	Data field input mode. Protects the field name from replacement during text input to the data field.
TFLAG3_GET_BUF_HDR_FTR:	Retrieve the rtf header/footer when inserting within an existing document and when the existing document does not already have header/footer. Normally, the header/footer from the document being copied into another document is always ignored.
TFLAG3_NO_RTF_BKND_COLOR:	Do not read or write the document background color in the RTF file.
TFLAG3_NO_SAVE_UNDO:	Do not collect undo information.
TFLAG3_LARGE_PARA_BORDER:	Include the paragraph before and after spaces within the paragraph borders.
TFLAG3_LINE_SCROLL	Scroll up or down one line at a time when the up or down arrow is pressed.
TFLAG3_STYLES_ON_TOOLBAR	This flag creates a style item selection combobox in the toolbar (default). To remove this combobox, turn-off this flag BEFORE the control is created.
TFLAG3_PRINT_BKND_PICT	Print any background picture when printing the document.
TFLAG3_CLIP_CELL_OVERFLOW	Do not print text lines which do not fit inside a fixed height table cell.
TFLAG3_EXACT_SCREEN_FONT	In page mode, create the exact screen font without matching it to the printer font.
TFLAG3_ZERO_CELL_HEIGHT	Do not display empty table rows.
TFLAG3_READ_PNG	Read PNG images from the RTF file.
TFLAG3_NO_TEXT_COLOR_ADJ	Do not adjust text color to contrast against the background color.

TFLAG3_NO_MOUSE_SEL

Disable text selection using mouse.

See Also:

[TerSetFlags](#)

[TerSetFlags2](#)

[TerSetFlags4](#)



TerSetFlags4

Set additional flags or retrieve the values of the flags.

int TerSetFlags4(set, flags)

bool set; // true to set the given flags, false to reset the given flags

int flags; // Flags (bits) to set or reset. Currently, the following flag values are available:

TFLAG4_COUNT_PCHAR_AS_CRLF: Count a paragraph character as a cr/lf pair (2 characters) in TerAbsToRowCol and TerRowColToAbs functions.

TFLAG4_SKIP_PROT_TEXT: Do not allow cursor anywhere on the protected text.

TFLAG4_READONLY_CONTROLS: Enable or disable the embedded controls and form fields when calling the TerSetReadOnly function.

TFLAG4_NO_REPAGINATE: Hold repagination.

TFLAG4_SMOOTH_SCROLL: Scroll screen smoothly when selecting text using mouse.

TFLAG4_AUTO_SPELL: Invoke auto spelling (SpellTime required for this feature)

TFLAG4_BINARY_RTF_PICT: Save rtf pictures in the binary format (default is the hex format)

TFLAG4_UNDO_WINDOW_OVERFLOW: Undo any editing task which makes the text go past the current window height. This flag is not effective in PageMode or FittedView modes.

TFLAG4_IME_UNICODE: Convert DBCS characters to Unicode during IME input.

TFLAG4_MOD_END_MARK_FONT:	Set the font of the ending paragraph marker same as the font for the previous character.
TFLAG4_ONE_ROW_TOOLBAR:	Display only the second row of the toolbar.
TFLAG4_NO_OLE_DROP:	Disable dropping of OLE objects.
TFLAG4_ALWAYS_INOKE_OLE:	Invoke ole double-click even in read-only mode.
TFLAG4_DISABLE_DATE_UPDATE:	Do not update the date/time field value.
TFLAG4_SAVE_BMP_AS_PNG:	Write the the BMP images into the PNG format to the RTF output file.
TFLAG4_SAVE_SHAPE_WITH_DRAW_OBJECT:	Save shape and drawing object in one rtf file. Warning: Using this flag might generate an RTF file incompatible with MSWord.
TFLAG4_HTML_INPUT:	The input to the editor is assumed to be in the HTML format. HTML Add-on is called (if installed) to read the input data. The HTML Add-on license key must also be set for this flag to be fully effective.
TFLAG4_NO_DRAG_PROT_TEXT:	Do not allows drag/drop of protected text.
TFLAG4_FULL_DRAG_PROT_TEXT:	Allow drag/drop of protected text fully. The protected text at the source location will be deleted.
TFLAG4_NO_MERGE_TABLE:	Do allow deletion of the paragraph marker before a table.
TFLAG4_NO_TOC_UPDATE:	Do not update table of contents
TFLAG4_NO_RESET_DC	Do not reset the printer device context
TFLAG4_NO_SHARE_BORDER:	Do not draw shared cell borders
TFLAG4_ADJ_LEFT_TABLE_COL	During table column adjust using the mouse, adjust only the left column.
TFLAG4_DONT_FIX_NEG_INDENT	Do not adjust for negative indents in an RTF file.
TFLAG4_PASTE_LAST_PARA_PROP	Paste the properties of the last paragraph when text is pasted into an empty

paragraph.

TFLAG4_PRINT_WMF_AS_BMP

Print the metafiles as bitmap. This option is useful if the target device context is not able to handle the metafiles properly.

See Also:

[TerSetFlags](#)

[TerSetFlags2](#)

[TerSetFlags3](#)



TerSetFlags5

Set additional flags or retrieve the values of the flags.

int TerSetFlags5(set, flags)

bool set; // true to set the given flags, FALSE to reset the given flags

int flags; // Flags (bits) to set or reset. Currently, the following flag values are available:

TFLAG5_NO_EXT_DROP:	Disable text drop from other applications. This flag must be set before creating a control.
TFLAG5_GROUP_UNDO	Group the operations into one undo.
TFLAG5_NO_EXACT_ROW_HEIGHT	Translate 'Exact' row height to 'Minimum' row height during RTF input.
TFLAG5_NO_KB_SEL	Disable text selection using keyboard.
TFLAG5_RTL_CURSOR	Reverse the direction of the left/right cursor keys for the RTL text.
TFLAG5_WRITE_DOB	Generates the older "do" drawing object construct during RTF output.
TFLAG5_NO_OBJ_IN_STATUS_LINE	Ignore the embedded objects while display the status line number.
TFLAG5_NO_CLEAR_SPL_HIST	Do not clear the spell-checker word history.
TFLAG5_NO_NORMALIZE_FNOTE	Do not modified text selection to fully include footnote text and footnote marker.

TFLAG5_INPUT_TO_UNICODE	Convert keyboard input or rtf input for a foreign language to unicode.
TFLAG5_NO_NORMALIZE_FIELD	Do not modified text selection to fully include data field text in field enclosure tags in the rtf output.
TFLAG5_BEF_AND_AFT_HIDDEN	Allow the caret to stop both before and after the hidden text.
TFLAG5_FULL_REPAGINATE	Fully repaginate the document during file read irrespective of the size of the document.
TFLAG5_NO_SHOW_SPACE_SYM	Do not show the space symbol.
TFLAG5_OLD_HLINK	Allow the old hyperlink mode supporting the HLINK style and hidden/double-underline text.
TFLAG5_NO_DRAG_ROW_LINE	Do not show drag cursor to drag the row line.
TFLAG5_VARIABLE_PAGE_SIZE	<p>Automatically adjust the page size to contain the entire content of the window. When this flag is set, TE fires the PageSizeChanging event (or TER_PAGE_SIZE_CHANGING message) to allow the user to override or modify the suggested page size.</p> <p>This flag is effective only in the Page Mode.</p>
TFLAG5_NO_DRAG_CELL_LINE	Do not show drag cursor to drag the cell divider line and row indentation.
TFLAG5_PRINT_PREVIEW_DLG	Use the .NET standard print-preview dialog instead of the built-in preview display.
TFLAG5_RULER_INDENT_FIXED	When apply indentation using the ruler to set of selected lines, set all lines to same indentation.
TFLAG5_TOP_ROW_TOOLBAR	Display only the top row of the toolbar. The TerRecreateToolbar function must be called after setting this flag to re-display the toolbar.
TFLAG5_NO_ADJ_FOR_TABLE	Do not adjust the text selection within table.
TFLAG5_NO_SHARE	Do not share font resources between the

instances of the editor.

TFLAG5_FRAME_TEXT_ONLY Do not write the frame structure while saving selected frame text to a buffer.

TFLAG5_PROTECT_DATA_FIELD Make al data field read-only.



TerSetFlags6

Set additional flags or retrieve the values of the flags.

int TerSetFlags6(set, flags)

bool set; // true to set the given flags, FALSE to reset the given flags

int flags; // Flags (bits) to set or reset. Currently, the following flag values are available:

TFLAG6_WRITE_DEFAULT_COLOR Write the default color to the rtf output during clipboard paste operation.

TFLAG6_DONT_WRITE_PICT_PATH Write linked pictures without full path.

TFLAG6_DONT_PROCESS_BULLET_KEYS Do not use the Enter/Tab keys for manipulating bullets.

TFLAG6_DONT_USE_SPELLTIME Do not use SpellTime even if SpellTime is installed. This flag must be set after creating the Tern object, but BEFORE creating the Tern control window.

TFLAG6_INSERT_DROP_PICT_AS_LINKED_PICTURES Insert dropped picture files as linked pictures (and not as embedded pictures).

TFLAG6_LIST_TO_TEXT_IN_HTML Convert list to text during HTML save.

TFLAG6_NO_LINK_MSG Do not display a pop-up message when the mouse hovers over a text link.

TFLAG6_NO_TRACK_MSG Do not display a pop-up message when the mouse hovers over a track-change text.

TFLAG6_SWAP_CR_LINE_BREAK	Generate line-break when Return is pressed, and generate Return when Shift-Return is pressed.
TFLAG6_DEL_CELL_TEXT	On deletion, delete cell content, but not cell structure. This flag is turned on by default.



TerSetFlags7

Set additional flags or retrieve the values of the flags.

```
int TerSetFlags7(set, flags)
```

```
bool set; // TRUE to set the given flags, FALSE to reset the given flags
```

```
int flags; // Flags (bits) to set or reset. Currently, the following flag values are available:
```

TFLAG7_NO_RTL_FONT	Do not use right-to-left fonts.
TFLAG7_AUTO_NEW_ROW	Create a new row if the tab key is hit at the last column of the last row of a table. This flag is turned on by default.
TFLAG7_NO_TRACK_CHANGE_LINE	Do not draw track-change indicator line.
TFLAG7_SHOW_SPACES_AT_PARA_END	Show ending spaces before the end of the paragraph.
TFLAG7_SHRINK_PICT_TO_PAGE	Shrink to size the picture to fit within a page, column, or a table cell.
TFLAG7_DISABLE_RULER	Disable ruler.
TFLAG7_ALWAYS_FIRE_MODIFY	Always fire the modified event. By default, the editor fires the modified event only for the first modification.
TFLAG7_WRITE_LISTTEXT	Generate listtext tag on RTF output so Crystal Report can show bullets.

TFLAG7_SET_BOX_CLIPPING	Draw the table cell and frame text within its boundaries.
TFLAG7_NO_SPELLCHECK_FIELDS	Do not spell-check the field text.
TFLAG7_NO_INTERNET	Disable Internet access.
TFLAG7_NO_TABLE_AUTO_WIDTH	Disable automatic table column width adjustment.
TFLAG7_DONT_LOAD_CONTROLS	Don't read controls (originally inserted by the TerInsertControl method) while reading the rtf file.

Return value: This function returns the new value of all the flags. Call this function with the 'flags' parameter set to zero to retrieve flag values without modifying it.



TerSetFlags8

Set additional flags or retrieve the values of the flags.

```
int TerSetFlags8(set, flags)
```

```
bool set; // TRUE to set the given flags, FALSE to reset the given flags
```

```
int flags; // Flags (bits) to set or reset. Currently, the following flag values are available:
```

TFLAG8_AUTO_REFORMAT_TABLES	Automatically recalculate the width of the auto-width tables in the fitted-view mode
TFLAG8_DONT_SELECT_LAST_CHAR	Do not select the last character of the document on the select_all operation.
TFLAG8_HIDE_PAGE_BLANK_AREA	For short documents, disable the display of the non-text area by hiding the vertical scroll bar.
TFLAG8_MERGE_TABLES_ON_PASTE	Merge the pasted table to the preceding table.
TFLAG8_INSERT_ROWS_ON_PASTE	Insert the table rows on paste instead of

overlaying it over the existing rows.

TFLAG8_DONT_SPELL_CHECK_HDR_ Do not spell-check header/footer text.
FTR

Return value: This function returns the new value of all the flags. Call this function with the 'flags' parameter set to zero to retrieve flag values without modifying it.



TerSetFlags9

Set additional flags or retrieve the values of the flags.

int TerSetFlags9(hWnd, set, flags)

bool set; // TRUE to set the given flags, FALSE to reset the given flags

int flags; // Flags (bits) to set or reset. Currently, the following flag values are available:

TFLAG9_TREAT_DATA_FIELD_AS_ATOM Select entire data-field for deletion or copying to clipboard.

TFLAG9_NO_COMMENTS Do not show comment.

TFLAG9_ENABLE_POPUP_MENU Enable the default right-click menu.

TFLAG9_INVOKE_HYPERLINK Enable automatic invoking of the hyperlinks without requiring to handle the Hypertext event within your application.

TFLAG9_FIRE_FONT_CHECK Allow an override of current font during rtf input or keyboard entry.

Return value: This function returns the new value of all the flags. Call this function with the 'flags' parameter set to zero to retrieve flag values without modifying it.



TerSetFlags10

Set additional flags or retrieve the values of the flags.

int TerSetFlags10(set, flags)

bool set; // TRUE to set the given flags, FALSE to reset the given flags

int flags; // Flags (bits) to set or reset. Currently, the following flag values are available:

TFLAG10_DONT_MARK_WITH_SEL_COL	Don't select table cells using the table column selection method
TFLAG10_DONT_PAD_TABLE_HEIGHT	Don't add the bottom padding to the exact height table rows
TFLAG10_MERGE_NESTED_RTF_PROPS	Merge nested rtf color tables
TFLAG10_EXTEND_AUTO_VSCROLL	Extend the auto-vertical-scroll bar feature to hide the vertical bar when not needed
TFLAG10_NO_HLINK_BOOKMARK	Do not generate bookmark for internal hyperlinks
TFLAG10_NO_LAST_PARA_MARKER	Don't read or write the last para-marker to the rtf file
TFLAG10_DONT_COMBINE_UNDOS	Don't combine undos
TFLAG10_AUTO_HSCROLL_BAR	Activate the automatic horizontal scroll bar feature
TFLAG10_DOTTED_GRID_LINES	Show the dotted table grid lines (instead of light blue lines)
TFLAG10_NO_CRLF	Don't insert cr/lf in the RTF text
TFLAG10_USE_LAST_PARA_PROPS	When last paragraph marker is deleted upon RTF read, use its property for the resulting last paragraph
TFLAG10_WRITE_RANDOM_LIST_TMPL_ID	Randomize the list template id when writing the RTF output
TFLAG10_LOCK_DATA_FIELD	Write the fldlock tag for the data fields
TFLAG10_SHRINK_RTF_IMAGES	Shrink images to fit during rtf input
TFLAG10_PREFER_PLACEHOLDER_PICT	Use placeholder pictures if available for the linked images
TFLAG10_NO_PICT_READ_MSG	do not show the message encountered during picture data import error

TFLAG10_DONT_USE_BKSP_FONT

Use the font of the character being deleted for subsequent insertions.

Return value: This function returns the new value of all the flags. Call this function with the 'flags' parameter set to zero to retrieve flag values without modifying it.



List Numbering

The list mechanism allows you create very complex lists. Here we will described how to create simple lists.

The list mechanism consists of a list id and a list-or (list override id). These ids can be created using the TerEditList and TerEditListOr functions. One or more list-or ids can be created for a list id. However, it is sufficient in most cases to create just one or two list-or ids for each list id. The list and list-or id can have multiple levels. Each level can designate its own list numbering format (decimal, alpha, etc).

To apply list numbering to text, you would first create a list and its corresponding list-or id. Then you would apply the list-or id to the selected text (one or more paragraphs) using the TerSetParaList function. You also specify the list level when calling the TerSetParaList function.

When a list needs to be restarted from 1, it is simpler to create another list-id (and associated list-or ids).

The product also includes a function called TerSetBulletList which is a wrapper for the basic list functions in an easy to use method call.

In This Chapter

- [TerEditList](#)
- [TerEditListLevel](#)
- [TerEditListOr](#)
- [TerGetBulletInfo](#)
- [TerGetListInfo](#)
- [TerGetListLevelInfo](#)
- [TerGetListOrInfo](#)
- [TerSetDefListFormat](#)
- [TerSetListBullet](#)
- [TerSetListLevel](#)



TerEditList

Create or edit a list table item.

int TerEditList(NewList, ListId, PropDialog, ListName, nested, flags)

```

bool NewList;           // Set to true to create a new list item. Set to false to
                        // modify an existing list item.

int ListId;            // The id of the list item to modify. This parameter is
                        // ignored when the 'NewList' parameter is set to true.

bool PropDialog;      // Show a dialog box for the user to enter the list
                        // properties. When this parameter is set to true, the values
                        // for the remaining parameters are ignored.

string ListNme;       // Name of the list

bool nested;          // Set to true to create a multi-level list. Set to false to
                        // create a single level list. A multi-level list can have up to 9
                        // levels.

DWORD flags;          // The following flag bits are supported currently:

                        LISTFLAG_RESTART_SEC:  Restart the numbering at
                                                a section break.

```

Description: This function allows you to create a list table item. Typically, the following steps are needed to use list numbering for a paragraph. The first step is to use the TerEditList function to create a list table item. The second step is to use the TerEditListOr function to create one or more overrides for the list. Finally, you can use the TerSetParaList function with the list-override id and list-level parameters to assign list numbering for a paragraph. The list or list-override level properties can be modified using the TerEditListLevel function.

Return Value: When successful, this function returns a valid list id. A return value of -1 indicates an error condition.

Example:

```

int ListId, ListOrId;

ListId= toc.TerEditList( true, 0, false, "MyFirstList",true, 0); // create a new multi-level list
toc.TerEditListLevel( true,ListId, 0,1, tc.LIST_DEC, tc.LISTAFT_TAB, "(~1~)", 0, 0); //
print the first level in (1), (2), (3)...format.

toc.TerEditListLevel( true,ListId, 1,1, tc.LIST_LWR_ALPHA, tc.LISTAFT_TAB, "~1~.~2~",
0, 0); // print the second level in 1.a, 1.b. 1.c ... format.

ListOrId=toc.TerEditListOr( true, 0, false, ListId, false, 0); // create a list-override id for our
list

toc.SetTerCursorPos( 10,0,true); // position at line number 10
toc.TerSetParaList(false,-1, ListOrId, 0, true); // apply top level numbering to this line
toc.SetTerCursorPos( 11,0,true); // position at line number 11
toc.TerSetParaList(false,-1, ListOrId, 1, true); // apply second level numbering to this line

```

See Also:

[TerEditListOr](#)

[TerEditListLevel](#)
[TerSetParaList](#)
[TerCreateListBullet](#)



TerEditListLevel

Edit the level properties for a list or a list-override item.

```
bool TerEditListLevel( IsList, id, level, StartAt, NumType, CharAft, ListText, FontId, flags)
```

```
bool IsList;           // Set to true to modify the level properties for a list item.  
                      // Set to false to modify the level properties for a list-override  
                      // item. A list-override item is allowed only if it has the  
                      // 'OverrideLevels' flag set (please refer to the TerEditListOr  
                      // function).
```

```
int id;               // The id of the list or list-override item to modify.
```

```
int level;           // A valid level number. A simple list has only one level  
                    // (level number 0). A nested list has 9 levels (0 to 8).
```

```
int StartAt;        // The starting number for a level. A typical value would be  
                    // 1.
```

```
int NumType;        // Use one of the following number type constants:
```

```
LIST_DEC           Decimal number
```

```
LIST_UPR_ROMAN    Uppercase roman letters
```

```
LIST_LWR_ROMAN    Lowercase roman letters
```

```
LIST_UPR_ALPHA    Uppercase alphabets
```

```
LIST_LWR_ALPHA    Lowercase alphabets
```

```
LIST_DEC_PAD      Padded decimal numbers
```

```
LIST_BLT          Bullet (no numbering)
```

```
LIST_NO_NUM       Hidden
```

```
int CharAft;       // The character between the bullet text and the body  
                    // text:
```

```
LISTAFT_TAB       Tabbed space
```

	LISTAFT_SPACE	Single space
	LISTAFT_NONE	No space
string ListText.	<p>// The text printed for the paragraph number. The level number information can be embedded in this text surrounded by a pair or '~' characters.</p> <p>For example, specify the following list text to print the numbers in the n.n formats:</p> <p>~1~.~2~</p> <p>The editor will replace the ~1~ string by the current number value for level 1. Similarly, the editor will replace the ~2~ string by the current number value for level 2. The result might as following:</p> <p>1.1 Item 1 1.2 Item 2 1.3 Item 3</p> <p>Similarly, a ListText of (~1~) would print the paragraph numbers as following:</p> <p>(1) Item 1 (2) Item 2 (3) Item 3</p>	
int FontId;	// A valid font id (0 to TotalFonts-1) to print the paragraph number text.	
DWORD flags;	// One or more of the following flags bits can be specified:	
	LISTLEVEL_RESTART	Restart the paragraph number for a list-override level. This flag is valid only for a list-override level. When this flag is not specified, the numbering may be continued among multiple list-overrides for sharing the same list.
	LISTLEVEL_REFORMAT	Use the font information as specified by the list-override level. This flag is valid only for a list-override level.
	LISTLEVEL_LEGAL	This allows the previous upper level number to be printed in the Arabic

numbering format.

