

stzUE Version 2020-04

Changes and New Features

16 April 2020 by Scott McDonell

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General Changes

New Installation Location

stzUE was previously installed in the 'c:\steezware' folder, which it shared with stzCMD – the steezware Command-Line Tools. It now installs to the 'c:\steezwareUE' folder and shares no files in common with stzCMD.

The installation manual explains that existing stzUE users must correct settings in UltraEdit to point to this new folder, for example, the configuration of user tools, and the location of word files and macros.

Direct Entry of File Names

Previous versions of stzUE only allowed selection of files by using the lookup button. You can now enter or edit a file name.

Save Tool	Summary Panel	Save Program Name
Settings	Panel 1/Project	Pvx Interpreter Optional Pvx INI File Optional Nomads INI File UltraEdit Project File
	Panel 4/Tools Load Project	Message Library File Shared Project File

Direct Entry of Folder Names

Previous versions of stzUE only allowed selection of folders via the lookup button. You can now enter or edit a folder name.

Settings	Panel 2/Save	Prog/Nomads Save Folder 1 Prog/Nomads Save Folder 2 Prog/Nomads Save Folder 3 Backup Folder
	Panel 4/Tools	Nomads Folder Pvx Folder DDF Folder
Program-to-Text Tool		Destination Folder
Search Tool		Programs to Search Folder

Performance

All calls and performs within stzUE are now done with explicit path names, rather than relying on PREFIX settings of paths. This has increased performance in all tools, but especially in the Search tool which is now much faster at searching programs.

Fonts

All fonts are rendered as Calibri, with fixed fonts using Consolas.

MASEXT32.DLL

This Sage dynamic link library is no longer used by stzUE.

Skip Warnings

If using ESCAPE or MSGBOX or other things in the warnings file that you want skipped by the syntax checker, add a remark with `*SC-OK*` at the end of the line. Examples...

```
PREINPUT -1301 ; ESCAPE      ! *SC-OK*  
MSGBOX ML_Cust$, "Customer"  ! *SC-OK*
```

Note Prior versions of stzUE used "stzUE-WarnSkip" to skip lines with warnings. This flag still works, but the ALT-0 and ALT-1 macros now insert `*SC-OK*`.

Note `*SC-OK*` means "Syntax Check – Okay", and this was changed in stzUE to be consistent with code coming from the Eclipse Sage plugin, which uses `*SC-OK*` skip syntax warnings.

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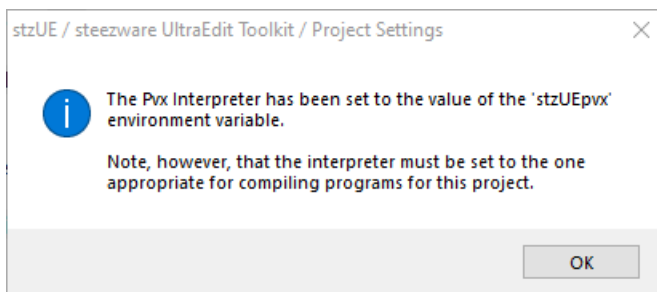
Options on the [Help] window to register, donate and access support have been removed.

Project Settings

Note Project Maintenance has been renamed Project Settings.

Default Interpreter

When creating a new project, the Pvx Interpreter defaults to the 'stzUEpvx' environment variable...



Cancel Button

When a project is selected, the [Cancel] button closes the project, as it did in previous versions of stzUE...



...but after pressing [OK] or [Cancel] the button text changes to [Close]...