LISTLEVEL_NO_RESET Do not restart the level number when an upper level text is encountered.

Description: This function allows you edit the default properties for a list or list-override level.

Return Value: When successful, this function returns a true value.

See Also:

[TerEditList](#)
[TerEditListOr](#)
[TerSetParaList](#)
[TerCreateListBullet](#)



TerEditListOr

Create or edit a list-override item.

```
int TerEditListOr( NewListOr, ListOrId, PropDialog, ListId, OverrideLevels, flags)
```

```
bool NewListOr;           // Set to true to create a new list-override item. Set to false to modify an existing list-override item.
```

```
int ListOrId;            // The id of the list-override item to modify. This parameter is ignored when the 'NewListOr' parameter is set to true.
```

```
bool PropDialog;        // Show a dialog box for the user to enter the list-override properties. When this parameter is set to true, the values for the remaining parameters are ignored.
```

```
int ListId;             // The id of the list item to override.
```

```
bool OverrideLevels;    // Set to true to create a new set of level information for the list-override. The level information includes properties such as number-format, starting-number, fonts, etc. When this parameter is false, the list-override item simply points to the corresponding list item without any modification.
```

```
DWORD flags;           // Set to Zero. This parameters is reserved for future use.
```

Description: The list-override items are used to override the list items. Multiple list overrides can be created for a list item. This allows for various fragments of a continuous list to be displayed in different formats. Please refer to the TerEditList function for further

description of list numbering mechanism..

Return Value: When successful, this function returns a valid list-override id. A return value of -1 indicates an error condition.

See Also:

- [TerEditList](#)
- [TerEditListLevel](#)
- [TerSetParaList](#)
- [TerCreateListBullet](#)



TerGetBulletInfo

Get the paragraph bullet/numbering information.

int TerGetBulletInfo(QueryType, id, out IsBullet, out start, out level, out symbol out type,out flags)

int TerGetBulletInfo2(QueryType, id, out IsBullet, out start, out level, out type, out symbol, out ListOrId, out flags)

int TerGetBulletInfo3(QueryType, id, out IsBullet, out start, out level, out type, out symbol, out ListOrId, out flags, out ListText)

int QueryType;	// This parameter can be set to one of the following values:
	PID_LINE: Get the bullet information for the given line.
	PID_PARA: Get the bullet information for the given paragraph id.
	PID_BULLET: Get the bullet information for the given bullet id.
	PID_STYLE Get the bullet information for the style id specified by the 'id' argument.

int id; // The value for this parameter depends upon the value specified for the 'QueryType' parameter. When the 'QueryType' is set to PID_LINE, the 'id' parameter must contain a text line number. You can set the line number value to -1 to specify the current line. when the 'QueryType' is set to PID_PARA, then the 'id' parameter must contain a paragraph id. When the 'QueryType' is set to PID_BULLET, then the 'id' parameter must contain a valid bullet id. When the 'QueryType' is set to PID_STYLE, the 'id' parameter must contain a stylesheet style id.

```

bool IsBullet;           // This pointer returns true if the paragraph has bullets. It
                        // returns false if the paragraph numbering is turned on.

int start;              // This pointer returns the starting number when setting
                        // paragraph numbering is turned on.

int level;              // This pointer returns the level number when paragraph
                        // numbering is turned on.

int symbol;             // For a bullet list, the symbol can be one of the following:

                        BLT_ROUND           Round
                        BLT_DIAMOND        Diamond
                        BLT_SQUARE         Square
                        BLT_HOLLOW_SQARE   Hollow square
                        BLT_4_DIAMOND     Four Diamonds
                        BLT_ARROW         Arrow
                        BLT_CHECK         Check

                        For a numbered list, the symbol can be one of the
                        following:

                        NBR_DEC           Decimal numbering
                        NBR_UPR_ALPHA     Uppercase letters
                        NBR_LWR_ALPHA     Lowercase letters
                        NBR_UPR_ROMAN     Uppercase Roman numbers
                        NBR_LWR_ROMAN     Lowercase Roman numbers

int type;               // The pointer returns the symbol used for paragraph
                        // bullet/numbering. Please refer to the TerSetBulletEx
                        // function for the description of this variable.

int ListOrId;          // The variable to return the list override id if this bullet is
                        // created using the list table. A zero return value for this
                        // parameter indicates a regular bullet or a regular
                        // paragraph number.
                        A non-zero value for this field indicates a bullet or number

```

created using the list-mechanism. In this case, the values returned by the 'type' and 'ListText' are not applicable. Please use the [TerGetListLevelInfo](#) to retrieve the list information for this list.

```
int flags; // reserved for future use.

string ListText; // This variable returns the list text. Please refer to the
TerEditListLevel function for the description of the parameter. This parameter is valid only when ListOrld is returned as non-zero.
```

Return Value: This function returns the current bullet id. A value of 0 indicates that the bullet/numbering is not turned on for the paragraph. A value of -1 indicates an error condition.

See Also:

[TerCreateBulletId](#)
[TerSetBulletEx](#)



TerGetListInfo

Retrieve information for a list id.

```
bool TerGetListInfo( ListId, out ListName, out LevelCount, out flags)
```

```
bool TerGetListInfo2( ListId, out ListName, out LevelCount, out flags, out Rtfld, out Tmplld)
```

```
int ListId; // The id of the list item. Set this parameter to -1 to retrieve the information about the list id for the current line.
```

The [TerGetListOrInfo](#) function can be used to retrieve the list id associated with a list override id.

```
string ListName; // The variable to retrieve the list name
```

```
int LevelCount; // The variable to retrieve the number of list levels supported by the list. A nested list supports 9 levels. A simple list supports one level.
```

```
int flags; // The variable to retrieve the list flag (LISTFLAG_?). Please refer to the TerEditList for an available list of list flags.
```

```
int Rtfld; // The variable to retrieve the unique RTF id for this list.
```

```
int Tmplld; // The variable to retrieve the template id for this list.
```


Return Value: This function returns true when successful.

See Also:

[TerEditList](#)

[TerGetListOrInfo](#)

[TerGetListLevelInfo](#)



TerGetListLevelInfo

Retrieve the level properties for a list or a list-override item.

```
bool TerGetListLevelInfo( IsList, id, level, out StartAt, out NumType, out CharAft, out ListText, out FontId, out flags)
```

```
bool IsList; // Set to true to retrieve the level properties for a list item. Set to false to retrieve the level properties for a list-override item. A list-override item is allowed only if it has non-zero list levels (please refer to the TerGetListOrInfo function).

int id; // The id of the list or list-override item to retrieve. You can set this parameter to -1 to retrieve the information about the list level for the current line.

int level; // A valid level number. A simple list has only one level (level number 0). A nested list has 9 levels (0 to 8). This parameter is ignored when the 'id' parameter is set to -1.

int StartAt; // The location to retrieve the starting number for a level.

int NumType; // The location to retrieve the number type used for the bullet. Please refer to the TerEditListLevel function for a list of number type constants.

int CharAft; // The location to retrieve the character between the bullet text and the body text. Please refer to the TerEditListLevel function for a list of values returned by this parameter.

string ListText. // The location to retrieve the text printed for the paragraph number. Please refer to the TerEditListLevel function for the description of this parameter.

int FontId; // The location to retrieve the font id to print the paragraph number text.

int flags; // The location to retrieve the list level flags. Please refer to the TerEditListLevel function for a description of the
```

list level flags.

Return Value: When successful, this function returns a true value.

See Also:

[TerGetListInfo](#)
[TerGetListOrInfo](#)
[TerEditListLevel](#)



TerGetListOrInfo

Retrieve information for a list override id.

```
bool TerGetListOrInfo( ListOrId, out ListId, out LevelCount, out flags)
```

```
int ListOrId; // The id of the list override item. Set this parameter to -1  
to retrieve the information about the list override id for the  
current line.
```

The `TerGetBulletInfo2` function can be used to retrieve the list override id associated with the current line or a paragraph id.

```
int ListId; // The variable to retrieve the list id for this list override id.
```

```
int LevelCount; // The variable to retrieve the number of list levels  
supported by the list override id. A non-zero value  
indicates that this list override id actually overrides the  
level information for the underlying list id.
```

```
int flags; // The variable to retrieve the list override flags. This  
parameter is not used currently and always returns a  
zero value.
```

Return Value: This function returns true when successful.

See Also:

[TerGetBulletInfo](#)
[TerEditListOr](#)
[TerGetListInfo](#)
[TerGetListLevelInfo](#)



TerSetDefListFormat

Specify default list level properties to apply when creating a new list.

```

bool TerSetDefListFormat( level, NumType, ListText)

HWND hWnd;           // The handle of the window to be accessed

int id;              // The id of the list or list-override item to modify.

int level;           // Level number to apply the properties (0 to 8).

int NumType;         // Use one of the following number type constants:

                        LIST_DEC           Decimal number

                        LIST_UPR_ROMAN     Uppercase roman letters

                        LIST_LWR_ROMAN     Lowercase roman letters

                        LIST_UPR_ALPHA     Uppercase alphabets

                        LIST_LWR_ALPHA     Lowercase alphabets

                        LIST_DEC_PAD       Padded decimal numbers

                        LIST_BLT           Bullet (no numbering)

                        LIST_NO_NUM       Hidden

string ListText.     // The text printed for the paragraph number. The level
                    // number information can be embedded in this text
                    // surrounded by a pair of '~' characters.
                    //
                    // For example, specify the following list text to print the
                    // numbers in the n.n formats:
                    //
                    // ~1~.~2~
                    //
                    // The editor will replace the ~1~ string by the current
                    // number value for level 1. Similarly, the editor will replace
                    // the ~2~ string by the current number value for level 2. The
                    // result might as following:
                    //
                    // 1.1 Item 1
                    // 1.2 Item 2
                    // 1.3 Item 3
                    //
                    // Similarly, a ListText of (~1~) would print the paragraph
                    // numbers as following:
                    //
                    // (1) Item 1
                    // (2) Item 2
                    // (3) Item 3

```

Description: The properties specified using this method is applicable only to a new list subsequently created using any of the list creation methods.

Return Value: When successful, this function returns a TRUE value.



TerSetListBullet

Set the paragraph bullet/numbering property.

```
bool TerSetListBullet(set, NumType, level, start, TextBef, TextAft, repaint)
```

```
bool TerSetListBullet2(set, NumType, level, start, TextBef, TextAft, ListText, repaint)
```

```
bool set; // TRUE to set the paragraph bullet/numbering or FALSE to remove it. The 'start', 'level', and 'type' parameters are ignored when the 'set' parameter is FALSE.
```

```
int NumType // This parameter allows you to apply a bullet or a numbered list. Please refer to the TerEditListLevel function for the list of available constants.
```

```
int start; // The starting number when setting paragraph numbering. Set to 1 for default.
```

```
int level; // list level (0 to 8). The default value for this parameter is 0.
```

```
string TextBef; // Text before the paragraph number. Set to "" for default. This parameter is ignored when the ListText parameter is non-blank.
```

```
string TextAft; // Text After the paragraph number. Set to "" for default. This parameter is ignored when the ListText parameter is non-blank.
```

```
string ListText; // list-text for the bullet/number. Please refer to the TerEditListLevel function for the description of the parameter.
```

```
BOOL repaint; // Repaint the screen after this operation
```

Description:

The TerSetListBullet method is a wrapper to the basic list mechanism functions: TerEditList, TerEditListOr, TerEditListLevel and TerSetParaList. This method provides most used features of the basic list functions. However, you might like to use the basic list function if you need further control of the lists. Please refer to the [ListNumbering](#) chapter for a discussion on using the basic list functions.

Examples:

Create a decimal numbered list of level 0 where the numbering prints as:

(1), (2), (3), Etc

```
tern.TerSetListBullet2(true,tc.LIST_DEC,0,1,"","","(~1~)",true);
```

Create a decimal numbered list of level 0 where the numbering prints as:

1., 2., 3., Etc.

```
tern.TerSetListBullet2(true,tc.LIST_DEC,0,1,"","","~1~.",true);
```

Create a decimal numbered list of level 1 where the numbering prints as:

1.1, 1.2, 1.3, etc.

```
tern.TerSetListBullet2(true,tc.LIST_DEC,1,1,"","","~1~.~2~",true);
```

Create a standard bullet list of level 1 with round bullet:

```
tern.TerSetListBullet2(true,tc.LIST_BLT,1,1,"","","",true);
```

Create a square bullet list of level 1 :

```
tern.TerSetListBullet2(true,tc.LIST_BLT,1,1,"","",new string((char)61607,1),true);
```

// unicode 61607 shows square

Create a arrow bullet list of level 1:

```
tern.TerSetListBullet2(true,tc.LIST_BLT,1,1,"","",new string((char)61656,1),true);
```

// unicode 61656 shows arrow symbol

Examples of other unicode bullets:

unicode 61558 : 4-diamond shaped bullet

unicode 61692: Check mark bullet

You can also any character value between 33 and 255 in the Wingdings character set to display a bullet.

Return Value: This function returns TRUE when successful.

See Also

[TerSetListLevel](#)



TerSetListLevel

Set the level for a list.

```
bool TerSetListLevel(level, increment, repaint)
```

```
int level; // list level (0 to 8). The outmost level is 0. Set this
           // parameter to -1 to increase or decrease the level using
           // the 'increment' parameter.
```

```
int increment // Specify the number to increase or decrease the current
              // level. For example, a value of 1 will increase the level by
              // one. A value of -1 will decrease the level by one.
```

```
This parameter is used only when the 'level' parameter is
set to -1.
```

Return Value: This function returns TRUE when successful.

See Also

[TerSetListBullet](#)



Toolbar

In This Chapter

[TerEditTooltip](#)

[TerAddToolbarIcon](#)

[TerHideToolbarIcon](#)

[TerRecreateToolbar](#)

[TerSetToolbarComboWidth](#)

[TerUpdateToobar](#)



TerEditTooltip

Specify a new tooltip text.

```
int TerEditTooltip( id, tooltip)
```

```
int id; // The toolbar icon id. The following is a list of toolbar icon
        // ids:
```

```
TLB_LINE // Vertical line in the toolbar. Tooltip
          // is not applicable to this id.
```

```
TLB_TYPEFACE // Font typeface combobox
```

```
TLB_POINTSIZE // Font pointsize combobox
```

```
TLB_BOLD // Bold style
```

TLB_ITALIC	Italic style
TLB_ULINE	Underline style
TLB_ALIGN_LEFT	Align left
TLB_ALIGN_RIGHT	Align right
TLB_ALIGN_CENTER	Paragraph centering
TLB_ALIGN_JUSTIFY	Align both
TLB_INC_INDENT	Increase paragraph indentation
TLB_DEC_INDENT	Decrease paragraph indentation
TLB_STYLE	Stylesheet item combobox
TLB_ZOOM	Zoom combobox
TLB_CUT	Clipboard cut
TLB_COPY	Clipboard copy
TLB_PASTE	Clipboard paste
TLB_SPACER	Space between toolbar icons
TLB_NEW	File New
TLB_OPEN	File Open
TLB_SAVE	File Save
TLB_PRINT	Print
TLB_HELP	Help
TLB_PAR	Show paragraph markers
TLB_PREVIEW	Print preview
TLB_NUMBER	Set paragraph numbering
TLB_BULLET	Set paragraph bullet
TLB_UNDO	Undo

TLB_REDO	Redo
TLB_FIND	Text search
TLB_DATE	Insert a date field
TLB_PAGE_NUM	Insert a page number field
TLB_PAGE_COUNT	Insert a page count field

```
string tooltip;           // The new tooltip text.
```

Return Value: This function returns true when successful.



TerAddToolBarIcon

Add a new icon to the toolbar

```
bool TerAddToolBarIcon(LineNo, TlbId, CmdId, BmpFile, balloon)
```

```
bool TerAddToolBarIcon3(LineNo, TlbId, CmdId, image, balloon)
```

```
int LineNo;           // Set to 0 to add the icon to the top row of the toolbar.
                     // Set to 1 to add this icon to the bottom row of the toolbar.
```

```
int TlbId;           // Set this parameter to one of the toolbar ids. Please
                     // refer to TerEditTooltip function for a list of toolbar icon
                     // ids. This would add an existing toolbar icon. The CmdId
                     // and BmpFile parameters are ignored when this
                     // parameter is non-zero.
```

Set this parameter to 0 to add a new tool bar icon.

```
int CmdId;           // When the TlbId parameter is set to zero, use the
                     // CmdId parameter to specify the command id for the new
                     // toolbar icon. Please refer to the 'Command' property for
                     // a list of existing command ids.
```

You can use command ids ID_USER1 to ID_USER9 to implement functionality not provided by the existing command ids. For example, you can use ID_USER1 to implement PDF output icon. You would intercept ID_USER1 using the PreProcess event and execute your code there. Then call the TerIgnoreCommand method to tell the editor to ignore this command.

```
string BmpFile;      // The bitmap file to draw the toolbar icon. The toolbar
                     // icon consists of 24x24 pixels. Therefore, the picture
```


must be at least 24 pixels wide and 24 pixels tall. Only first 24x24 pixels are used. The remaining pixels are ignored. This parameter is used by the TerAddToolBarIcon method only.

Image image // The image object to draw the toolbar icon. The toolbar icon consists of 24x24 pixels. Therefore, the picture must be at least 24 pixels wide and 24 pixels tall. Only first 24x24 pixels are used. The remaining pixels are ignored. This parameter is used by the TerAddToolBarIcon3 method only.

string balloon; // The tool tip text string.

Example:

```
// create a custom icon and connect it to
the ID_PARA_KEEP COMMAND

tern.TerAddToolBarIcon(0,0,tc.ID_PARA_KEEP,"pict.bmp","Keep");
tern.TerAddToolBarIcon(0,tc.TLB_SPACER,0,null,null);
tern.TerAddToolBarIcon(0,tc.TLB_LINE,0,null,null);

// add an existing 'paste' icon
tern.TerAddToolBarIcon(0,tc.TLB_SPACER,0,null,null);
tern.TerAddToolBarIcon(0,tc.TLB_PASTE,0,null,null);
tern.TerAddToolBarIcon(0,tc.TLB_SPACER,0,null,null);
tern.TerAddToolBarIcon(0,tc.TLB_LINE,0,null,null);

// refresh the toolbar
tern.TerRecreateToolBar(true);
```

Return Value: This function returns a TRUE value if successful.



TerHideToolBarIcon

Hide or redisplay a toolbar icon.

bool TerHideToolBarIcon(id, hide)

```
int id; // The id of the icon to hide. Please refer to
        TerEditTooltip function for a list of toolbar icon ids.

bool hide; // Set to true to hide the icon, or set to false to redisplay a
           // previously hidden icon.
```

Description: Please note that the changes made by this function are not displayed on an 'existing' TE control window until the toolbar is recreated using the TerRecreateToolbar function. You would typically call this function multiple times to hide more than one icons and then call the TerRecreateToolbar function once to redisplay the modified toolbar. When a new control is created, it would automatically hide the icons flagged by this function.

Return Value: This function returns a true value if successful.

See Also:

[TerRecreateToolbar](#)
[TerEditTooltip](#)



TerRecreateToolbar

Recreate the toolbar.

```
bool TerRecreateToolbar(show)
```

```
bool show; // Show the toolbar after it is recreated.
```

Return Value: This function returns true when successful.

See Also:

[TerHideToolbarIcon](#)



TerSetToolbarComboWidth

Set the width of a combo-box on the toolbar.

```
bool TerUpdateToolbar(id, width, recreate)
```

```
int id; // Set this parameter to one of the toolbar ids
        // corresponding to a combo-box toolbar item. Please refer
        // to TerEditTooltip function for a list of toolbar icon ids.
```

```
int width; // New width of the combo-box in screen pixels.
```

```
bool recreate; // Set to TRUE to recreate the toolbar with new combo-
```

width.

Return Value: This function returns TRUE when successful.



TerUpdateToobar

Update toolbar.

bool TerUpdateToolbar()

Description: This function should be called to update the toolbar after calling an API function which might need refreshing of the toolbar.

Return Value: This function returns true when successful.



Undo

In This Chapter

[TerFlushUndo](#)

[TerSetMaxUndo](#)

[TerSetUndoRef](#)



TerFlushUndo

Flush undo/redo buffer.

bool TerFlushUndo()

Return Value: This function returns true when successful.

See Also:

[TerSetUndoRef](#)



TerSetMaxUndo

Set maximum undo or redo levels.

int TerSetMaxUndo(MaxUndo)

int MaxUndo;

// The maximum number of undo or redo allowed. The

default value is 40.

Return Value: This functions returns true when successful.

See Also: TerFlushUndo, TerSetUndoRef



TerSetUndoRef

Set or retrieve undo reference id.

```
int TerSetUndoRef( UndoRef)
```

```
int UndoRef; // The undo reference id. Set this parameter to -1 to  
              simply retrieve the current undo reference id.
```

Comment: This function can be used to connect multiple API calls to one undo buffer. You would first call this function before any API is called to retrieve the current undo reference count. You would then call this function before each API call to reset the undo reference to the initial value.

Return Value: This function returns the previous value of the undo reference id when successful. Otherwise it returns -1.

See Also:

[TerFlushUndo](#)

[TerSetMaxUndo](#)



Input Field

In This Chapter

[TerGetCheckboxInfo](#)

[TerGetComboboxInfo](#)

[TerGetInputFieldInfo](#)

[TerGetTextFieldInfo](#)

[TerInsertCheckBoxField](#)

[TerInsertComboBoxField](#)

[TerInsertTextInputField](#)

[TerLocateInputField](#)

[TerSetCheckboxInfo](#)

[TerSetComboboxInfo](#)

[TerSetInputFieldInfo](#)

[TerSetTextFieldInfo](#)



TerGetCheckboxInfo

Retrieve the information for a checkbox input field.

```
bool TerGetCheckboxInfo( id, out checked)
```

```
int id; // Input field id to retrieve information.
```

```
bool checked; // This location receives a true value if the checkbox is checked. Otherwise it returns a false value.
```

Return Value: This function returns true when successful.

See Also:

[TerLocateInputField](#)
[TerGetInputFieldInfo](#)
[TerGetTextFieldInfo](#)
[TerSetCheckboxInfo](#)



TerGetComboboxInfo

Retrieve the information for a combo-box input field.

```
int TerGetComboboxInfo( id, out items)
```

```
int id; // Id of the combo-box field to retrieve information.
```

```
string items; // (output) string containing the combo-box items. Each item in the list is delimited by a '|' character.
```

Return Value: This function returns a zero based index of the selected item when successful. A value of -1 indicates an error condition.



TerGetInputFieldInfo

Retrieve the common input field information.

```
bool TerGetInputFieldInfo( id, out name, out type, out border)
```

```
int id; // Input field id to retrieve information.
```

```
string name; // The variable to receive the field name.
```

```

int type; // The variable to receive the field type:

FIELD_TEXTBOX    Text box field

FIELD_CHECKBOX   Checkbox field

bool border; // The variable to receive the border information. The
              argument returns true if the field has border,
              otherwise it returns a false value.

```

Return Value: This function returns true when successful.

See Also:

[TerLocateInputField](#)
[TerGetCheckboxInfo](#)
[TerGetTextFieldInfo](#)
[TerSetInputFieldInfo](#)



TerGetTextFieldInfo

Retrieve the information for a textbox input field.

```
bool TerGetTextFieldInfo( id, out data, out MaxChars, out width, out typeface, out
TwipsSize, out style)
```

```

int id; // Input field id to retrieve information.

string data; // The location to receive the current text data in the text
             box.

int MaxChars; // The location to receive the current maximum text
              length for the text box.

int width; // The location to receive the text box width in twips.

string typeface; // The location to receive the font typeface for the text in
                 the text box.

int TwipsSize; // The location to receive the font typeface size in twips
               (20 twips = 1 point).

int style; // The location to receive the style information for the
           font:

BOLD      Bold style

ITALIC    Italic style

```

ULINE

Underline style

Return Value: This function returns true when successful.

See Also:

[TerLocateInputField](#)

[TerGetInputFieldInfo](#)

[TerGetCheckboxInfo](#)

[TerSetTextFieldInfo](#)



TerInsertCheckBoxField

Insert a checkbox field at the cursor position.

int TerInsertCheckBoxField(name, twipsize, checked, repaint)

string name; // field name

int twipsize; // The width of the checkbox specified in Twips unit.

bool checked; // Set to true to create the checkbox initially checked.

bool Insert; // Set to true to insert the checkbox. Set to false to create a check-box object, but do not insert it in the text.

bool repaint; //Repaint the window after this operation

Description: This function inserts a checkbox.

Return Value: This function returns the picture id of the field. It returns 0 to indicate an error condition.

See Also:

[TerInsertTextInputField](#)

[TerLocateInputField](#)

[TerGetCheckboxInfo](#)



TerInsertComboBoxField

Insert a combo-box field at the cursor position.

int TerInsertComboBoxField(name, items, SelectedItem, insert, repaint)

string name; // field name

```

string items;           // List of items in the combo-box. Each item must be
                        // delimited by a '|' character. Example:
                        // "Red|Blue|Green|Yellow".

string SelectedItem;   // The value of the selected item. Example: "Blue".

bool Insert;           // Set to TRUE to insert the combo-box. Set to FALSE to
                        // create a combo-box object, but do not insert it in the text.

bool repaint;          //Repaint the window after this operation

```

Description: This function inserts a combo-box.

Return Value: This function returns the picture id of the field. It returns 0 to indicate an error condition.



TerInsertTextInputField

Insert a text input field at the cursor position.

```

int TerInsertTextInputField( name, InitText, MaxLen, border, typeface, twipsize, style,
color, insert, repaint)

```

```

string name;           // field name

string InitText;       // Initial text

int MaxLen;            // Maximum number of characters allowed in the field.
                        // Set to 0 to specify no limit.

bool border;           // Set to true to draw the box around the text field.

string typeface;       // font typeface for the field text.

int twipsize;          // Font pointsize specified in Twips unit. (20 Twips = 1
                        // Point).

int style;             // Style (BOLD, ULINE, ITALIC) for the text. Use the
                        // logical OR operator to specify more than one style
                        // constants.

Color color;           // Foreground color for the text. This argument is
                        // ineffective currently. Set to 0.

bool insert;           // Set to true to insert the new input field into the
                        // document. Set to false to simply return the picture id of

```


the new field without inserting into the text.

```
bool repaint;           //Repaint the window after this operation
```

Description: This function inserts a text box. The user can input data into the text box.

Return Value: This function returns the picture id of the text input field. It returns 0 to indicate an error condition.

See Also:

[TerInsertCheckBoxField](#)

[TerLocateInputField](#)

[TerGetInputFieldInfo](#)

[TerGetTextFieldInfo](#)



TerLocateInputField

Locate an input field in the document.

```
int TerLocateInputField( location, repaint)
```

```
int location;           // Use one of the following constants:

                        TER_FIRST:      Search from the top of the file and
                                                locate the first occurrence of the input
                                                field.

                        TER_LAST:       Search from the bottom of the file and
                                                locate the last occurrence of the input
                                                field.

                        TER_NEXT:       Find the next occurrence of the input
                                                field.

                        TER_PREV:       Find the previous occurrence of the
                                                input field.

                        TER_CUR:        Current field with focus

bool repaint;           // Set to true to repaint the screen after this operation.
```

Return Value: This function returns the object id of the located field when successful. Otherwise, it return 0.

See Also:

[TerInsertCheckBoxField](#)

[TerGetInputFieldInfo](#)

[TerSetInputFieldInfo](#)



TerSetCheckboxInfo

Set the information for a checkbox input field.

```
bool TerGetCheckboxInfo( id, checked)
```

```
int id; // Input field id to retrieve information.
```

```
bool checked; // Set to true to check the checkbox.
```

Return Value: This function returns true when successful.

See Also:

[TerLocateInputField](#)

[TerSetInputFieldInfo](#)

[TerSetTextfieldInfo](#)

[TerGetCheckboxInfo](#)



TerSetComboboxInfo

Set the information for a combo-box input field.

```
bool TerSetComboboxInfo(hWnd, id, Items, SelItemIdx, repaint)
```

```
HWND hWnd; // The handle of the window to be accessed.
```

```
int id; // Input field id to retrieve information.
```

```
string items; // A string containing a list of new combo-box items. Each item in the list should be delimited by a '|' character. Example: "Red|Blue|Green|Yellow"
```

```
int SelItemIdx; // A zero based index of the item in the 'items' parameter to be selected automatically. For example, to select the item 'Blue', you would pass a value of 1 for this parameter.
```

```
bool repaint; // Set to TRUE to repaint the control after this operation.
```

Return Value: This function returns TRUE when successful.



TerSetInputFieldInfo

Set the common input field information.

```
bool TerSetInputFieldInfo( id, name, border)
```

```
int id; // Input field id to retrieve information.

string name; // The new field name.

bool border; // Set to true to set the border around the field. This
              // argument is applicable to the textbox input field only.
```

Return Value: This function returns true when successful.

See Also:

[TerLocateInputField](#)
[TerSetCheckboxInfo](#)
[TerSetTextfieldInfo](#)
[TerGetInputFieldInfo](#)



TerSetTextfieldInfo

Set new information for a textbox input field.

```
bool TerSetTextfieldInfo(id, data, MaxChars, width, typeface, TwipsSize, style)
```

```
int id; // Input field id to retrieve information.

string data; // The new text data for the text box.

int MaxChars; // The maximum text length for the text box. Set to 0 for
              // no maximum limit.

int width; // The text box width in twips.

string typeface; // The font typeface for the text in the text box.

int TwipsSize; // The font typeface size in twips (20 twips = 1 point).

int style; // The style information for the font. Set to 0 for default.
           // The following styles can be selected for the text box.
           BOLD    Bold style
           ITALIC  Italic style
           ULINE   Underline style
```

Please use the logical OR operator to specify more than one flag.

Return Value: This function returns true when successful.

See Also:

[TerLocateInputField](#)
[TerSetInputFieldInfo](#)
[TerSetCheckboxInfo](#)



Page

This chapter includes page manipulation functions. Please also refer to the [Section Formatting](#) page for other related functions.

In This Chapter

[TerGetDispPageNo](#)
[TerGetPageBorderDim](#)
[TerGetPageCount](#)
[TerGetPageFirstLine](#)
[TerGetPageNumFmt](#)
[TerGetPageOffset](#)
[TerGetPageParam](#)
[TerGetPagePos](#)
[TerGetPageSect](#)
[TerPageBreak](#)
[TerInsertPageRef](#)
[TerPageFromLine](#)
[TerPageBitmap](#)
[TerPageMetafile](#)
[TerPosPage](#)
[TerRepaginate](#)
[TerSetPageBkColor](#)
[TerSetPageNumFmt](#)
[TerSetPagePos](#)



TerGetDispPageNo

Get the display page number corresponding to an actual page number.

```
int TerGetDispPageNo( PageNo)
```

```
int PageNo; // Actual page number between 0 to TotalPages-1.
```

Return Value: The display page number can be different from the actual page number

since the display page number can be reset at the section breaks.

See Also:

[TerGetPagePos](#)

[TerGetField](#)



TerGetPageBorderDim

Return the page border dimension.

```
int TerGetPageBorderDim( out pWidth, out pHeight)
```

```
int pWidth;                // The variable to retrieve the page border width (left and  
                           right) in twips.
```

```
int pHeight;               // The variable to retrieve the top page border height in  
                           twips.
```

Description: This function is available in the PageMode or PrintView mode only.

Return Value: This function returns true when successful.



TerGetPageCount

Get the page count and current page number.

```
bool TerGetPageCount( out TotalPages, out CurPage)
```

```
int TotalPages;            // This variable receives the total number of pages in the  
                           document
```

```
int CurPage;              // This variable receives the current page number (Zero  
                           based)
```

Comment: This function is valid in the PageMode only.

Return Value: This function returns true when successful.

See Also:

[TerSetPagePos](#)

[TerGetDispPageNo](#)



TerGetPageFirstLine

Return the first line number of the specified page.

```
int TerGetPageFirstLine( PageNum)
```

```
int PageNum; // Page number between 0 and TotalPages-1
```

Description: This function is available in the PageMode or PrintView mode only.

Return Value: This function returns the first line of the specified page number.

See Also:

[TerPageFromLine](#)



TerGetPageNumFmt

Retrieve the print format for the page number string.

```
int TerGetPageNumFmt(sect, format)
```

```
int sect; // Section id to retrieve the page number format. You  
          can also set this parameter to SECT_CUR to specify the  
          current section.
```

Return Value: This function returns one of the following constants.

NBR_DEC	Decimal number
NBR_UPR_ROMAN	Uppercase roman letters
NBR_LWR_ROMAN	Lowercase roman letters
NBR_UPR_ALPHA	Uppercase alphabets
NBR_LWR_ALPHA	Lowercase alphabets

A return value of -1 indicates an error condition.

See Also

[TerSetPageNumFmt](#)



TerGetPageOffset

Retrieve the visible page offset and page dimension.

bool TerGetPageOffset(page, rel, out x, out y, out width, out height)

int page;	The page number to retrieve the offset.
int rel;	This variable can be set to one of the following constants:
	REL_TEXT_BOX Get offset relative to the top of the text area.
	REL_WINDOW Get offset relative to the top of the window's client area.
int x;	Page offset in the x direction in screen units.
int y;	Page offset in the y direction in screen units.
int width;	Visible page width in screen units.
int height;	Visible page height in screen units.

Return Value: This function returns true if the page is visible.



TerGetPageParam

Get the page parameters.

int TerGetPageParam(PageNo, type)

int PageNo;	// Page number (zero based)
int type;	// The parameter to retrieve:
PP_PAGE_HDR_HT	Height of the page header area in twips unit.
PP_PAGE_BODY_HT	Height of the page body area (area between the header and footer) in twips unit.
PP_PAGE_FTR_HT	Height of the page footer area in twips unit.
PP_PAGE_BODY_AVAIL_HT	Height of the available area on the body of the page in twips unit.
PP_TOP_SECT	Section id at the top of the page.

PP_FIRST_LINE	First line of the page
PP_LAST_LINE	Last line of the page
PP_DISP_NO	Display page number.

Return Value: The function returns the value for the requested parameter. It returns FP_ERROR to indicate an error condition.



TerGetPagePos

Get the current page number and the display offset.

```
bool TerGetPagePos( out page, out y)
```

```
int page; // This variable receives the current page number
```

```
int y; // This variable receives the offset of the top of the
window relative to the top of the page. This value is
returned in twips unit.
```

Return Value: This function returns true when successful.

See Also:

[TerGetPageCount](#)

[TerSetPagePos](#)

[TerGetDispPageNo](#)



TerGetPageSect

Return the section id for a page.

```
int TerGetPageSect( PageNum)
```

```
int PageNum; // Page number between 0 and TotalPages-1
```

Description: This function is available in the PageMode or PrintView mode only.

Return Value: This function returns the section number containing the first line of a page.



TerPageBreak

Create a hard page break.

```
bool TerPageBreak(repaint)
```

```
bool repaint; //Repaint the window after this operation
```

Description: This function is used to place the following text on the new page. The page break is created before the current line. Please note that a page break can not be created inside an object such as table, frame, text box, etc.

A page break is indicated by a solid line.

Return Value: This function returns true if successful.

See Also:

[TerColBreak](#)

[TerSectBreak](#)



TerInsertPageRef

Insert page reference field.

```
bool TerInsertPageRef(bookmark, IsHyperlink, IsAlphabetic, repaint)
```

```
string bookmark; // The name of the bookmark to build a reference. The  
bookmark must already exists in the document. You can  
use the TerInsertBookmark function to insert a  
bookmark.
```

```
bool IsHyperlink; // Set to True to treat this page reference as a hyperlink.  
When the user click on this page-reference hyperlink, the  
cursor will jump to the referenced bookmark.
```

The hyperlink cursor must be turned on using the ID_SHOW_HYPERLINK_CURSOR command to display the hyperlink cursor.

```
bool IsAlphabetic; // Set to True to display the page number in the  
alphabetic format.
```

```
bool repaint; //Repaint the window after this operation
```

Comment: The page-reference field displays the page number where the referenced bookmark is located.

Return Value: This function returns a True value when successful, otherwise it returns a

false value.

See Also

[TerInsertBookmark](#)

[TerInsertToc](#)



TerPageFromLine

Retrieve the page number containing the given line.

```
int TerPageFromLine(LineNo)
```

```
int LineNo;                // Line number (0 to TotalLines - 1)
```

Return Value: This function returns the page number that contains the given text line number. A value of -1 indicates an error condition.

See Also:

[TerGetPageFirstLine](#)



TerPageBitmap

Retrieve the image of a page of text.

```
Bitmap TerPageBitmap(PageNo)
```

```
int PageNo;                // Page number number (0 to TotalPages - 1)
```

Return Value: This function returns the Bitmap object containing the text for the page. A null value indicates an error condition.

When creating bitmaps for multiple pages, it is efficient to sandwich multiple calls to the TerPageBitmap function between the calls to the TerSetPrintPreview function:

```
int TotalPages=tern.TerGetParam(tc.TP_TOTAL_PAGES);

tern.TerSetPrintPreview(true); // start the document bitmap
                                output

for (int page=0;page<TotalPages;page++) {

    tern.TerPageBitmap(page);
```

```

TotalPages=tern.TerGetParam(tc.TP_TOTAL_PAGES);
    // this line is needed only if the Tern control is NOT
    set to use page-mode
}

tern.TerSetPrintPreview(false);
    // end the document bitmap output

```

See Also

[TerPageMetafile](#)



TerPageMetafile

Retrieve the page number containing the given line.

Metafile TerPageMetafile(PageNo)

Metafile TerPageMetafilePdf(PageNo)

int PageNo; // Page number number (0 to TotalPages - 1)

Comment: Please use the TerPageMetafilePdf function when creating the metafile to pass to WinPDF converter, our product to generate pdf.

Return Value: This function returns the Metafile object containing the text for the page. The metafile is created in the MetafileFrameUnit.Document units (1/300 of an inch). A null values indicates an error condition.

If you wish to save the image of the page to a disk file in a format other than a metafile format, then please use the TerPageBitmap method instead.

When creating metafiles for multiple pages, it is efficient to sandwich multiple calls to the TerPageMetafile function between the calls to the TerSetPrintPreview function:

```

int TotalPages=tern.TerGetParam(tc.TP_TOTAL_PAGES);

tern.TerSetPrintPreview(true); // start the document metafile
                                output

for (int page=0;page<TotalPages;page++) {

    tern.TerPageMetafile(page);
        // TerPageMetafile creates pages in 1/300 inches
        resolution
}

```

```

TotalPages=tern.TerGetParam(tc.TP_TOTAL_PAGES);
    // this line is needed only if the Tern control is NOT
    set to use page-mode
}

tern.TerSetPrintPreview(false);
    // end the document metafile output

```

See Also

[TerMergePrint](#)
[TerPrintPreview](#)
[TerPageBitmap](#)



TerPosPage

Position at the specified page number.

```
bool TerPosPage ( NewPage)
```

```
intnew Page;           // Page number (0 to TotalPages - 1) to position at.
```

Description: This function is available in the Page Mode only.

Return Value: This function returns a true value when successful.

See Also:

[TerPosTable](#)
[TerGetSeqSect](#)



TerRepaginate

Repaginate the document.

```
bool TerRepaginate( repaint)
```

```
bool repaint;           // true to repaint the document after this operation
```

Description: This function rewraps and repaginates a document. This function should be used instead of the TerRewrap function in the PrintView, Page mode, and Fitted View modes.

Return Value: The function returns true when successful

See Also:

[TerRewrap](#)

[TerReformatTable](#)



TerSetPageBkColor

Set page background color.

```
BOOL TerSetPageBkColor(BkColor)
```

```
Color BkColor;           //The background color for the page
```

Description: This function is used set a background color for the page. If the page borders are active, then the color is applied to the area inside the page borders.

Use the TerGetParam function to retrieve the current page background color.

Example:

```
tern1.TerSetPaegBkColor(Color.Red); // set page color to red
tern1.TerRepaint(false); // repaint to show the color
```

Return Value: This function returns TRUE if successful.



TerSetPageNumFmt

Set the print format for the page number string.

```
bool TerSetPageNumFmt(sect, format)
```

```
int sect;           // Section id to apply changes. You can also set this
                    // parameter to SECT_CUR to edit the current section, or
                    // set it to SECT_ALL to apply changes to all sections in
                    // the document.
```

```
int format;        // The 'format' parameter can be set to one of the
                    // following constants:
```

```
NBR_DEC           Decimal number
```

```
NBR_UPR_ROMAN    Uppercase roman letters
```

```
NBR_LWR_ROMAN    Lowercase roman letters
```

NBR_UPR_ALPHA Uppercase alphabets

NBR_LWR_ALPHA Lowercase alphabets

Return Value: This function returns TRUE if successful.

See Also

[TerGetPageNumFmt](#)



TerSetPagePos

Position at the specified page number and at the specified display offset with the page.

```
bool TerSetPagePos( page, y)
```

```
int page;                            // This variable specifies the page number (0 to  
TotalPages -1) to position at.
```

```
int y;                                // This variable specifies the offset of the top of the  
window relative to the top of the page. This value is  
specified in the twips unit.
```

Return Value: This function returns true when successful.