Save Tool

Project Settings

Nomads

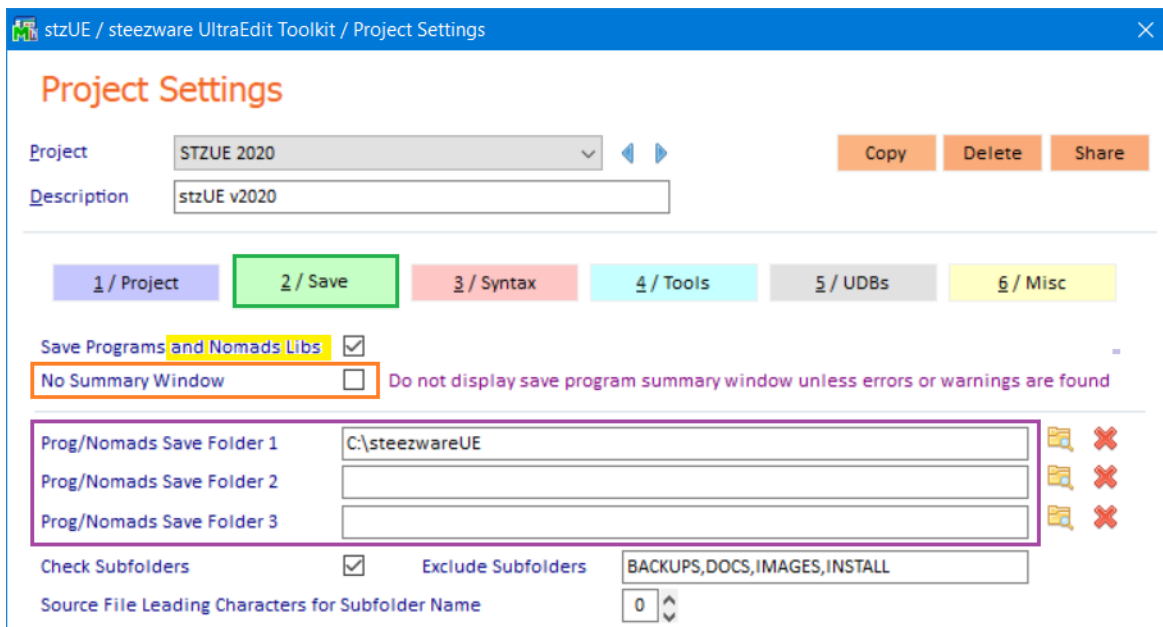
Project save settings always applied to both programs and Nomads libraries, so to make this clearer the captions on the Save panel now include “Nomads” where appropriate.

No Summary Window

Easily one of the handiest new features in v2020-04, you can now elect to not have the program save summary window shown unless there are errors or warnings to report. Note that this only applies to programs – saving a Nomads library always displays a summary splash screen.

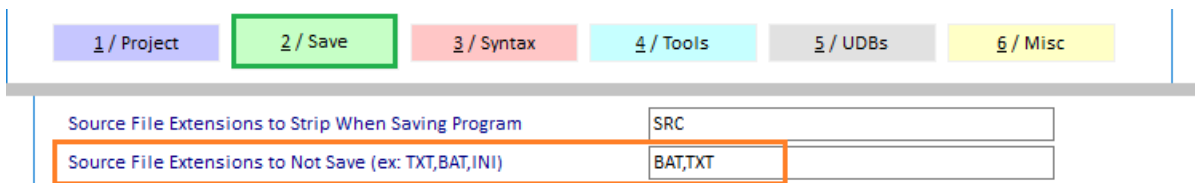
Multiple Save Folders

Programs and Nomads libraries can now be saved in up to three locations. The options for checking subfolders – ‘Exclude Subfolders’ and ‘Source File Leading Characters for Subfolder Name’ – apply to all three save locations.