See Also:

[TerGetPagePos](#)



Search, Replace, Locate

In This Chapter

[TerLocateFieldChar](#)

[TerSearchReplace](#)

[TerSetSearchString](#)



TerLocateFieldChar

Locate the character with the given field id.

```
bool TerLocateFieldChar(FieldId,FieldCode, present, ref StartLine, ref StartCol, forward)
```

```
int FieldId;                        // Select one of the following field ids to locate:
```

	FIELD_NAME:	Mail-merge field name
	FIELD_DATA:	Mail-merge field data
	FIELD_HLINK:	Hyperlink field
	FIELD_TEXTBOX	Input t text field
string FieldCode;		// Field code associated with Field Id. Pass a null value for the field ids (such as FIELD_NAME and FIELD_DATA) that do not use field code.
bool present;		// true to test for the presence of the given field id, or false to test for the absence of the given field id.
int StartLine;		(INPUT/OUTPUT) Specifies the variable to the line number to start the search. On a successful search, this parameter contains the line number of the located text.
int StartCol:		(INPUT/OUTPUT) Specifies the variable to the column number to start the search. On a successful search, this parameter contains the column number of the located text.
bool forward;		// true to scan the text in the forward direction, or false to scan the text in the backward direction.

Return Value: This function returns a true value when successful.

See Also:

[TerLocateField](#)



TerSearchReplace

Search, replace or retrieve text.

bool TerSearchReplace(ref search, replace, flags, StartPos, ref pEndPos, out pBufSize)

Int TerSearchReplace2(search, replace, flags, StartPos, EndPos)

string search; // search text string

string replace; // replace text string

int flags; // mode flags

int StartPos; // start text position

```

int pEndPos;           // variable to the end text position. This parameter is not
                       // used by the TerSearchReplace2 function.

int EndPos;           // The end position of the string to replace. This
                       // parameter is not used by the TerSearchReplace
                       // function.

int BufSize;          // variable to the size of the retrieved text. This parameter
                       // is not used by the TerSearchReplace2 function.

```

Description: This function has three operational modes: search, replace and retrieve.

Search Mode: To initiate this mode, set the SRCH_SEARCH flag in the 'flags' parameter. You can also set the following bits in the 'flags' parameter:

```

SRCH_CASE             Case sensitive search
SRCH_WORD             Match whole words
SRCH_SCROLL          Scroll the located text into view.
SRCH_SKIP_HIDDEN_TEXT Skip over the hidden text
SRCH_BACK            Search in the backward direction
SRCH_NO_REPLACE_PROT_TEXT Do not replace protected text.

```

The search string is passed via the 'search' parameter. The search string consists of regular text and certain special characters. The special characters are inserted using the '^' prefix:

```

^p Paragraph character
^t Tab character
^m Manual page break
^b Section break
^+ Em dash
^- En dash
^^ ^ character.

```

The initial search location is specified by the 'StartPos' parameter. This parameter specifies the absolute character position since the beginning of the file.

If the search string is located, the *TerSearchReplace* function returns its absolute character position via the 'pEndPos' int pointer.

If the search string is located, the **TerSearchReplace2** function returns its absolute character position via function return value. If the string is not found, then this function returns -1.

Replace Mode: To initiate this mode, set the SRCH_REPLACE flag in the 'flags' parameter. This function replaces the text between the 'StartPos' and 'pEndPos' (or EndPos for the TerSearchReplace2 function) absolute character positions by the specified replacement text. The replacement text is specified by the 'replace' argument.

Retrieve Mode: To initiate this mode, set the SRCH_RETRIEVE flag in the 'flags' parameter. This function retrieves the text between the 'StartPos' and 'EndPos' absolute

character positions. The size of the retrieved text is returned via the 'BufSize' int pointer. The actual text is returned via the 'search' argument. This function returns even the hidden text.

Comments: This **Retrieve** mode is not available when this function is used as an ActiveX control method. The function must be used as a DLL function to use the retrieve mode.

Return Value for the TerSearchReplace function:

This function returns true if successful. Otherwise, it returns a false value.

Return Value for the TerSearchReplace2 function:

When the SRCH_SEARCH flag is specified, the return value indicates the absolute character position of the string found. It returns -1 if the string is not found.

When the SRCH_REPLACE flag is specified, this function returns true if successful. Otherwise, it returns a false value

Example:

```
pos=0;

while (pos>=0) {
    pos=tern.TerSearchReplace2(SearchString, "",
        tc.SRCH_SEARCH+tc.SRCH_WORD+ tc.SRCH_CASE, pos, 0);

    if (pos>=0) tern.TerSearchReplace2("", ReplaceString,
        tc.SRCH_REPLACE, pos, pos+SearchString.Length-1);
}
```



TerSetSearchString

Set the string for backward and forward search menu commands.

```
bool TerSetSearchString( SearchFor, CaseSensitive)
```

```
string SearchFor;           // search string
```

```
bool CaseSensitive;        // Set to true for the case sensitive search.
```

Return Value: The function returns true when successful.



Track Changes

This chapter includes document modification tracking functions. TE can track modification made by multiple reviewers. You can search for each modified text string. You can accept individual modification, or you can accept all modification at once. The process of acceptance merges the modification to the main document.

In This Chapter

[TerAcceptChanges](#)
[TerDeleteReviewer](#)
[TerEnableTracking](#)
[TerFindNextChange](#)
[TerGetReviewerInfo](#)
[TerRejectChanges](#)



TerAcceptChanges

Accept modified text.

```
int TerAcceptChanges(all, msg, repaint)
```

```
bool all; // Set to TRUE to accept all changes. Set to false to  
accept the current change.
```

```
bool msg; // Set to true to display confirmation and completion  
messages.
```

```
bool repaint; // Repaint the window after this operation
```

Description: This function merges the modified text to the document. The 'deleted' text is removed from the document. The 'inserted' text attribute is set to normal.

The tracking mode should be turned off to enable the use of this function.

The ID_ACCEPT_CHANGE and ID_ACCEPT_ALL_CHANGES ids can also be used with the TerCommand function or the Command property to accept modified text.

Return Value: This function returns the number of text strings accepted. It returns -1 to indicate an error condition.



TerDeleteReviewer

Delete a reviewer

```
bool TerDeleteReviewer(RevId)
```

```
int RevId; // Reviewer id to delete
```

Comment: This function deletes the specified reviewer id from the current document. The reviewer id should be deleted only if the document does not contain any changes associated with the reviewer.

Return Value: This function returns TRUE when successful.



TerEnableTracking

Enable tracking of document modification.

```
bool TerEnableTracking(enable, name, UseDefaultClrStyle, InsStyle, InsColor, DelStyle, DelColor)
```

```
bool enable; // Set to TRUE to enable tracking. Set to false to disable tracking.
```

```
String name; // The reviewer name. Set to "" to assume currently logged user name.
```

```
bool UseDefaultClrStyle; // Use the default value for color and style for the deleted and inserted text. When this parameter is set to TRUE, the following color and style parameters are ignored.
```

```
int InsStyle; // The style to apply to the newly inserted text. Please refer to the SetTerCharStyle function for the list of available character style.
```

This parameter is ignored if the UseDefaultClrStyle parameter is set to TRUE.

```
Color InsColor; // The color to apply to the newly inserted text.
```

This parameter is ignored if the UseDefaultClrStyle parameter is set to TRUE.

```
int DelStyle; // The style to apply to the deleted text. Please refer to the SetTerCharStyle function for the list of available character style.
```

This parameter is ignored if the UseDefaultClrStyle

parameter is set to TRUE.

```
int InsColor;           // The color to apply to the deleted text.  
                        This parameter is ignored if the UseDefaultClrStyle  
                        parameter is set to TRUE.
```

Comment: The ID_TRACK_CHANGES id can also be used with the TerCommand method or the Command property to enable/disable tracking of modification.

Return Value: This function returns TRUE when successful.



TerFindNextChange

Find next or previous modified text.

```
BOOL TerFindNextChange(forward, repaint)
```

```
bool forward;           // Set to TRUE to find the next modified string. Set to  
                        false to find the previous modified string.
```

```
bool repaint;          //Repaint the window after this operation
```

Comment: The ID_NEXT_CHANGE and ID_PREV_CHANGE ids can also be used with the TerCommand function or the Command property to locate modified text.

Return Value: This function returns TRUE if the string is located, otherwise it returns FALSE.



TerGetReviewerInfo

Retrieve reviewer info

```
bool TerGetReviewerInfo(hWnd, RevId, out RevName)
```

```
int RevId;              // Reviewer id to retrieve information
```

```
string RevName;        // (output) Variable to receive reviewer name
```

Return Value: This function returns TRUE when successful.



TerRejectChanges

Reject modified text.

```
int TerRejectChanges(all, msg, repaint)
```

```
BOOL all; // Set to TRUE to reject all changes. Set to false to reject  
the current change.
```

```
BOOL msg; // Set to true to display confirmation and completion  
messages.
```

```
BOOL repaint; // Repaint the window after this operation
```

Description: This function annuls the modification to the document. The 'inserted' text is removed from the document. The 'deleted' text is reinstated in the document.

The tracking mode should be turned off to enable the use of this function.

The ID_REJECT_CHANGE and ID_REJECT_ALL_CHANGES ids can also be used with the TerCommand function or the Command property to reject modified text.

Return Value: This function returns the number of text strings rejected. It returns -1 to indicate an error condition.



Comment



TerApplyComment

Apply comment to the selected text.

```
int TerApplyComment(ShowDialog, AuthorName, AuthorInitials, CommentText, repaint)
```

```
bool ShowDialog; // Set to TRUE to show a dialog to accept the author  
information and the comment text. Set to false to use the  
information from the remaining parameters passed to  
this method
```

```
string AuthorName; // The author name for the comment
```

```

string AuthorInitials;          // Author initials

string CommentText;           // Comment text. Use the cr/lf sequence to include a
                               // paragraph break.

bool repaint;                 // refresh the screen after this operation

```

Comment: Some text must be selected before calling this method. The comment is applied to the selected text. The selected text is highlighted and pointed to the comment text in the right-margin area. The comments are displayed horizontally when the right-margin is sufficiently wide. Otherwise, it is displayed vertically.

Return Value: This function returns the comment-id when successful, otherwise it returns a -1 value.



TerEditComment

Edit or delete an existing comment.

```

bool TerEditComment(ShowDialog, id, pAuthorName, pAuthorInitials, pCommentText,
                    repaint)

```

```

bool ShowDialog;              // Set to TRUE to show a dialog to accept the new author
                               // information and the comment text. Set to false to use the
                               // information from the remaining parameters passed to
                               // this method

int id;                       // Comment id to modify

string AuthorName;           // The new author name for the comment

string AuthorInitials;       // The new author initials

string CommentText;         // New Comment text. Use the cr/lf sequence to include a
                               // paragraph break.
                               // Set to "" to delete the comment.

bool repaint;                 // refresh the screen after this operation

```

Return Value: This function returns TRUE when successful.



Menu Command

In This Chapter

[TerCommand](#)

[TerMenuAddItem](#)

[TerMenuEnable](#)

[TerMenuSelect](#)

[TerIgnoreCommand](#)



TerCommand

Execute a TER menu command.

```
bool TerCommand( CommandId)
```

```
bool TerCommand2( CommandId, send)
```

```
int CommandId;           // Please refer to the 'command' property under the  
                          Control Properties chapter for a list of available  
                          command ids.
```

```
bool send;               // Set to true to execute the command immediately, or  
                          set to false to 'post' the command for delayed execution.
```

Return Value: This function always returns true.



TerMenuAddItem

Add an item to a Submenu

```
void TerAddMenuItem(submenu,text,CmdId)
```

```
bool TerMenuEnable2( MenuId)
```

```
MenuItem submenu;      The menu in which to add the new menu item.
```

```
string text;           The menu item description. Set this parameter to "-" to  
                       insert a menu separator line.
```

```
int CmdId;             A command id associated with this menu item. If this is a  
                       custom menu item, then the command id should be a  
                       number between ID_FIRST_USER_CMD and  
                       ID_LAST_USER_CMD.
```

Example: Here is an example of adding the most recent file list to the File menu.

```
toc.TerAddMenuItem(this.Menu.MenuItems[0], "-", 0);
```

```

toc.TerAddMenuItem(this.Menu.MenuItems[0], "misc.rtf",
                    tc.ID_FIRST_USER_CMD);
toc.TerAddMenuItem(this.Menu.MenuItems[0], "test.rtf",
                    tc.ID_FIRST_USER_CMD+1);

```

When the user clicks on a file to open , you would use the Preprocess event to open the file:

```

protected void Preprocess(object Sender, int ActionType,
                          int ActionId)
{
    // an example of opening a file from the most-recent file
    list
    if (ActionType==tc.ACTION_COMMAND) {
        if (ActionId==tc.ID_FIRST_USER_CMD)
            toc.ReadTerFile("misc.rtf");
        else if (ActionId==(tc.ID_FIRST_USER_CMD+1))
            toc.ReadTerFile("test.rtf");
    }
}

```



TerMenuEnable

Get menu item 'enable' status

```
int TerMenuEnable( MenuId)
```

```
bool TerMenuEnable2( MenuId)
```

```
int MenuId; // menu id. Please refer to the 'command' property for a
            list of menu (or command) ids.
```

Description: If your program creates a menu outside the editor window, you can use this function to test if a menu item should be enabled or grayed.

Return Value: The TerMenuEnable function returns one of the following constants:

MF_ENABLED = Enable menu item

MF_GRAYED = Gray out the menu item

The TerMenuEnable2 function returns true when a menu item is enabled. Otherwise it returns a false value.

Example:

```
bool status;
status = toc.TerMenuEnable2(tc.ID_CUT);
// The 'status' variable will be true if a text block is highlighted to be copied to the
clipboard.
```

See Also:

[TerMenuSelect](#)



TerMenuSelect

Get menu item selection status

```
int TerMenuSelect( MenuId)
```

```
bool TerMenuSelect2( MenuId)
```

```
int MenuId; // menu id. Please refer to the 'command' property for a
list of menu (or command) ids.
```

Description: If your program creates a menu outside the editor window, you can use this function to test if a menu item should be *checked*.

Return Value: The TerMenuSelect function returns one of the following constants:

MF_CHECKED = Check the menu item

MF_UNCHECKED = Uncheck the menu item

The TerMenuSelect2 function returns a true value if a menu item is to be checked. Otherwise it returns a false value.

Example:

```
bool status;
status = toc.TerMenuSelect2(tc.ID_BOLD);
// The 'status' variable will be true if the current character has the bold style.
```

See Also:

[TerMenuEnable](#)



TerIgnoreCommand

Ignore the current preprocess command.

```
bool TerIgnoreCommand()
```

Description: This function can be used while processing the 'Preprocess' event. This function sets a flag which instructs the editor to skip processing the current command.

Return Value: This function returns true when successful.



Screen Drawing

In This Chapter

[TerEnableRefresh](#)
[TerGetTextHeight](#)
[TerRepaint](#)
[TerRewrap](#)
[TerScrLineHeight](#)
[TerSetBorderColor](#)
[TerSetBorderLineColor](#)
[TerSetFocus](#)
[TerSetWinBorder](#)
[TerSetWrapWidth](#)
[TerSetZoom](#)
[TerSetStatusColor](#)



TerEnableRefresh

Enable or disable screen refresh.

```
bool TerEnableRefresh(enable)
```

```
bool enable; // True to enable the screen refresh.
```

Description: This function is used to enable or disable the screen painting.

Return Value: This function returns true if successful.



TerGetTextHeight

Return the total text height in twips.

```
int TerGetTextHeight()
```

Description: This function returns the total body text height of all pages in the document. The body text height does not include the header/footer text, or the table header text.

Return Value: This function returns the text height in twips.

See Also

[TerScrLineHeight](#)



TerRepaint

Repaint the TER control.

```
bool TerRepaint( ClearBackground)
```

```
bool ClearBackground;           // true to clear the background before repainting
```

Description: This function repaints every aspect of the TER control.

Return Value: The function returns true when successful



TerRewrap

Word wrap the entire document on demand.

```
int TerRewrap()
```

Description: This function can be used to rewrap the entire document on demand.

Return Value: The function returns true when successful.

See Also:

[TerRepaginate](#)



TerScrLineHeight

Return the line height in screen pixels.

```
int TerScrLineHeight( line)
```

```
int line;                       // line number (0 to TotalLines -1) to return the height for.
```

Return Value: This function returns the line height in the screen pixels.

See Also

[TerGetTextHeight](#)



TerSetBorderColor

Set the color of the border area around the text window.

```
bool TerSetBorderColor( color)
```

```
Color color;                // Color of the border area. The border color gets reset
                             when you set the text background color using the
                             SetTerFields function.
```

Return Value: This function returns true when successful.



TerSetBorderLineColor

Set the color of the border line around the page in the page-layout mode.

```
bool TerSetBorderLineColor( color)
```

```
Color color;                // Color of the border area.
```

Return Value: This function returns true when successful.



TerSetFocus

Set the focus cursor.

```
bool TerSetFocus()
```

Description: Normally, when the editor window is activated, the caret (cursor) shows up in the editor window. However, within certain programming environment, the caret does not appear in the editor window automatically. This function can be used to display the caret in this situation.

Return Value: This function returns true if successful.



TerSetWinBorder

Set the editor window border.

```
BOOL TerSetWinBorder(BorderType, caption)
```

```
int BorderType;           // Border type: 0= No border, 1= Single line border, 2= 3d  
                           // raised border, 3=3d sunken border
```

```
bool caption;             // true to show window title bar
```

Return Value: This function returns TRUE when successful.



TerSetWrapWidth

Set the wrap width.

```
bool TerSetWrapWidth( WidthChars, WidthTwips, repaint)
```

```
int WidthChars;           // This parameter specifies the maximum number of  
                           // characters allowed in a line to trigger word wrapping.
```

```
int WidthTwips;           // This parameter specifies the length of the line in twips  
                           // for word wrapping. The actual width of the text line is  
                           // calculated as following:
```

WidthTwips - Left Margin - Left Paragraph Indentation -
Right Margin - Right Paragraph Indentation.

```
bool repaint;             // true to repaint after this operation.
```

Description: This function is available in simple word-wrap mode only (not available when the PrintView or Page Mode is turned on). To specify the wrap width in terms of the number of characters, set the WidthTwips parameter to 0. To specify the wrap width in terms of 'twips', set the WidthChars parameter to 0. To reset to regular word wrapping, set both the WidthChars and WidthTwips parameters to 0.

Return Value: This function returns true when successful.



TerSetZoom

Set the zoom percentage.

```
int TerSetZoom( ZoomPercent)
```

```
int ZoomPercent;           // Specify a value between 10 and 1000, the 100 being
                             // the normal display. You can set this argument to -2 to
                             // simply retrieve the current zoom percent with changing
                             // it.
```

Return Value: This function returns the previous zoom percent. It returns -1 if an error occurs.



TerSetStatusColor

Set the color of the status, ruler and toolbar area around the text window.

```
bool TerSetStatusColor( color, BkColor)
```

```
Color color;                // The foreground color for the status bar text
```

```
Color BkColor;              // The background color for the status, ruler and toolbar
                             // area.
```

Return Value: This function returns true when successful.



Spell Checking

SpellTime must be installed to use these functions. The SpellTime.DLL and the SpellTime dictionaries (dict26.* files) should be placed where the tern31.dll file is located.

After a Tern control is created, please call the TerSetStLicenseKey function to set the product key for SpellTime.

You can use the ID_SPELL and ID_AUTO_SPELL commands to use on-demand or as-you-type spell-checking.

You can also use the TerSpellCheck function to invoke on-demand spell-checking.

If you need the spell-time dictionaries to be accessed from a different directory, then create an instance of SpellTime class providing the dictionary path to the constructor. For this, you will need to include a reference to SpellTime.dll in your project. Once you get the SpellTime object, you can pass the SpellTime object to the current instance of Tern using the TerInitSpellTime function. This technique can also be used to share one instance of SpellTime with more than one instances of Tern. By default, each instance of Tern creates its own SpellTime object.

In This Chapter

[TerInitSpellTime](#)

[TerSetStLicenseKey](#)

[TerSpellCheck](#)



TerInitSpellTime

Initialize SpellTime.

```
bool TerInitSpellTime(st)
```

```
object st; // SpellTime object
```

Description: Normally TE automatically creates an instance of SpellTime class if SpellTime.DLL and the dictionary files are installed. However, you can use this function to override the SpellTime object created by the editor.

The following example creates an instance of SpellTime specifying a dictionary file path. It then pass this object to TE.

```
SpellTime st = new SpellTime("c:\mydirectory\dict35.d",0)
```

```
tern1.TerInitSpellTime(st)
```

Return Value: This function returns true if successful.



TerSetStLicenseKey

Set the license key for SpellTime.

```
bool TerSetStLicenseKey( LicenseKey)
```

```
string LicenseKey // The license key for SpellTime is e-mailed to you after  
your order for SpellTime is processed.
```

The license key for SpellTime is e-mailed to you after your order for SpellTime is processed. You would set the license key for SpellTime using the TerSetStLicenseKey static function. This should be done after creating an instance of the editor control.

```
Tern.TerSetStLicenseKey("xxxxx-yyyyy-zzzzz")
```

Replace the 'xxxxx-yyyyy-zzzzz' by your license key for SpellTime. Please note that the your license key for Tern is not valid for SpellTime.

Return Value: This function returns if successful.



TerSpellCheck

Invoke the spell checker.

```
bool TerSpellCheck( StopAfterFirst, msg)
```

```
bool StopAfterFirst;           // true to stop the spell check session after the first  
                               // misspelled word is found.
```

```
bool msg;                      // true to display the termination message indicating the  
                               // number of misspelled words.
```

Return Value: This function returns true if document contains no misspelled words. It returns false if the StopAfterFirst parameter is set to true and a one misspelled word is found. Otherwise, the false return values indicates one or more misspelled words. A false value is also returned when SpellTime is not installed.



HTML Add-on Interface

You do not necessarily need to create a Htn object to do standard import and export of HTML data within TE Edit Control. Simply copy htn24.dll to the application directory containing tern31.dll.

Now use the [TerSetHtnLicenseKey](#) method to set the license key for HTML Add-on. The license key for HTML Add-on is *e-mailed to you after your order for HTML Add-on is processed*. Please note that your license key for TE Edit Control is not valid for HTML Add-on.

```
tern1.TerSetHtnLicenseKey( "xxxxx-yyyyy-zzzzz" )
```

Export TE document as HTML:

First set the output format to SAVE_HTML using the TerSetOutputFormat method:

```
tern1.TerSetOutputFormat( tc.SAVE_HTML )
```

Now you can use any of the TE's output methods or properties to extract the data in the HTML format:

```
string HtmlText=tern1.Data
```

Import an HTML document into TE:

First set the input format as html:

```
tern1.TerSetFlags4( True, tc.TFLAG4_HTML_INPUT )
```

Now you can use any of the TE's input methods or properties to insert html data into TE:

```
tern1.Data = HtmlText
```


In the above examples, TE automatically creates an HTML object for you to do input or output of html data. However, you can also create the HTML object explicitly. The later method is suitable if you need to call the html methods (such as HtsSetFlags) prior to doing export or import of html data.

Explicitly creating Htn object for doing HTML import/export:

First create an Htn object and pass it to TE:

```
using SubSystems.TE; // namespace containing TE methods - C# syntax
using SubSystems.HT; // namespace containing Htn methods

Imports SubSystems.TE ' VBN syntax
Imports SubSystems.HT ' VBN syntax

HTN htn1=new Htn(tern1) // pass the Tern class object to bind to the
                        new Htn object
```

// set the license key. Your license key for HTML Add-on is e-mailed to you after your order for HTML Add-on is processed.

```
Htn.HtsSetLicenseKey( xxxx-yyyy-zzzz )
```

// Now pass the Htn object to TE.

```
tern1.TerSetHtnObject( htn1 )
```

Now TE can use this Htn object to do import or export of HTML data as described earlier in this topic.

In This Chapter

[TerSetHtnLicenseKey](#)

[TerSetHtnObject](#)



TerSetHtnLicenseKey

Set the license key for HTML Add-on.

```
void TerSetHtnLicenseKey( LicenseKey)
```

```
string LicenseKey // Your license key for HTML Add-on is e-mailed to you
                  after your order for HTML Add-on is processed.
```

Your license key for HTML Add-On is e-mailed to you after your order for HTML Add-on is processed.

Example:

```
tern1.TerSetHtnLicenseKey("xxxxx-yyyyy-zzzzz")
```

Replace the 'xxxxx-yyyyy-zzzzz' by your license key for HTML Add-on. Please note that the your license key for Tern is *not* valid for HTML Add-on.

Return Value: None.

See Also

[TerSetHtnObject](#)



TerSetHtnObject

Pass an HTML Add-on object to TE.

```
bool TerSetHtnObject(htn)
```

```
object htn; // Htn object
```

Description: Normally TE automatically creates an instance of Htn class if HTN24.Dll file is installed. However, you can use this function to override the Htn object created by the editor. This is useful when you need to call Htn methods (such as HtsSetFlags) prior to doing import or export from TE.

Example:

First create an Htn objec:

```
using SubSystems.TE; // namespace containing TE methods - C#  
syntax
```

```
using SubSystems.HT; // namespace containing Htn methods
```

```
Imports SubSystems.TE ' VBN syntax
```

```
Imports SubSystems.HT ' VBN syntax
```

```
HTN htn1=new Htn(tern1) // pass the Tern class object to  
bind to the
```

```
new Htn object
```

// set the license key. The license key for HTML Add-on is *e-mailed to you after your order for HTML Add-on is processed.*

```
Htn.HtsSetLicenseKey(xxxx-yyyyy-zzzzz)
```

// Now call any Htn method needed. Example:

```
htn1.HtsSetFlags(True, hc.HFLAG_NO_FONT)
```

// Now pass the Htn object to TE.

```
tern1.TerSetHtnObject(htn1)
```

Now TE can use this Htn object to do import or export of HTML data using the

SAVE_HTML and TFLAG4_HTML_INPUT flags.

Return Value: This function returns true if successful.

See Also

[TerSetHtnLicenseKey](#)



Hyphenation Support

TE Edit Control can interface with hyphenation library offered by Circle Noetics (www.circlenoetics.com). This third party product needs to be purchased directly from Circle Noetics if you wish to incorporate hyphenation feature into TE Edit Control. Please contact Circle Noetics to check if a particular language is supported by this product.

The DLL called dashes.dll found in this hyphenation library can be accessed by TE using the TerEnableDashes method.

You would call the TerEnableDashes method after creating a TE window to select a language for hyphenation, and to specify the hyphenation granulation level.

```
bool TerEnableDashes(lang, level, enable)
```

```
int lang; // The language id to enable the hyphenation feature.
          The available language id values are found in a Dashes
          library documentation.
```

```
int level; // Hyphenation granulation level. The applicable values
           for this parameter are available in a Dashes library
           documentation. A value of 3 generally provides an
           acceptable granulation level.
```

```
bool enable; // Set to TRUE to enable hyphenation, or set to FALSE to
             disable it.
```

Comment: The dashes.dll file must be copied to the project folder for hyphenation feature to be available.

Return Value: This function returns TRUE if successful.



Miscellaneous

In This Chapter

[TerAnd](#)

[TerEnableSpeedKey](#)

[TerGetBufferGr](#)

[TerGetLastMessage](#)

[TerOr](#)

[TerGetRefParam](#)

[TerInsertUserField](#)
[TerResetLastMessage](#)
[TerSetCtlColor](#)
[TerSetCustomMessage](#)
[TerSetLicenseKey](#)
[TerSetUserField](#)
[TerUpdateDynField](#)



TerAnd

Return bitwise 'AND' value of two variables.

```
int TerAnd(var1, var2)
```

```
int var1;                // First variable.
```

```
Int var2;                // Second variable
```

Description: This function is useful in the programming environments which does not provide a built-in bitwise AND operator.

Return Value: The function returns the bitwise AND value of the input variables.

See Also:

[TerOr](#)



TerEnableSpeedKey

Enable or disable a speed key.

```
bool TerEnableSpeedKey( CommandId, enable)
```

```
int CommandId;          // Id of the command to set the key for. Here are the list of  
                        // command ids and corresponding speed-key combination:
```

```
ID_PGUP                :Keys.PageUp  
ID_PGUP                :Keys.PageUp|Keys.Shift  
ID_PGDN                :Keys.PageDown  
ID_PGDN                :Keys.PageDown|Keys.Shift  
ID_UP                  :Keys.Up  
ID_UP                  :Keys.Up|Keys.Shift  
ID_DOWN                :Keys.Down  
ID_DOWN                :Keys.Down|Keys.Shift
```

ID_LEFT :Keys.Left
ID_LEFT :Keys.Left|Keys.Shift
ID_RIGHT :Keys.Right
ID_RIGHT :Keys.Right|Keys.Shift
ID_LINE_BEGIN :Keys.Home
ID_LINE_BEGIN :Keys.Home|Keys.Shift
ID_LINE_END :Keys.End
ID_LINE_END :Keys.End|Keys.Shift
ID_CTRL_UP :Keys.Up|Keys.Control
ID_CTRL_UP :Keys.Up|Keys.Control
|Keys.Shift
ID_CTRL_DOWN :Keys.Down|Keys.Control
ID_CTRL_DOWN :Keys.Down|Keys.Control
|Keys.Shift
ID_FILE_BEGIN :Keys.PageUp|Keys.Control
ID_FILE_BEGIN :Keys.PageUp|Keys.Control
|Keys.Shift
ID_FILE_BEGIN :Keys.Home|Keys.Control
ID_FILE_BEGIN :Keys.Home|Keys.Control
|Keys.Shift
ID_FILE_END :Keys.PageDown
|Keys.Control
ID_FILE_END :Keys.PageDown
|Keys.Control|Keys.Shift
ID_FILE_END :Keys.End|Keys.Control
ID_FILE_END :Keys.End|Keys.Control
|Keys.Shift
ID_NEXT_WORD :Keys.Right|Keys.Control
ID_NEXT_WORD :Keys.Right|Keys.Control
|Keys.Shift
ID_PREV_WORD :Keys.Left|Keys.Control
ID_PREV_WORD :Keys.Left|Keys.Control
|Keys.Shift
ID_DEL_PREV_WORD:Keys.Back|Keys.Control
ID_DEL :Keys.Delete
ID_BACK_SPACE :Keys.Back
ID_BACK_TAB :Keys.Tab|Keys.Shift
ID_CTRL_TAB :Keys.Tab|Keys.Control
ID_TAB :Keys.Tab

ID_TAB :Keys.T|Keys.Control
ID_HILIGHT_LINE:Keys.F8
ID_SELECT_ALL :Keys.A|Keys.Control
ID_CUT :Keys.X|Keys.Control
ID_CUT :Keys.Delete|Keys.Shift
ID_COPY :Keys.C|Keys.Control
ID_COPY :Keys.Insert|Keys.Control
ID_PASTE :Keys.V|Keys.Control
ID_PASTE :Keys.Insert|Keys.Shift
ID_PICT_FROM_FILE:Keys.F8|Keys.Alt
ID_BLOCK_COPY :Keys.C|Keys.Alt
ID_BLOCK_MOVE :Keys.M|Keys.Alt
ID_SEARCH :Keys.F5
ID_SEARCH_FOR :Keys.F|Keys.Control
ID_SEARCH_BACK :Keys.F|Keys.Control
|Keys.Shift
ID_REPLACE :Keys.F6
ID_TER_HELP :Keys.F1
ID_SPELL :Keys.F7
ID_UNDO :Keys.F8|Keys.Shift
ID_UNDO :Keys.Back|Keys.Alt
ID_UNDO :Keys.Z|Keys.Control
ID_REDO :Keys.Y|Keys.Control
ID_INSERT :Keys.Insert
ID_SAVE :Keys.F3
ID_SAVEAS :Keys.F3|Keys.Shift
ID_QUIT :Keys.F3|Keys.Control
ID_PRINT :Keys.F4
ID_PRINT_OPTIONS:Keys.F4|Keys.Shift
ID_JUMP :Keys.F10
ID_CHAR_NORMAL :Keys.D0|Keys.Alt
ID_BOLD_ON :Keys.B|Keys.Control
ID_ULINE_ON :Keys.U|Keys.Control
ID_ULINED_ON :Keys.D|Keys.Control
ID_ITALIC_ON :Keys.I|Keys.Control
ID_HIDDEN_ON :Keys.H|Keys.Control
ID_HLINK_ON :Keys.H|Keys.Alt
ID_PROTECT_ON :Keys.D3|Keys.Alt
ID_SUPSCR_ON :Keys.D4|Keys.Alt

```

ID_SUBSCR_ON      :Keys.D5|Keys.Alt
ID_STRIKE_ON      :Keys.D6|Keys.Alt
ID_COLOR          :Keys.D7|Keys.Alt
ID_FONTS          :Keys.F10|Keys.Alt
ID_CENTER         :Keys.D8|Keys.Alt
ID_RIGHT_JUSTIFY :Keys.D9|Keys.Alt
ID_LEFT_INDENT    :Keys.L|Keys.Alt
ID_RIGHT_INDENT   :Keys.R|Keys.Alt
ID_HANGING_INDENT:Keys.T|Keys.Alt
ID_BULLET        :Keys.B|Keys.Alt
ID_PARA_NBR       :Keys.N|Keys.Alt
ID_EDIT_STYLE     :Keys.S|Keys.Alt
ID_CHAR_STYLE     :Keys.D1|Keys.Alt
ID_PARA_STYLE     :Keys.D2|Keys.Alt
ID_PAGE_BREAK     :Keys.Enter|Keys.Control
ID_RETURN         :Keys.Enter
ID_RETURN         :Keys.Enter|Keys.Shift
ID_NEXT_CHANGE   :Keys.N|Keys.Control
ID_PREV_CHANGE    :Keys.P|Keys.Control

```

```

bool enable // True to enable or False to disable the speed key. To
             // disable the entire accelerator table, please refer to the
             // TerSetFlags function.

```

Return Value: The function returns the previous status of the speed key



TerGetBufferGr

Get the handle of the buffer Graphics object.

```
Graphics TerGetBufferGr()
```

Return Value: This function returns the internal buffer Graphics object. This Graphics object is used internally to create a temporary image of the screen before actually transferring to the window. It returns null to indicate an error condition. It can also return null when the internal buffer is disabled by using the TerSetFlags function.

Please call the GetTerFields function to retrieve the actual Graphics object of the editor window.



TerGetLastMessage

Get the last message.

```
int TerGetLastMessage(out TerMessage, out DebugMessage);
```

```
string TerMessage;           // Returns the default user message text in English
```

```
string DebugMsg;            // Returns any debug message associated with the last  
                             message. The debug message need not be displayed to  
                             the user.
```

Return Value: This function returns the last message generated by the editor. This value is valid only if saving of the messages is enabled by setting the TFLAG_RETURN_MSG_ID flag. This flag is set using the TerSetFlags function.

The message string constants (MSG_) are defined in the TER.H file. The description for the message ids can be found in the TER_MSG.H file.

See Also:

[TerResetLastMessage](#)



TerOr

Return bitwise 'OR' value of two variables.

```
int TerAnd(var1, var2)
```

```
int var1;                   // First variable.
```

```
Int var2;                   // Second variable
```

Description: This function is useful in the programming environments which does not provide a built-in bitwise OR operator.

Return Value: The function returns the bitwise OR value of the input variables.

See Also:

[TerAnd](#)



TerGetRefParam

Get the value of a 'pass-by-reference' parameter to method call within a script.

```
int TerGetRefParam(ParamNum)
```

```
string TerGetRefParamStr(ParamNum)
```

```
int ParamNum; // A zero-based parameter number to the previous call
               // for a 'pass-by-reference' method. The numeric and string
               // parameters are numbered separately. For example, the
               // ParamNum 0 would indicate the first numeric and string
               // parameter.
```

Return Value: This function returns the numeric value of the specified parameter for the previous method call.

See Also

[TerSetUserField](#)



TerInsertUserField

Insert a dynamic user field at the current cursor position.

```
int TerInsertUserField( repaint)
```

```
BOOL repaint; //Repaint the window after this operation
```

Description: This function inserts a dynamic user field. The editor fires an event called SetUserField when it encounters a user-field in the document as the page is being rendered. Your application can specify the content of the user field by using the TerSetUserField function within this event.

The text length of the user field should not exceed one text line. When the user-field is placed in a header/footer area, the text length of the field should not change from one call to another.

Return Value: This function returns true when successful.



TerResetLastMessage

Reset the last editor message.

```
bool TerResetLastMessage()
```

Description: This function can be called before calling any other TER function to reset the last error message.

Return Value: The function returns true when successful.

See Also:

[TerGetLastMessage](#)



TerSetCtlColor

Set the background color for the control.

bool TerSetCtlColor(color,repaint)

Color color; // new background color

bool repaint; // true to repaint the screen after this operation.

Return Value: This function returns true when successful.



TerSetCustomMessage

Set custom message text for a message id.

bool TerSetCustomMessage(id, message);

int id; // The message id to set the custom text. The message id constants (MSG_) are defined in the SubSystems.tc class. The original English version of the message text is available in the ter_msg.cs file.

string message; // New message text for the message id.

Return Value: This function returns True when successful.



TerSetLicenseKey

Set the license key for the product

bool TerSetLicenseKey(key);

string key; // the license key. *Your license key is e-mailed to you after your order is processed.*

Description: This function should be called before creating any TE control to avoid pop-up nag screens.

```
Tern.TerSetLicenseKey("xxxxx-yyyyy-zzzzz")
```

Replace the 'xxxxx-yyyyy-zzzzz' by your license key.

Return Value: This function returns true if successful. Otherwise it indicates an invalid license key.

See Also

[TerInsertUserField](#)

TerSetUserField

Set the text for the user field at the current cursor position.

```
BOOL TerSetUserField(text)
```

```
LPBYTE text; // The text for the user field.
```

Description: The editor fires an event called SetUserField when it encounters a user-field in the document as the page is being rendered. Your application can specify the content of the user field by using the TerSetUserField function within this event.

The text length of the user field should not exceed one text line. When the user-field is placed in a header/footer area, the text length of the field should not change from one call to another.

Return Value: This function returns true when successful.



TerUpdateDynField

Update the dynamic fields such as page number, page-count.

```
bool TerUpdateDynField(repaint)
```

```
BOOL repaint; // Set to TRUE to refresh the screen after the operation.
```

Return Value: The function returns the previous status of the speed key



Control Properties:

This control includes a collection of design-time and run-time properties.

Design-time properties:

These properties must be set before the control window is created.

Word Wrap:	Turn on word wrap. (Default: True)
Print View:	Edit document in the Print View mode. In this mode the lines are wrapped as they would be wrapped when printed to the selected printer (see 'Editing Mode' chapter). (Default: True)
Page Mode:	Edit document one page at a time. This mode is useful when editing the documents containing multiple columns. (Default: True)
FittedView:	Special case of the page mode in which the text wraps to the window width and the soft page breaks are not displayed. (Default: False)
Vertical Scroll:	Enable the vertical scroll bar. (Default: True)
Horizontal Scroll:	Enable the horizontal scroll bar. (Default: False)
Show Status Bar:	Show status bar indicating the cursor position. (Default: False)
Show Ruler:	Show the ruler with tab stops and indentation indicators. (Default: False)
Show Toolbar:	Enables tool bar. (Default: False)
Border Margin:	Reserves a think blank area around the text box. (Default: True)
Read Only:	The editor displays the text, but modifications are not allowed.
Output Rtf:	The output is saved in the RTF format. When this option is turned off, the output is saved in the same format as the input buffer (also see SaveFormat property). (Default: False)
TernKey	The Tern license key. <i>Your license key is e-mailed to you after your order is processed.</i>
HtmlAddOnKey	HTML Add-on license key if HTML Add-on is installed. <i>Your license key for HTML Add-on is e-mailed to you after your order for HTML Add-on is processed.</i>
SpellTimeKey	SpellTime license key if SpellTime is installed. <i>Your license key for SpellTime is e-mailed to you after your order for SpellTime is processed.</i>

DictPath	The directory where the SpellTime dictionary files are copied.
UseWindow	Set this property to False (window-less operation) when using the control within an ASP.NET server application. (Default: True)
InServer	Hosted in a server application (Default: False). Set this property to True when using the control within an ASP.NET server application.

Run-time Properties:

These properties are meant to be set after the control window is created.

Command:

Description: This property is used to invoke the menu commands. The menu is not accessible when the TER editor is used as a control. This property allows you to access the menu commands indirectly.

Usage:

control.Command=Command_id

Example:

toc1.command = ID_PASTE

The command id can be one of the following:

ID_ACCEPT_ALL_CHANGES	Accept all modifications
ID_ACCEPT_CHANGE	Accept current modification
ID_AUTO_SPELL	Invoke automatic spell checking. (SpellTime required for this feature)
ID_BACK_TAB	Enter a reverse tab
ID_BK_COLOR	Set background color
ID_BKND_PICT	Set background picture
ID_BLOCK_COPY	Copy a highlighted block
ID_BLOCK_MOVE	Move a highlighted block
ID_BORDER_MARGIN	Toggle border margin around the text box.
ID_BOLD_ON	Set bold on
ID_BOX_ON	Enable boxed option

ID_BULLET	Enable bullet option
ID_CAPS_ON	All capital letters
ID_CENTER	Center the paragraph
ID_CHAR_NORMAL	Reset the character styles
ID_CHAR_SCALEX	Expand or shrink characters horizontally
ID_CHAR_SPACE	Character spacing
ID_CHAR_STYLE	Character style
ID_COL_BREAK	Insert a column break
ID_COLOR	Choose colors
ID_CREATE_FIRST_FTR	Create the first page footer
ID_CREATE_FIRST_HDR	Create the first page header
ID_CREATE_LIST	Create a list table item
ID_CREATE_LIST_OR	Create a list override table item
ID_COPY	Copy text to clipboard
ID_CTRL_DOWN	Position at the first column of the next line.
ID_CTRL_TAB	Enter a tab character within a table
ID_CTRL_UP	Position at the first column of the previous line.
ID_CUT	Cut text to clipboard
ID_DEL	Delete the current character
ID_DEL_NEXT_WORD	Delete next word
ID_DEL_PREV_WORD	Delete the previous word.
ID_DELETE_FIRST_FTR	Delete the first page footer
ID_DELETE_FIRST_HDR	Delete the first page header
ID_DOC_RTL	Set the default right-to-left property for the document

ID_DOUBLE_SPACE	Double space the paragraph lines
ID_DOWN	Arrow down
ID_EDIT_DOB	Edit drawing object
ID_EDIT_ENOTE	Toggle editing of endnote
ID_EDIT_FNOTE	Toggle editing of footnote
ID_EDIT_HDR_FTR	Edit header/footers
ID_EDIT_INPUT_FIELD	Edit an input field
ID_EDIT_LIST	Edit the list table items
ID_EDIT_LIST_OR	Edit the list override table items
ID_EDIT_LIST_LEVEL	Edit list level properties
ID_EDIT_OLE	Edit OLE object
ID_EDIT_PICT	Edit the picture size
ID_EDIT_STYLE	Edit the style
ID_EMBED_PICT	Insert embedded picture
ID_FILE_BEGIN	Position at the beginning of the file
ID_FILE_END	Position at the end of the file
ID_FONTS	Choose fonts and point sizes
ID_FRAME_ROTATE_TEXT	Rotate the frame text
ID_FRAME_YBASE	Vertical base position
ID_HANGING_INDENT	Create or increment hanging indentation
ID_TER_HELP	Show the help window
ID_HIDDEN_ON	Set the hidden attribute on
ID_HIDE_CHANGES	Suppress the track-change display effects for text insertion and deletion.
ID_HIGHLIGHT_LINE	Highlight the line block

ID_HIGHLIGHT_TEXT	Apply text highlighting
ID_HLINK_ON	Set the hyperlink style
ID_INLINE_IME	Inline Ime
ID_INS_AFT	Insert a line after the current line
ID_INS_BEFO	Insert a line before the current line
ID_INSERT	Toggle the insert mode
ID_INSERT_BOOKMARK	Insert, delete or position at a bookmark
ID_INSERT_CHECKBOX	Insert a checkbox field.
ID_INSERT_COMBOBOX	Insert a combo-box field.
ID_INSERT_DATA_FIELD	Insert a data field name and text.
ID_INSERT_DATE_TIME	Insert date/time field.
ID_INSERT_DRAW_OBJECT	Insert a drawing object
ID_INSERT_ENOTE	Insert an endnote
ID_INSERT_FNOTE	Insert a footnote
ID_INSERT_HLINK	Insert hyperlink
ID_INSERT_HYPH	Insert an optional hyphen
ID_INSERT_INPUT_FIELD	Insert an input field
ID_INSERT_NBDASH	Insert a non-breaking dash character
ID_INSERT_NBSPACE	Insert a non-breaking spacing character
ID_INSERT_PAGE_COUNT	Insert the total page count string
ID_INSERT_PAGE_NUMBER	Insert page number string
ID_INSERT_PARA_FRAME	Insert a text frame
ID_INSERT_TOC	Insert table of contents
ID_ITALIC_ON	Set italic on

ID_JOIN_LINE	Append the next line to the current line
ID_JUMP	Jump to a line number
ID_JUSTIFY	Justify paragraph on both margins
ID_LEFT	Arrow left
ID_LEFT_JUSTIFY	Left align the paragraph
ID_LEFT_INDENT	Create or increment left indentation
ID_LEFT_INDENT_DEC	Decrement left indentation.
ID_LINE_BEGIN	Position at the beginning of the line
ID_LINE_END	Position at the end of the line
ID_LINK_PICT	Insert link picture
ID_NEW	Begin a new file
ID_NEXT_CHANGE	Position at the next modified text
ID_NEXT_WORD	Position at the next word
ID_OPEN	Open an existing file
ID_PAGE_BREAK	Insert a page break
ID_PAGE_BREAK_BEFORE	Insert page break before the paragraph
ID_PAGE_OPTIONS	Set the page options
ID_PARA_BK_COLOR	Assign background color to paragraph
ID_PARA_BORDER	Create paragraph borders and shading
ID_PARA_KEEP	Paragraph keep together
ID_PARA_KEEP_NEXT	Paragraph keep with next
ID_PARA_LIST	Assign list numbering to the paragraph
ID_PARA_NORMAL	Reset the paragraph attributes
ID_PARA_NBR	Assign numbering to the paragraph

ID_PARA_RTL	Set the right-to-left property for the paragraph
ID_PARA_SPACING	Assign spacing to the paragraph
ID_PARA_STYLE	Assign style to the paragraph
ID_PAINT_FORMAT	Apply the current formatting to the selected text
ID_PASTE	Paste text from the clipboard
ID_PASTE_SPEC	Paste special clipboard formats
ID_PASTE_TEXT	Paste in the plain text format
ID_PGDN	Page down
ID_PGUP	Page up
ID_PICT_FROM_FILE	Import a bitmap from a disk file
ID_PREV_CHANGE	Position at the previous modified text
ID_PREV_WORD	Position at the previous word
ID_PRINT	Print text
ID_PRINT_OPTIONS	Set the print parameters
ID_PRINT_PREVIEW	Print preview
ID_PROTECT_FORM	Toggle the 'form protection' mode. This mode allows the user to input data into the input fields.
ID_PROTECT_ON	Set character protection on
ID_PROTECTION_LOCK	Toggle the protection lock for the document
ID_QUIT	Quit the editing session
ID_REDO	Reverse the previous undo operation
ID_REJECT_ALL_CHANGES	Reject all changes
ID_REJECT_CHANGE	Reject current change.
ID_REPAGINATE	Repaginate now
ID_REPLACE	Replace text

ID_RETURN	Process the <Enter> key
ID_RIGHT	Arrow right
ID_RIGHT_INDENT	Create or increment right indentation
ID_RIGHT_JUSTIFY	Right justify the paragraph
ID_RULER	Toggle ruler display
ID_SAVE	Save the current file
ID_SAVEAS	Save data to another file name
ID_SCAPS_ON	Small capital letters
ID_SEARCH	Search a text string
ID_SEARCH_BACK	Search for the previous text string
ID_SEARCH_FOR	Search for the next text string
ID_SECT_BREAK	Insert a section break
ID_SECT_OPTIONS	Set the section parameters
ID_SECT_RTL	Set the default right-to-left property for the section
ID_SELECT_ALL	Select the entire document
ID_SHOW_FIELD_NAMES	Show the field names
ID_SHOW_HIDDEN	Show the hidden characters
ID_SHOW_HYPERLINK_CURO SR	Toggle the display of hyperlink cursor
ID_SHOW_PAGE_BORDER	Show page borders in PageMode
ID_SHOW_PAGE_LAYOUT	Show page layout in PageMode
ID_SHOW_PARA_MARK	Toggle the paragraph marker character display
ID_SNAP_TO_GRID	Snap to grid
ID_SPELL	Invoke a spell checking session (SpellTime required for this feature)

ID_STATUS_RIBBON	Toggle the status ribbon
ID_STRIKE_ON	Set strike style on
ID_SUBSCR_ON	Set subscript on
ID_SUPSCR_ON	Set superscript on
ID_TAB	Insert a tab
ID_TAB_CLEAR	Clear a tab stop position for a paragraph
ID_TAB_CLEAR_ALL	Clear all tab stop positions for a paragraph
ID_TAB_SET	Set tab positions for a paragraph
ID_TABLE_CELL_BORDER	Edit table cell border width
ID_TABLE_CELL_BORDER_COLOR	Edit table cell border color
ID_TABLE_CELL_COLOR	Set table cell background color
ID_TABLE_CELL_SHADE	Set table cell shading
ID_TABLE_CELL_VALIGN	Set the vertical alignment for the text inside a table cell.
ID_TABLE_CELL_VTEXT	Set text rotation for a table cell text.
ID_TABLE_HDR_ROW	Toggle the 'header' attribute of the current table row
ID_TABLE_INSERT	Insert new table
ID_TABLE_CELL_WIDTH	Modify table cell width
ID_TABLE_DEL_CELLS	Delete table cells
ID_TABLE_INSERT_COL	Insert new table column
ID_TABLE_INSERT_ROW	Insert new table row
ID_TABLE_MERGE_CELLS	Merge table cells
ID_TABLE_ROW_HEIGHT	Position row height
ID_TABLE_ROW_KEEP	Keep the table row together in one page.
ID_TABLE_ROW_POS	Position table rows

ID_TABLE_ROW_RTL	Set the right-to-left property for the table
ID_TABLE_SEL_COL	select the current table column
ID_TABLE_SHOW_GRID	Show table grid lines
ID_TABLE_SPLIT_CELL	Split current table cell horizontally.
ID_TABLE_SPLIT_CELL_VERT	Split current table cell vertically.
ID_TOOL_BAR	Toggle the toolbar display
ID_TRACK_CHANGES	Toggle tracking of text modification
ID_ULINE_ON	Set underline on
ID_ULINED_ON	Set double underline attribute on
ID_UNDO	Undo previous edit
ID_UP	Arrow up
ID_USER1 to ID_USER9	Unused command ids to be used with new toolbar icons. It is generally used to implement functionality not provided by the existing command ids. For example, you can use ID_USER1 to implement PDF output icon. You would intercept ID_USER1 using the PreProcess event and execute your code there. Then call the TerIgnoreCommand method to tell the editor to ignore this command.
ID_VIEW_HDR_FTR	Show page header/footers
ID_VRULER	Toggle the display of vertical ruler
ID_WATERMARK	Let the user select a watermark picture
ID_WIDOW_ORPHAN	Enable widow/orphan control for a paragraph.
ID_ZOOM	Enable Zoom

Data:

Description: Use this property to assign or retrieve text from the control. Usage:

control.Data = string or

string = control.Data

Example:

control.Data = "This is a test data"

The data property supports RTF, DOCX, HTML (HTML Add-on must be installed), and various text formats. You can select a particular format by call the TerSetOutputFormat method before using the Data property.

DocxData:

Description: Use this property to assign or retrieve text in the DOCX format from the control. Usage:

```
control.Data = docx or
```

```
bytes[] docx = control.Data
```

Example:

```
byte[] docx=MyDocxData
```

```
control.Data = docx
```



Control Events



Action

This event is sent after an user initiated action is completed.

```
tern.Action+=new Tern.EventAction(Action);  
  
protected void Action(object Sender, int ActionType,  
                      int ActionId)  
{  
    ....  
}
```

Please refer to the the Preprocess event for the description of the ActionType and ActionId parameters.



Hypertext

This event is sent after an user initiated action is completed.

```

tern.Hypertext+=new Tern.EventHypertext(Hypertext);

protected void Hypertext(object Sender,ref tc.StrHyperlink
link)
{
    ....
}

```

Please refer to the [Hyperlink hooks](#) chapter for the description of the StrHyperlink structure and further information about this event.



MergeData

This event is sent to prompt your application for the data for a merge field.

```

tern.MergeData+=new Tern.EventMergeData(MergeData);

protected bool MergeData(object Sender,string name,
                        out string data)
{
    ....
}

```

This event may be called when using the TerMergeFields function. Normally, you would provide the field name and field data array to the TerMergeFields function. This event is fired when the editor finds a field name in the document which is not included in the field-name array provide to the TerMergeFields function. Your application can then provide the data for the field within this event.

The 'name' parameter indicates the field name for which the data is sought.

You would use the 'data' parameter to pass the field data for the given field.

This event should return true if data is available for the specified field. Otherwise, it should return a false value.

Please also refer to the [Mail/Merge Support](#) chapter for further information.



Modified

This event is sent when the text is modified.

```

tern.Modified+=new Tern.EventModified(Modified);

```

```
protected void Modified(object Sender)
{
    ....
}
```



PageCount

This event is sent when page count changes as text is added or removed.

```
tern.PageCount+=new Tern.EventPageCount(PageCount);

protected void PageCount(object Sender)
{
    int NewPageCount, CurrentPage
    tern.TerGetPageCount(out NewPageCount, out CurrentPage)
}
```



PageSizeChanging

This event is sent before TE adjusts the page size.

```
tern.PageSizeChanging+=new
Tern.EventPageSizeChanging(PageSizeChanging);

protected void PageSizeChanging(object Sender,
                                ref int NewPageSize)
{
    ....
}
```

This event is fired only when the TFLAG5_VARIABLE_PAGE_SIZE flag is set. When this flag is set, TE calculates the new page size to contain the entire content of the control. Then the control fires this event to allow your application to override or modified the suggested page size. The page size is provided by the 'NewPageSize' parameter in the twips unit. You can set the 'NewPageSize' parameter to 0 to disable the current page adjustment. You can also set it to another value to make the page bigger than the

suggested size. However, you can not set this parameter to a lower value because TE needs to display the entire content on one page.



PostPaint

This event is sent after TE draw the text area.

```
tern.PosPaint+=new Tern.EventPostPaint(PostPaint);

protected void PostPaint(object Sender, Graphics gr)
{
    ....
}
```

The 'gr' parameter holds the Graphics object associated with the editor window.



Preprocess

This event is sent before an user initiated action is processed.

```
tern.Preprocess+=new Tern.EventPreprocess(Preprocess);

protected void Preprocess(object Sender, int ActionType,
                          int ActionId)
{
    ....
}
```

The ActionType parameter can be one of the following:

ACTION_COMMAND: This action indicates any of the menu or the accelerator key generated commands. The actual command id is given by the ActionId argument. For a list of command ids, please refer to the 'command' property in the [Control Properties](#) chapter.

ACTION_VSCROLL: This action message is sent when the vertical scroll bar is clicked. The ActionId argument for this message identifies the actual scrollbar operation and

is given by the SB_xxxxx SDK constants.

ACTION_HSCROLL This action message is sent when the horizontal scroll bar is clicked. The ActionId argument for this message identifies the actual scrollbar operation and is given by the SB_xxxxx SDK constants.

ACTION_CHAR: This action message is sent when the editor processes a WM_CHAR message. The ActionId argument for this message indicates the virtual key code for the key.

ACTION_LBUTTONDOWN Left mouse button down. The ActionId contains the x and y mouse position in the pixel units. The x position is given by the low 16 bits and the y position is given by the high 16 bits.

ACTION_RBUTTONDOWN Right mouse button down. The ActionId parameter holds the mouse position as described for the ACTION_LBUTTONDOWN message.

ACTION_LBUTTONUP: Left mouse button up. The ActionId parameter holds the mouse position as described for the ACTION_LBUTTONDOWN message.

ACTION_RBUTTONUP: Right mouse button up. The ActionId parameter holds the mouse position as described for the ACTION_LBUTTONDOWN message.

ACTION_LBUTTONDBLCLICK: Left mouse double click. The ActionId parameter holds the mouse position as described for the ACTION_LBUTTONDOWN message.

ACTION_RBUTTONDBLCLICK: Right mouse double click. The ActionId parameter holds the mouse position as described for the ACTION_LBUTTONDOWN message.

ACTION_MOUSEMOVE: Mouse move. The ActionId contains the x and y mouse position in the pixel units. The x position is given by the low 16 bits and the y position is given by the high 16 bits.

ACTION_SIZE: Window being resized.

ACTION_SETFOCUS: Ter window receiving focus.

ACTION_KILLFOCUS: Ter window losing focus.

ACTION_QUERYENDSESSION This message is sent before asking the user to end the editing session.

ACTION_STYLE

This message is sent when the user selects a different style from the style combo-box. The ActionId specifies the selected style id.

ActionId: This value is specific to the action type as described above.

See Also: [TerIgnoreCommand](#)



ReplaceLastWord

This event is fired during keyboard text entry after the user completes a word. It lets you provide a replacement word for the word just entered.

```
tern.ReplaceLastWord+=
    new Tern.EventReplaceLastWord(ReplaceLastWord);

protected void ReplaceLastWord(object Sender, string LastWord,
                                out bool replace, out string NewText)
{
    // an example of replace the last word entered
    replace=true;
    NewText="";

    if (LastWord=="dog")      NewText="Golden Retriever";
    else if (LastWord=="cat") NewText="Himalayan tiger";
    else replace=false;
}
```

The 'LastWord' parameter indicates the word just completed.

The 'replace' parameter should be set to true if you are providing a replace text.

The 'NewText' parameter indicates the new text.



SetUserField

This event is fired when a user-field is encountered when the text is being rendered.

```

tern.SetUserField+=
    new Tern.EventSetUserField(SetUserField);

protected void SetUserField(object Sender,int PageNo,
                            int TextPos)
{
    ....
}

```

This event uses two arguments. The PageNo argument specifies the page number (zero based) where the user-field was encountered. The TextPos argument provides the absolute text position of the field. The absolute text position can be converted into the line/column position using the TerAbsToRowCol method.

Typically your application would set the text value of the current user field when this event is encountered. The text for the field is set using the TerSetUserField method.



SpellWordReplaced

This event is fired when the spell-checker replaces a misspelled word.

```

tern.SpellWordReplaced+=
    new Tern.EventSpellWordReplaced(SpellWordReplaced);

protected void SpellWordReplaced(object Sender,int CharPos,
                                  string OldWord, string NewWord)
{
    ....
}

```

The 'CharPos' parameter indicates the character position of the replaced word. You can use the TerAbsToRowCol method to convert the character position to a line/column value.

The 'PrevWord' parameter indicates replaced word.

The 'NewWord' parameter indicates new word.



UpdateStatusbar

This event is sent when an external statusbar needs to be repainted.

```
tern.UpdateStatusBar+=new
Tern.EventUpdateStatusBar(UpdateStatusBar);

protected void UpdateStatusBar(object Sender)
{
    ....
}
```



UpdateToolBar

This event is sent when an external toolbar needs to be repainted.

```
tern.UpdateToolBar+=new Tern.EventUpdateToolBar(UpdateToolBar);

protected void UpdateToolBar(object Sender)
{
    ....
}
```



CreateEmbeddedControl

This event is sent when an embedded control is encountered during RTF input.

```
tern.CreateEmbeddedControl+= new
Tern.EventCreateEmbeddedControl(CreateEmbeddedControl);

protected void CreateEmbeddedControl(object Sender,
                                     string ClassName, int id)
{
    Control ctl=null;
    if (ClassName=="TextBox") {
        TextBox tb=new TextBox();
        if (id==1) tb.Text="Name";
    }
}
```

```

        else          tb.Text="Address";
        return (Control)tb;
    }
    return ctl;
}

```

Your application would use the event to recreate the embedded control which was originally inserted into the input RTF file using the TerInsertControl method. The value of the 'id' parameter is the same the 'id' parameter value specified when calling the TerInsertControl method.



Visual Basic Interface

Simply copy the tern31.dll to your application directory. Now invoke Visual Studio and follow these steps:

Right click on the 'Windows Form' category in the toolbox.

Select 'Customize Toolbox...".

Select the '.Net Framework Components'.

Click on the Browse button and select tern31.dll from the directory where you copied this dll.

Now you would see 'Tern' icon in the toolbar.

You can simply select this icon and drop it into your form.

License Key: Please set the [License Key](#) in the beginning of your program to avoid the pop-up nag screens.

Namespace: The control methods are placed in the 'SubSystems.TE' namespace. The control constants are available in the 'tc' class. Therefore, your application module using the TE functions should include the following 'Imports' statement at the top of the module:

```
Imports SubSystems.TE
```

You can then pass any TE constants to the editor methods by referring to the 'tc' class as following:

```
Tern.TerSetFlags5(true,tc.TFLAG5_SET_FORM_TITLE);
```

Please refer to the [Control Methods](#) chapter for the complete description of methods and API functions.

Please refer to the [Control Properties](#) and [Control Events](#) chapters for a list of control properties and events.

Sample Program: Please refer to the dmo_vbn sample program for an example of creating a word-processor using this control.



Visual C++ Interface

Copy the tern31.dll to your application directory. Now invoke Visual Studio and follow these steps:

Right click on the 'Windows Form' category in the toolbox.

Select 'Customize Toolbox...".

Select the '.Net Framework Components'.

Click on the Browse button and select tern31.dll from the directory where you copied this dll.

Now you would see 'Tern' icon in the toolbar.

You can simply select this icon and drop it into your form.

License Key: Please set the [License Key](#) in the beginning of your program to avoid the pop-up nag screens.

Namespace: The control methods are placed in the 'SubSystems.TE' namespace. The control constants are available in the 'tc' class. Therefore, your application module using the TE functions should include the following 'using' statement at the top of the module:

```
using SubSystems.TE;
```

You can then pass any TE constants to the editor methods by referring to the 'tc' class as following:

```
Tern.TerSetFlags5(true,tc.TFLAG5_SET_FORM_TITLE);
```

Please refer to the [Control Methods](#) chapter for the complete description of methods and API functions.

Please refer to the [Control Properties](#) and [Control Events](#) chapters for a list of control properties and events.

Sample Program: Please refer to the dmo_vbn sample program for an example of creating a word-processor using this control.



Recompile the DLL

Using Make file:

The product includes a make file called make-mc which can be used to recompile the dll. This make file recompiles the product using the command line compiler. Therefore the environment variable must be set properly to access the .NET c# compiler from the

command line.

Using Visual Studio:

The product includes the tern.csproj project file which can be loaded into Visual Studio to recompile this product.

Building a new project:

Please follow these steps to build a new Visual Studio project to recompile the tern dll:

Create a new project.

Project Type: Visual c# Project, Templates: Empty Project

Project Name: tern

Now right-click on 'Tern' at the top of the Solution Explorer window,

Select 'Add Existing Items'. Select and add all ter*.cs files. Select and add all ter*.resources files.

Add following references:

System.dll

System.Windows.Forms.dll

System.Drawing.dll

System.data.dll

System.xml.dll

mscorlib.dll

Right click on Tern to select the 'Properties' option. Now change these properties:

General->ObjectType to 'Class Library'

Output File: tern31.dll

Warning level: 3

Base Address: 0x25840000

Default Namespace:

The Default Namespace must be left blank to properly access the program resources such as icons and bitmap.



WPF Support

Tern control can be hosted within a WPF application using WindowsFormHost control. Here is an example:

XAML:


```
<Window x:Class="TernWpf.MainWindow"
        xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        Title="TE Edit Control Demo" Height="599" Width="911" Loaded="Window_Loaded"
        <Grid Name="TernGrid">

        </Grid>
</Window>
```

Code Behind:

```
using System.Windows.Forms.Integration;
using SubSystems.TE;

namespace TernWpf
{
    /// <summary>
    /// Interaction logic for MainWindow.xaml
    /// </summary>
    public partial class MainWindow : Window
    {
        public MainWindow()
        {
            InitializeComponent();
        }

        private void Window_Loaded(object sender, RoutedEventArgs e)
        {
            // Create the interop host control.
            WindowsFormsHost host = new WindowsFormsHost();

            // Create the Tern control.
            Tern tern = new Tern();
            tern.WordWrap = true;
            tern.PageMode = true;
            tern.ShowToolBar = true;
        }
    }
}
```

```

tern.ShowRuler = true;
tern.ShowVertRuler = true;
tern.VertScrollBar = true;
tern.HorzScrollBar = true;
tern.ShowStatusBar = true;

// catch the 'ControlCreated' event to do further initialization
tern.ControlCreated += new Tern.EventControlCreated(TernControlCreated);

// Assign the MaskedTextBox control as the host control's child.
host.Child = tern;

// Add the interop host control to the Grid
// control's collection of child controls.
this.TernGrid.Children.Add(host);
}

/*****
* This event allows you do additional initialization that can be done only
* after the Tern control is fully created
* *****/
private void TernControlCreated(Object sender)
{
    Tern tern = (Tern)sender;

    tern.TerSetFlags9(true, tc.TFLAG9_ENABLE_POPUP_MENU); // enable pop-up m
    tern.Command = tc.ID_SHOW_PAGE_LAYOUT; // show page layout mode

    tern.Data = @"{\rtf1 \i Please type here \i0\par}"; // assign any initi
}
}
}

```

For a working example, please refer to the wpf.zip file in the distribution folder.



PDF Support

The PDF Support can be incorporated into the editor using WinPdf Converter. Please visit our web site: www.subsystems.com if you wish to purchase WinPdf Converter.

Copy the pdn17.dll file from the WinPDF distribution to a location accessible by your application. Now include a reference to the pdn17.dll in your application. You can now use the following code to generate PDF from the current document:

C# Example

```
Pdn pdf=new Pdn();

pdf.LicenseKey=""; // Set the WinPdf product license key

int TotalPages=tern.TerGetParam(tc.TP_TOTAL_PAGES);

pdf.PdcStartDoc("test.pdf"); // start the pdf engine
tern.TerSetPrintPreview(true); // start the document metafile
                                output

for (int page=0;page<TotalPages;page++) {
    int width,height;

    tern.TerGetPageOrientEx(page,out width,out height);
        // width/height (in current orientation) is returned
        in twips units
    pdf.PdcStartPage(width,height);
        // pass width/height in twips

    pdf.PdcDrawMetafile(tern.TerPageMetafilePdf(page),300,300);
        // TerPageMetafilePdf creates pages in 1/300 inches
        resolution

    pdf.PdcEndPage();

    TotalPages=tern.TerGetParam(tc.TP_TOTAL_PAGES);
```

```

        // this line is needed only if the Tern control is NOT
        // set to use page-mode
    }

    tern.TerSetPrintPreview(false);
        // end the document metafile output

pdf.PdcEndDoc(); // close the pdf file

```

VB.NET Example

```

    Dim pdf As Pdn
    Dim TotalPages As Integer
    Dim page, width, height As Integer

    pdf = New Pdn()

    pdf.LicenseKey = "xyz" ' replace with your license
number

    TotalPages = Tern1.TerGetParam(tc.TP_TOTAL_PAGES)

    pdf.PdcStartDoc("test.pdf") ' start the pdf
engine

    Tern1.TerSetPrintPreview(True) ' start the document
metafile output

    For page = 0 To TotalPages - 1

        Tern1.TerGetPageOrientEx(page, width, height) '
width/height (in current orientation) is returned in twips
units

        pdf.PdcStartPage(width,height) ' pass width/height
in twips

        pdf.PdcDrawMetafile(Tern1.TerPageMetafile(page),
300, 300) ' TerPageMetafile creates pages in 1/300 inches
resolution

        pdf.PdcEndPage()

        TotalPages = Tern1.TerGetParam(tc.TP_TOTAL_PAGES) '

```

```
this line is needed only if the Tern control is NOT set to use
page-mode
```

```
Next page
```

```
Tern1.TerSetPrintPreview(False) ' end the document
metafile output
```

```
pdf.PdcEndDoc() ' close the pdf file
```



Mail/Merge Support

The product supports two kinds of mail-merge fields.

RTF type mail/merge fields:

First, the RTF type of mail-merge is created using the TerInsertField function, and populated using the TerChangeField function for each field in the document. The TerLocateField function is used to locate the RTF type of fields in the document. The advantage of using the RTF type of mail-merge field is that the field-name is stored separately from the field-data. Therefore, when the data is applied to the field using the TerChangeField field, you can still use the field-name to locate the field again. Click [here](#) for the detail description of these [Mail-merge](#) functions.

Double-underline type mail/merge fields:

The second type of fields are created by simply typing the field name and then underlining it. Please refer to the merge.rtf file for an example. The advantage of using this type of fields is that you can merge all fields in one call to the TerMergeFields function. The second advantage is that you are able to do merge and print as one step without opening a TE window using the TerMergePrint or TerMergePrintVB functions. In this topic we will explore this simple type of mail merge operation.

The simple mail/merge method consists of two components. The first component involves the user who creates a document containing the data field names. The second component is your application which calls the mail/merge print API to print a mail/merge document replacing the field names with field data.

Creating a Mail/Merge Document: A mail merge document is very similar to an ordinary document. To insert a field name in a document, do the following:

Input the field name using the keyboard.

Highlight the text for the field name.

Select the 'double underline' option from the font menu to apply the double underline style to the field name. The 'double underline' style is used to indicate the field names.

Printing a Mail/Merge Document: A mail merge document must be printed within your program's control. (The 'Print' option in the 'File' menu can not be used to print a

mail/merge document).

Your program initiates a mail/merge printing by using the 'TerMergePrint' function. Please refer to the 'Application Interface Functions' chapter for the complete description of this function.

Your application passes the print specification to the 'TerMergePrint' function using the 'StrPrint' structure variable. The 'TerMergePrint' function is called for each record that you wish to merge and print in the document. The following two member variables within the 'StrPrint' structure are used for supplying data for the field names:

MergeFields: This field specifies the variable to a list of mail merge field names. Each field name must be separated by a '|' character. The list must be terminated by a null character. If you do not wish to merge field data, set this field to null.

MergeData: This field specifies the variable to a list of mail merge data strings. Each data string must be separated by a '|' character. The number of data elements in the 'MergeData' array MUST be the same as the number of elements in the 'MergeFields' array. The list must be terminated by a null character. If you do not wish to merge field data, set this field to null.

Example:

```
MergeFields="name|address|city|st|zip";  
MergeData="Jim|139 Main St|Springfield|MA|02371"
```

The 'TerMergePrint' function scans the document to extract the field names. If a field name is found in the 'MergeFields' array, the corresponding string in the 'MergeData' is used to replace the field name with the data string in the document.

If the field name is not found in the 'MergeFields' array, the 'TerMergePrint' function sends a MergeData event to your application.

Example of using the MergeData event:

```
protected bool MergeData(object Sender, string name,  
                          out string data)  
{  
    data="";  
    if (name=="date") {  
        data=DateTime.Today.Date.ToString();  
        return true;  
    }  
    return false;  
}
```

This example returns today's date as a data string for the 'date' field. Please also refer to the [MergeData](#) event for further information.



Hyperlink Hooks

The editor provides the hooks to implement hyperlink facility.

Activation When the user double clicks on the text formatted with the double underline attribute, the editor sends a Hypertext event to the parent window. The hyperlink text format can be changed from double underline to any format of your choice by using the following code.

```
GetTerFields(out field)
```

```
field.LinkStyle = style-constant
```

```
field.LinkColor = color
```

```
field.LinkDbClick = set to false to activate the hyperlink on a single mouse click.
```

```
tern1.SetTerFields(field)
```

For a list of character styles, please refer to the SetTerCharStyle function. A special style-constant called HLINK is also available. This style does not have any visible attribute, but it allows the hyperlink text to have any mix of fonts and colors.

Event

Example:

```
protected void Hypertext(object Sender,
                          ref tc.StrHyperlink link)
{
    MessageBox.Show(link.text, link.code,
                    MessageBoxButtons.OK);
    link.used=true;
}
```

The 'StrHyperlink' structure is defined as following:

```
public struct StrHyperlink {
    public string code;        // hyperlink code
    public string text;       // hyperlink text
    public bool   DoubleClick;// TRUE if mouse double clicked,
                             // otherwise single click
    public bool   used;       // the host sets it to true if it
                             // acts upon this message
};
```

The 'text' member variable stores the text formatted with the double underline attribute.

The 'code' member variable stores the 'hidden' text found *immediately* before the link text.

Your application should set the 'used' variable to a true value if it processes this message. Otherwise it should return a false value.



Editing Modes

The TER editor offer these four editing modes:

Text Mode:

The text mode is initiated when the editor is called with word wrapping turned *off*. This mode is most suitable for editing the text files such as computer programs and batch files. In this mode, the lines are not wrapped automatically. This mode does not offer the paragraph formatting features.

Word Wrap Mode:

This mode is initiated when the routine is called with the word wrapping turned *on*. In this mode, the text in a window is automatically formatted to wrap at the end of the line. Therefore the complete line of text is always visible regardless of the window width. A special character 'ParaChar' is used to delimit a paragraph. This character is not displayed on the screen. Additionally, you have an option of suppressing this character when the file is written out to the disk.

This mode also allows the character and paragraph formatting features.

Print View Mode:

This mode is initiated when the editor is called with both the Word Wrap and the Print View flags turned on. In this mode, the text lines are wrapped as they would be wrapped when printed to the selected printer. The horizontal scrolling is automatically provided when the text goes beyond the current width of the window. This mode offers all the features of the Word Wrap Mode. In addition, it provide automatic repagination. This mode also allows for sections with multiple columns.

Page Mode:

This mode is initiated when the editor is called with both the Word Wrap and the Page Mode flags turned on. As in the Print View mode, the text lines are wrapped as they would be wrapped when printed to the selected printer. In this mode, however, the editor displays one page at a time. This mode is most useful for the documents containing multiple columns, as the columns are displayed side by side. In addition, this mode provides all the features of the Print View mode

FittedView:

This is a special case of the page mode in which the text wraps to the window width and

the soft page breaks are not displayed



Text Editor Commands

This chapter describes the editor commands by menu groups.

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How To Scroll Through The Text

Keyboard:

Use *Up*, *Down*, *Left* and *Right* arrow keys to scroll up or down a line, or left or right one character.

. Hit the *Home* key to position at the beginning of the current line.

Hit the *End* key to position at the end of the current line.

Hit *Ctrl-PgUp* to position at the beginning of a file.

Hit *Ctrl-PgDn* to position at the end of a file.

Hit *PgUp* to display the previous page.

Hit *PgDn* to display the next page.

Hit *Ctrl - Left* arrow key to position on the next word.

Hit *Ctrl - Right* arrow key to position on the previous word.

Hit *Ctrl - Up* arrow key to position at the first column of the current line (if not already on the first column) or at the first column of the previous line.

Hit *Ctrl - Down* arrow key to position at the first column of the next line.

Hit the *F10* key and type in the line number to jump to. This function is also available from the Navigation menu.

Mouse:

You can click mouse on the vertical and horizontal scroll bar to accomplish various scrolling function. These functions are available only if the horizontal or the vertical bar has been enabled by the startup parameters:

Vertical Scroll Bar: Click the mouse on the arrows on either end to scroll the screen up or down by one line. Click the mouse above the elevator to scroll the screen up by one page. Similarly, click the mouse below the elevator to scroll the screen down by one page. You may also drag the elevator to any position in the bar. As the elevator is dragged, the editor will scroll the screen up or down accordingly to maintain the correct cursor position.

Horizontal Scroll Bar: Click the mouse on the arrows on either end to scroll the screen left or right by one line. Click the mouse on either side of the elevator to scroll the screen left or right by 1/2 screen. You may also drag the elevator to any position in the bar. As the elevator is dragged, the editor will scroll the screen left or right accordingly to maintain the correct cursor position.



File and Print Commands

New File This function is used to clear the existing text from the edit window and start an empty, unnamed document. The user is prompted to save any modification to the previous document.

Open File This function is used to clear the exiting text from the edit window and open a new document. The user is prompted to save any modification to the previous document.

Save File Use this selection to save the text to the current file name. If a file is not yet specified, the editor will prompt you for a file name. If a file with the same name already exists on the disk, the editor will save the previous file with a backup extension (.TE).

If the I/O is conducted through a buffer rather than a disk file, the editor creates a new buffer with the updated text.

You can invoke this function by hitting the F3 function key (or select the option from the menu).

- Save File As..** This selection is similar to *Save File*. In addition, it allows you to specify a new file name for saving the text.
- This option is not available when the I/O is conducted through a buffer rather than a disk file.
- You can invoke this function by hitting the Shift F3 function keys together (or select the option from the menu)
- Exit** Use this function to exit from the editor session. If the current file is modified, you will have an option to save the modifications.
- You can invoke this function by hitting the Ctrl F3 function keys together (or select the option from the menu).
- Print** Use this option to print the contents of the current file. You may also choose to print only the selected part of the file. To print a block of text, the desired text must be highlighted before invoking the print function. This command supports these highlighted blocks:
- Line Block
 - Character Block
- The print function will print on a default printer selected from the Windows' control panel. You can alter the *printer setup* or *Page Layout* prior to invoking the print option.
- You can invoke the printing function by hitting the F4 function key (or select the option from the menu). The editor will display a dialog box where you can select the scope of the printing.
- Page Layout** Use this option before selecting the *Print* option to specify the page layout. You can specify margin (left, right, top and bottom) in inches.
- You can invoke this function by hitting the Ctrl F4 function keys together (or select the option from the menu).
- Printer Setup** This option invokes a printer specific dialog box for the default printer (the default printer selection is made from the control panel of Windows) You select the parameters from a set of printer specific options. These options include page size, page orientation, resolution, fonts, etc.
- You can invoke this function by hitting the Shift F4 function keys together (or select the option from the menu).
- Print Preview** This option is used to preview the document before printing. The editor displays up to 2 pages at a time. You can scroll to a different page by using the PgUp/PgDn or the scroll bar.
- By default the preview rectangle is sized to fit the current window. However, you can use the zoom option to enlarge or shrink the preview rectangle as you wish.



Line Edit Commands

- Insert After Current Line** In the *text mode* this function creates a blank line after the current line. Hit the F9 function key to insert a line after the current line.
- Insert Before Current Line** In the *text mode* this function creates a blank line before the current line. Hit the Ctrl F5 keys together to insert a line before the current line.
- Delete Line** Use this function to delete the current line. The remaining lines will be scrolled up by one line. Hit the Shift F9 keys together to delete the current line.
- Join Lines** In the *text mode* this function joins the next line at the end of the current line. Hit the Alt J keys together to invoke this function.
- Split Line** In the *text mode* this function splits the current line at the current cursor position. Hit the Alt S keys together to invoke this function.



Block Edit Commands

- Copy a Line Block** Use this command to **copy** a highlighted block of text lines from one location to another. This command provides a short alternative to using clipboard copy/paste functions.
- Highlight the lines of text to be copied, move the caret to the target location and hit Alt C (or select the option from the menu). This function does not delete the original block.
- Move a Line Block** Use this command to **move** a highlighted block of text lines from one location to another. This command provides a short alternative to using clipboard cut/paste functions.
- Highlight a block of text to be moved, move the caret to the target location and hit Alt M (or select the option from the menu). This function deletes the original block.
- Undo Previous Edit** The editor remembers your last edit command. You can use this function to undo the last edit command.
- You can invoke this function by hitting the Shift F8 keys together (or select the option from the menu). The editor will display a dialog box containing the information about the edit command to be undone. The dialog box displays the line number, column position, type of undo (delete/insert/edit) and the contents of the undo buffer. You may modify the target line number or column position. Confirm the operation by clicking on the OK button.
- This undo feature is not available for column block edits, block move and replace string commands.
- Redo Previous Undo** This command reverses the previous undo operation.



Clipboard Commands

Cut/Copy Text To Clipboard

Use this command to **cut or copy** a highlighted block of text to the clipboard. This function also copies the associated formatting information using the RTF format and the native TER format.

Highlight a block of text to be copied to the clipboard and hit the Ctrl+X (cut) or Ctrl+C (copy) keys, or select the option from the menu.

Paste Text From Clipboard

Use this command to paste the contents of the clipboard at the current caret location. The formatting information, if available, is also copied.

You can invoke this function by hitting the Ctrl+V keys together (or select the option from the menu).

Paste Special Objects

This function displays the clipboard data in a number of available formats:

Native Object Format

If available this is the first format in the list box. The data in this format can be later edited (by double clicking the object) using the *original* application. This data can be *embedded* into your application by using the Paste option, or you can create a *link* to the original file by using the Paste Link option.

Formatted Text

This is one of the text formats. This option offers the most suitable format if the data is pasted by another text output application as the font and formatting attributes are reproduced accurately.

Unformatted Text

This is another text format. This option pastes the text without retaining the formatting information.

Picture Format

The data is available in the Picture format. This object can be later edited (by double clicking the object) using the Microsofts MS Draw application. This format is preferred over the bitmap and the device independent bitmap formats.

Device Independent and regular bitmap formats

The data is available in the bitmap formats. The object can be later edited (by double clicking the object) using the Microsofts MS Draw application. The editor converts these formats into the Picture format before calling the drawing application.

:



Picture Commands

Embed Picture

Use this command to embed a picture bitmap or metafile from a disk file at the current caret location. The embedded picture is saved within the

document.

Link Picture

Use this command to link a picture bitmap or metafile to the document. The linked picture appears at the current caret location. A linked picture data is not saved with the document, only its name is store with the document.

Edit Picture

Use this command to change the width and height of a picture located at the current caret position. The width and height is specified in inches. This function also allows you to align (top, bottom, or middle) the picture relative to the base line of the text.

Drag/Drop Function

This is a method of inserting a file object into the text directly. To insert a file, open the Windows File Manager and locate the file to be inserted. Now click the mouse and keep the mouse button depressed as you move the mouse cursor to the editor window. Release the mouse button at the location where the object should be inserted. The editor shows an icon to indicate the inserted object. You can edit this object by double clicked at the icon.

The object inserted using this method makes use of Microsofts Packager application to tie the file with the application that originally created it.

Please note that a documented problem with the original Packager application may create errors during this function. Install the corrected version of the PACKAGER.EXE program for proper functioning.

Background Picture

This option, available from the 'Other' menu, is used to set a background picture for the text. The background picture occupies the entire text area. The picture file can be a Windows' bitmap (.BMP) or Metafile (.WMF).



Character Formatting Commands

Character Styles

The following character style commands are available:

Command	 	Keystroke	
Normal		Alt 0	
Bold Formatting		Ctrl B	
Underlining		Ctrl U	
Italic		Ctrl I	
Superscript		Alt 4	
Subscript		Alt 5	
Strike		Alt 6	

Character style options allows you to apply one or more style formats to the current character or to all characters in a highlighted block of text.

To apply a format to the current character, simply hit the appropriate keystroke (or select the option from the menu). To apply this format on a

block of characters, highlight a block using the Line Block or Character Block options. Now, hit the applicable keystroke, or select the option from the menu.

When you type in on the keyboard, the new characters automatically assume all the formatting characteristics of the preceding character.

TER allows multiple formats for a character. To apply more than one format, repeat the procedure described in the previous paragraphs.

To reset all character formats, highlight the characters and select the 'Normal' option from the menu, or hit the Alt 0 keystroke.

Fonts

Use this option to change the font typeface and point size of the current character or of all characters in a highlighted block of text.

If you wish to change the font for a highlighted block of text, highlight the block using the Line or Character highlight function. If you wish to change the font of a single character, simply position the cursor on that character. Now select the font option from the menu or hit the Alt F10 keys together. A dialog box will appear that shows the list of typefaces and point sizes to select from. Make the desired selection now.

Colors

Use this selection to change the text color of the current character or of all characters in a highlighted block of text.

If you wish to change the color of a highlighted block of text, highlight the block using the Line or Character highlight function. If you wish to change the color of a single character, simply position the cursor on that character. Now select the color option from the menu. A dialog box will appear that shows the color selection. Make the desired selection now.

Hidden Text

The text formatted with this attribute are treated as hidden text. Normally the hidden text, as the name implies, does not appear on the screen or printer. However you can display the hidden text by selecting the 'Show Hidden Text' option from the 'View' menu.

Protected Text

The text formatted with this attribute are protected from the editing changes. The protected text appear with a light shade in the window. This function is available only when the 'protection lock' is turned off. The 'protection lock' can be turned off by using an option from the 'Other' menu.



Paragraph Formatting Commands

Reset Paragraph Format

Use this selection to reset all paragraph formats for the current paragraph or for all lines in a highlighted block of text.

To reset the paragraph formats for the current paragraph, simply hit the Alt P keys together (or select the option from the menu). To reset the

formats for a block of lines, highlight a block and hit the Alt P Keys together (or select the option from the menu).

Paragraph Centering Use this selection to center all lines in the current paragraph or all lines in a highlighted block of text.

To center the current paragraph, simply hit the Alt 8 keys together (or select the option from the menu). To center a block of lines, highlight a block of text and hit the Alt 8 Keys together (or select the option from the menu).

Paragraph Right Justification Use this selection to right justify all lines in the current paragraph or all lines in a highlighted block of text.

To right justify the current paragraph, simply hit the Alt 9 keys together (or select the option from the menu). To right justify a block of lines, highlight a block of text and hit the Alt 9 Keys together (or select the option from the menu).

Paragraph Justification Use this selection to justify the text on both left and right margins.

To justify the current paragraph, simply select the option from the paragraph menu. To justify a block of lines, highlight a block of text and then select this option from the menu.

Paragraph Double Spacing Use this selection to double space all lines in the current paragraph or all lines in a highlighted block of text. A double spaced paragraph has a blank line between each text line.

To double space the current paragraph, simply hit the Alt O keys together (or select the option from the menu). To double space a block of lines, highlight a block of text and hit the Alt O Keys together (or select the option from the menu)

Paragraph Indentation (Left) Use this selection to create a left indentation for all lines in the current paragraph or for all lines in a highlighted block of text. The successive use of this option increases the amount of left indentation.

To apply the left indentation to the current paragraph, simply hit the Alt L keys together (or select the option from the menu). To apply the left indentation to a block of lines, highlight a block of text and hit the Alt L Keys together (or select the option from the menu).

To create the left indentation using the mouse, click the left mouse button on the indentation symbol on the lower left end of the ruler. While the mouse button is depressed, drag the mouse to the desired location and release the mouse button. The indentation created using this method is applicable to every line in the paragraph except the first line.

Paragraph Indentation (Right) Use this selection to create a right indentation for all lines in the current paragraph or for all lines in a highlighted block of text. The successive use of this option increases the amount of right indentation.

To apply the right indentation to the current paragraph, simply hit the Alt R keys together (or select the option from the menu). To apply the right indentation to a block of lines, highlight a block of text and hit the Alt R Keys together (or select the option from the menu).

To create the right indentation using the mouse, click the left mouse button on the indentation symbol on the lower right end of the ruler. While the mouse button is depressed, drag the mouse to the desired location and release the mouse button.

Paragraph Hanging Indentation

This option is similar to paragraph left indentation, except that the indentation is not applied to the first line of the paragraph.

To apply the hanging indentation to the current paragraph, simply hit the Alt T keys together (or select the option from the menu). To apply the left indentation to a block of lines, highlight a block of text and hit the Alt T Keys together (or select the option from the menu).

To create the hanging indentation using the mouse, click the left mouse button on the indentation symbol on the upper left end of the ruler. While the mouse button is depressed, drag the mouse to the desired location and release the mouse button.

Paragraph Keep Together

When this attribute is turned on for a paragraph, the editor attempts to keep all lines within the paragraph on the same page.

Paragraph Keep with Next

When this attribute is turned on for a paragraph, the editor attempts to keep the last line of the current paragraph and the first line of the next paragraph on the same page.

Widow/Orphan Control

When this attribute is turned on for a paragraph, the editor attempts to avoid widow/orphan paragraphs. An 'orphan' paragraph results when the last line of the paragraph lies on the next page. A 'widow' paragraph results when the first line of the paragraph lies on the previous page



Paragraph Spacing, Borders and Shading

This functionality is provided by two options in the paragraph menu, one to set the Border and Shading parameters and the other to set the spacing parameters for a paragraph.

The '**Paragraph Spacing**' menu option allows you to set the space before and after the paragraph. You can also specify the minimum space between the paragraph lines. All space parameters are specified in points.

The '**Border and Shading**' option in the paragraph menu allows you to create the paragraph borders and set the shading amount for the paragraph. You can draw all four sides of the border, or you can draw only the selected sides. Additional two options allow you to select a thick and double lined border.

When two or more contiguous paragraphs have identical paragraph formatting parameters, a single border is drawn to enclose all such contiguous paragraphs.

The top line of the border is placed beneath the top of the first line. The bottom line of the border is placed above the bottom of the last line. Create a blank line at the top and bottom if you need additional clearance at the top or bottom. The left line of the border is placed before the left indentation for the paragraph. Therefore, the left side may not be visible for the paragraph with no left indentation. The right line of the border is placed

after the right indentation. Therefore, the right side may not be visible for the paragraph where the right margin extends up to or beyond the width of the window.



Tab Support

TE Editor supports left, right, center, and decimal tab stops. The tab stops are very useful for creating columns and tables. A paragraph can have as many as 20 tab positions.

The 'left' tab stop begins the text following a tab character at the next tab position. To create a left tab stop, click the left mouse button at the specified location on the ruler. The left tab stop is indicated on the ruler by an arrow with a tail toward the right.

The 'right' tab stop aligns the text at the current tab stop such that the text ends at the tab marker. To create a right tab stop, click the right mouse button at the specified location on the ruler. The right tab stop is indicated on the ruler by an arrow with a tail toward the left.

The 'center' tab stop centers the text at the current tab position. To create a center tab stop, hold the shift key and click the left mouse button at the specified location on the ruler. The center tab stop is indicated on the ruler by a straight arrow.

The 'decimal' tab stop aligns the text at the decimal point. To create a decimal tab stop, hold the shift key and click the right mouse button at the specified location on the ruler. The decimal tab stop is indicated on the ruler by a dot under a straight arrow.

The tab stops can also be created by using the 'Set Tab' selection from the 'Paragraph' menu. This option allows you to specify the tab position, tab type (left, right, center, or decimal) and tab leader (dot, hyphen, underline, or none).

To move a tab position using the mouse, simply click the left mouse button on the tab symbol on the ruler. While the mouse button is depressed, drag the mouse to the desired location and release the mouse button.

To clear a tab position, simply click at the desired tab marker, or select the option from the menu. You can also clear all tab stops for the selected text by selecting 'Clear All Tabs' option from the menu.

The 'Snap To Grid' option in the 'Other' menu affects the movement of the tabs (and the paragraph indentation markers) on the ruler. When this option is checked, the movements of these markers are locked on to an invisible grid at an interval of 1/16 inch.

Normally, a tab command is applicable to every line of the current paragraph. However, if you highlight a block of text before initiating a tab command, the tab command is then applicable to all the lines in the highlighted block of text.



Page Break and Repagination

A hard page break can be inserted in the document by pressing the Control and Enter keys together (or select the option from the menu: Edit->Break->Section Break). A hard page break places the text after the page break on the following page. A hard page break is indicated by a solid line in the editing window.

In the Print View editing mode, the editor also creates automatic page breaks when the text overflows a page. An automatic page break is indicated by a dotted line in the editing window. As the name implies, these page breaks are calculated automatically by the editor between the keystrokes. The repagination process is time consuming. Sometimes there may not be enough time for a large document to complete the repagination between the edits. Therefore, the menu also provides an option to provide complete repagination on demand.

Inserting Page Number The 'Page Number' selection from the 'Insert' menu allows you to insert the page number into the document. The page number string is inserted at the current cursor position. This string is displayed using a gray color.

Inserting Page Count The 'Page Count' selection from the 'Insert' menu allows you to insert the total number of pages into the document. The page count string is inserted at the current cursor position. This string is displayed using a gray color.

Show Page Border When option is turned on, the editor displays the borders around the text on the screen. This option is available in the page mode only. The 'FittedView' option must be turned off.



Page Header/Footer, Bookmark and Footnote Commands

The page header/footer functionality is available in the Page Mode only.

Show Page Header/Footer Normally, the editor does not show the header and footer for a page. You can use this option from the 'View' menu to display the page header and footer.

This option does not allow you to edit the text for the page header/footer. Every section in a document can have its own page header and footer. If a section does not have a page header/footer of its own, this option shows the header/footer from the preceding section for the pages in this section.

Edit Page Header/Footer The user can use this option to edit the text for the page header and footer. This option is available from the 'Edit' menu.

Insert Footnote This option allows you to insert a footnote at the current cursor location. The footnote is displayed at the bottom of the page

Edit Footnote Text

This option displays the footnote text in-line with the regular text. It allows you to edit the footnote text. The modified footnote is displayed at the bottom of the page.

Insert Bookmark

This dialog box is activated from the 'Insert' menu. It allows you to place a bookmark (new or existing) at the current text location. You can also position the cursor at a specified bookmark. It also allows you to delete an existing bookmark.



Table Commands

The table menu is available in the Page mode or Print View modes only (see Editing Modes). This menu contains the commands to create a new table or to edit table attributes.

Insert Table

Use this option to insert a new table in the document. This option prompts the user for the initial number of rows and columns in the table. The editor initially creates the cells of equal width. The user can, however, change the cell width by dragging the cell borders using the mouse.

In the Page Mode, the table cells are arranged by rows. In the Print View Mode, the table structure is not visible.

Insert Table Row

Use this option to insert a new row before the current table row. The new table row has the same number of columns as the current table row.

Merge Table Cells

Use this option to merge together the highlighted cells. The width of the resulting cells is equal to the sum of all merged cells. If the highlighted cells span more than one table row, this operation creates multiple merged cells each within its row.

Split Table Cell

Use this option to split the current table cell into two cells of equal width. The entire text of the original cell is assigned to the first cell. The second cell is created empty.

Delete Table Cells

Use this option to delete the selected cells from the table. A dialog box allows the user to select the cells for the deletion.

The dialog box has three options: cells, columns, and rows. The first option selects the current cell or all the cells in the highlighted block of text. The second option selects all the cells in the current column or the columns containing the cells in the highlighted block of text. The third option selects all the cells in the current row or the rows containing the cells in the highlighted block of text.

A table is automatically deleted when all its cells are deleted.

Table Row Position

Use this option to position the table or a selected table rows. A dialog box

lets you position the table as left justified, centered, or right justified.

Table Cell Border

Use this option to create the borders around the selected cells. A dialog box allows the user to select the cells for this operation.

The dialog box has three options: cells, columns, and rows. The first option selects the current cell or all the cells in the highlighted block of text. The second option selects all the cells in the current column or the columns containing the cells in the highlighted block of text. The third option selects all the cells in the current row or the rows containing the cells in the highlighted block of text.

The user can specify the width of each border (top, bottom, left and right). The border width should be less than the cell text margin. The cell text margin is the distance from the left edge of the cell to the beginning of the text in the cell. The border width is specified in twips (1440 twips equal to one inch).

Table Cell Shading

Use this option to shade the selected cells. A dialog box allows the user to select the cells for this operation.

The dialog box has three options: cells, columns, and rows. The first option selects the current cell or all the cells in the highlighted block of text. The second option selects all the cells in the current column or the columns containing the cells in the highlighted block of text. The third option selects all the cells in the current row or the rows containing the cells in the highlighted block of text.

The shading is specified in terms of the shading percentage. A value of 0 indicates a white background, where as the value of 100 indicates a black background. A value between 0 and 100 indicates the level of shading.

Show Table Grid Lines

Use this option to enable or disable the display of the table grid lines. The table grid lines are for display purpose only, they are not drawn when printing to a printer



Section and Columns

The editor allows you to divide a document into multiple sections. A multiple section document is useful when a) you need to vary the page margins from one page to another and b) you need to create multiple column text.

Creating a New Section

To create a new section, select the 'Break' submenu option from the 'Edit' menu. A section break line (double solid line) is created before the current line. The new section begins at the text following the break line.

Editing the Section Parameters

The following section parameters can be edited:

Number of columns and column spacing.

Portrait or Landscape orientation.

Placement of the text on the next page.

Page Margins

The first three parameters can be edited by selecting the 'Section Edit' option from the 'Edit' menu. The last parameter can be edited by selecting the 'Page Setup' option from the 'File' Menu.

Deleting a section break line To delete a section break line, simply position the cursor on the section break line and hit the key.

Multiple Column Editing This option is available in the Print View and Page Modes only (See Editing Modes)

To create multiple columns for a section, select the 'Section Edit' option from the menu and specify the number of columns to create. You can also specify the space between the columns.

The text in the multiple column section wraps at the end of the column. When the text reaches the end of the page, or the end of a section, the new text is placed on the next column.

In the Print View mode, the multiple columns are not actually seen in the window. In the Page Mode, the columns are visible as they would be when the text is printed. Therefore, the Page Mode is useful when editing multiple column text.

Column Break Normally in a multiple column section, the text flows to the next column at the end of the current column. The column break option can be used to force the text to the next column before the current column is completely filled.

A column break can be inserted by selecting the option from the menu (Edit->Insert Break...). A column break is indicated by a line with a 'dot and dash' pattern. The text after the column break line is placed on the next column. To delete the column break line, simply position the cursor on the line and hit the key



Stylesheet and Table-of-contents

The editor supports the character and paragraph type stylesheet style items. The character stylesheet style constitutes a set of character formatting attributes and is applied to a character string. The paragraph stylesheet style constitutes not only a set of character formatting attributes, but also a set of paragraph formatting attributes. The paragraph style is applied to one or more paragraphs.

Create and edit styles A stylesheet style is created and modified using the 'Edit Style' menu option from the 'Edit' menu. This option displays a dialog box which

allows you to choose between a character style or a paragraph style. You can select an existing style to modify from the list box or enter the name for the new style. Once you click the 'Ok' button, the recording of the stylesheet properties begins. You can use the ruler, toolbar, or the menu selections to modify the stylesheet items. The ruler, toolbar, and menu also reflect the currently selected properties for the stylesheet item. Please note that the paragraph properties are allowed only for the paragraph type of stylesheet item.

After you have selected the desired properties, terminate the stylesheet editing mode by either selecting the 'Edit Style' selection from the menu again or by clicking anywhere in the document. If the existing stylesheet item was modified, the document automatically reflects the updated stylesheet properties. If a new stylesheet item was created, your next step is to apply the style to the desired text by choosing the 'style' option from the 'Font' or the 'Paragraph' menu selection.

Apply character styles	The 'style' menu selection in the 'Font' menu allows you to apply a stylesheet style to the currently highlighted character string.
Apply paragraph styles	The 'style' menu selection in the 'Paragraph' menu allows you to apply a stylesheet style to the current paragraph. To apply a style to a range of paragraphs, highlight the paragraphs before selecting the 'style' menu option.
Table of Contents	<p>To insert a table of contents, first create the heading styles using the 'Edit Style' option from the 'Edit' menu. For example, if you wish to insert a three level deep table of contents, create heading styles 'heading 1', 'heading 2', and 'heading 3'. Then place the cursor at the heading lines and apply a suitable heading style using 'style' menu selection from the 'Paragraph' menu. The last step would be to position the cursor where you wish to insert the table of contents and select the 'Table of Contents' menu selection from the 'Insert' menu.</p> <p>The table-of-contents are automatically updated whenever repagination occurs.</p>



Text/Picture Frame and Drawing Objects

A frame is a rectangular area on the page. A frame can contain both text and picture. The text outside the frame flows around the frame. A drawing object can be a text box, rectangle or a line. The drawing object overlays on top of the text

The 'Frame' or 'Drawing Object' option from the 'Insert' menu is used to embed a frame or a drawing object into the text. The new object is inserted at the current text position.

To insert text into the frame or a text box, click a mouse button inside the frame to select the frame. Now type the text at the cursor position.

To size a frame, click a mouse button inside the frame to select the frame. Now click the

left mouse button on a sizing tab and move the mouse while the mouse button is depressed. Release the mouse when done. The text inside the frame is automatically rewrapped to adjust to the new width. If the new height of the frame is not enough to contain all text lines, the frame height is automatically adjusted to include all lines. If the frame contains only a picture, the picture size is automatically adjusted to fill the frame.

To move the frame, click a mouse button inside the frame to select the frame. Now move the mouse cursor just outside the frame until a plus shaped cursor appears. Click the left mouse button. While the mouse button is depressed, move the frame to the new location and release the mouse button.

To edit the base vertical position of the frame, select the 'Vertical Frame Base...' option from the edit->frame menu. The frame locked to the top of the page or the top of the margin retain their vertical position when the text is inserted before them.

To edit the border and the background of a drawing object, select the 'Edit Drawing Object' option from the edit->frame menu.

This option is available in the Page Mode only.



View Options

This menu allows you to turn on and off the following viewing options:

Page Mode

In this mode, the editor displays one page at a time. This mode is available when the editor is called with both the Word Wrap and the Page Mode (or the PageView flag) flags turned on. This mode is most useful for the documents containing multiple columns, as the columns are displayed side by side. In addition, this mode provides all the features of the Print View mode.

FittedView

Special case of the page mode in which the text wraps to the window width and the soft page breaks are not displayed

Ruler

The ruler shows tab stops and paragraph indentation marks. The ruler can also be used to create or delete tab stops

Tool Bar

The tool bar provides a convenient method of selecting fonts, point sizes, character styles and paragraph properties. The tool bar also shows the current selection for font, point size and character styles.

Show Status Ribbon

The status ribbon displays the current page number, line number, column number and row number. It also indicates the current insert/overtyping mode.

Show Hidden Text

This option displays the text formatted with the hidden attribute (see Character Formatting Options) with a dotted underline. When this option is turned off, the hidden text is not visible.

- Show Paragraph Mark** This option displays a symbol (an inverted 'P') at the end of each paragraph. This option may be useful when working with lines with many different heights
- Hyperlink Cursor** This option is used to display the hyperlink cursor when the cursor is positioned on a hypertext phrase. The hyperlink cursor is an image of a hand with a finger pointing to the text.
- Zoom** This feature allows you to compress or enlarge the display of the document text. The editor allows a zoom percentage between 25 and 200.



Navigation Commands

- Jump** Use this function to position on a desired line number.
- You can invoke this function by hitting the F10 function key (or select the option from the menu). The editor will then display a dialog box so that you can enter the line number to jump to.
- See 'How to Scrolling Through the Text' section for other navigation functions.



Search/Replace Commands

- Search a Text String** Use this function to locate a string of characters in the current file. The editor will search for the first instance of the given character string. To find the subsequent instances of the same character string, use *Search Forward* or *Search Backward* commands.
- You can invoke this function by hitting the F5 function key (or select the option from the menu). The editor will display a dialog box where you enter the character string to locate. You can specify the search to be in the backward or the forward direction from the current cursor position or you can specify the search to take place from the beginning of the file. You can also force a non-casesensitive search, in which case the string is matched irrespective of the case of the letters in the string.
- Search Forward** Use this function to locate the next instance of a previously located string using the *Search Function*. If the Search Function is not yet invoked, this function will call the Search Function instead.

You can invoke this function by hitting the Control F Keys together (or select the option from the menu).

Search Backward

Use this function to locate the previous instance of a previously located string using the *Search Function*. If the Search Function is not yet invoked, this function will call the Search Function instead.

You can invoke this function by hitting the Control Shift F Keys together (or select the option from the menu).

Replace a Text String

Use this function to replace a character string with another character string.

You can invoke this function by hitting the F6 function key (or select the option from the menu). The editor will show a dialog box where you will enter the old and new character strings. You may also choose to conduct the replace only within a selected part of the file. To choose such a block of text, the desired text must be highlighted before invoking the replace function.

The dialog box also offers you an option to force the editor to verify each replace.



Highlighting Commands

Highlight a Character Block

Use this function to highlight a block of characters.

Mouse: Position the mouse cursor on the first character of the block and depress the left button. While the left button is depressed, drag the mouse to the last character of the block and release the mouse.

Keystroke: Position the caret on the first character of the block and press the shift key. While the shift key is pressed, use the position keys to move the caret on the last character of the block and release the shift key. Normally, you can also use any position key in combination with the Shift key to create, expand, or shrink the text selection.

Normally, a function that utilizes a character block, also erases the highlighting. To explicitly erase the highlighting click a mouse button again or press any position key.

Highlight a Line Block

Use this function to highlight a block of lines.

Mouse: Position the mouse cursor at any position on the first line of the block and depress the right button. While the right button is depressed, drag the mouse to the last line of the block and release the mouse.

Keystroke: Position the caret at any position on the first line of the block and hit the F8 function key. Use the Up and Down arrow keys to position the caret on the last line and hit F8 again.

Normally, a function that utilizes a line block, also erases the highlighting. To explicitly erase the highlighting click a mouse button again or press the F8 key again.

Highlight a Word

Double click any mouse button on the desired word to highlight the word