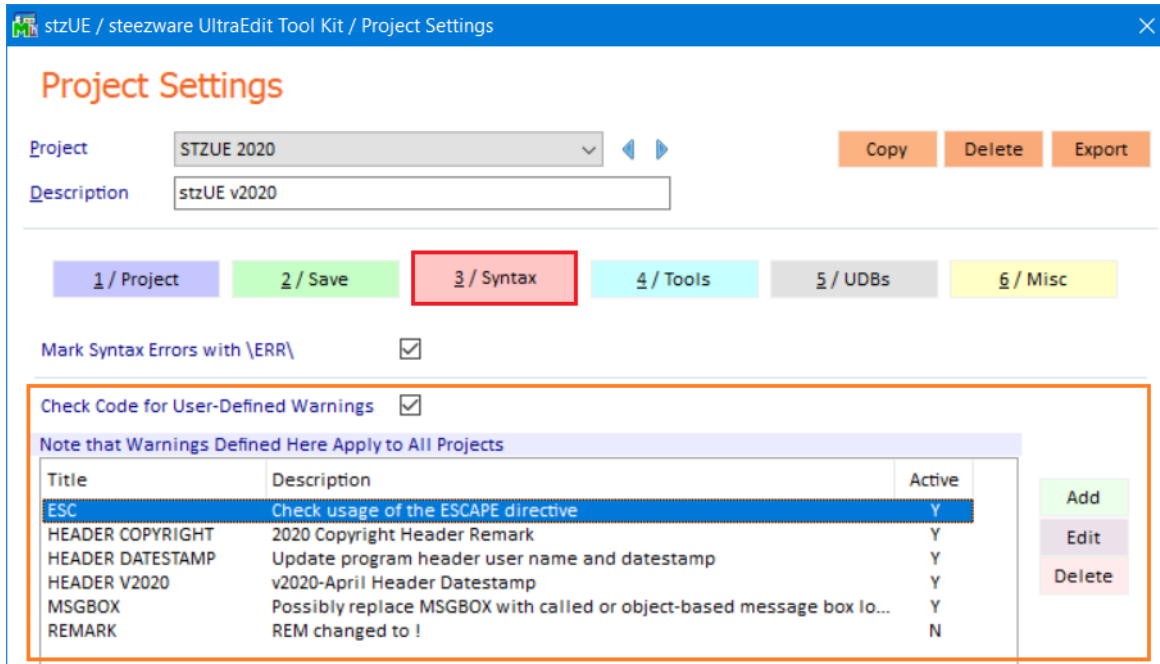
Skip Save by File Extension

You can now specify file types that you do not want stzUE to save...



Note Using the stzUE Save tool on a not-to-save file will still compel UltraEdit to save any changes made to it but will not run the syntax checker or perform the other functions of the Save tool.

Warnings and Auto-Correct During Save



The user-defined warnings and auto-corrections defined on the Syntax panel in Project Settings has been completely reworked...

- The stzUEwarnings.txt file used in previous versions is no longer used.
 - Warnings are now saved in the stzUE settings file.
 - If you have warnings defined in stzUEwarnings.txt you must add them on this panel, there is no support for importing the old warnings. In previous versions of stzUE, this file is found in c:\steezware\install.
- The Syntax panel, as shown above, now contains a list of the warnings and allows for adding, modifying and deleting warnings. These warnings apply to all projects, not just the project currently being maintained.
- A new “whole-line replace” option changes an entire line, specifically designed for updating program heading remarks that include a date stamp.
- The scan logic for warnings and making replacements has been thoroughly reworked, including finding and replacing multiple search texts in a single line of code.

Note The options for checking Sage 100 UltraEdit settings has been deprecated and removed from the Project Settings Syntax panel.

Reserved Line Labels

Because reserved line labels begin with an asterisk, UltraEdit is unable to automatically change them to uppercase when entered from the keyboard. The program Save tool now makes these substitutions for you if the label name is entirely lowercase...

```
*continue → *CONTINUE
*end      → *END
*escape   → *ESCAPE
*next     → *NEXT
```

*proceed	→	*PROCEED
*retry	→	*RETRY
*return	→	*RETURN
*same	→	*SAME

If you want a reserved line label to not have its case changed, enter the skip-warning `*SC-OK*` tag in a comment at the end of the line...

```
OPEN LOCK (HFN, ERR=*next) tmpFL$; rtnFH = LFO      ! *SC-OK*
```

`\ERR\` in Lines with Syntax Errors

If using the 'Mark Syntax Errors with `\ERR\`' option, saving a program now clears those markers before compilation.

In other words, you can edit and fix a line that begins with `\ERR\` without removing the `\ERR\` marker and it will be removed for you automatically on the next save. In previous versions, if the syntax error was corrected but the `\ERR\` tag was not removed the line would still appear with the `\ERR\` marker after compilation because, of course, `\ERR\` at the beginning of a line fails compilation.

Nomads

Interface

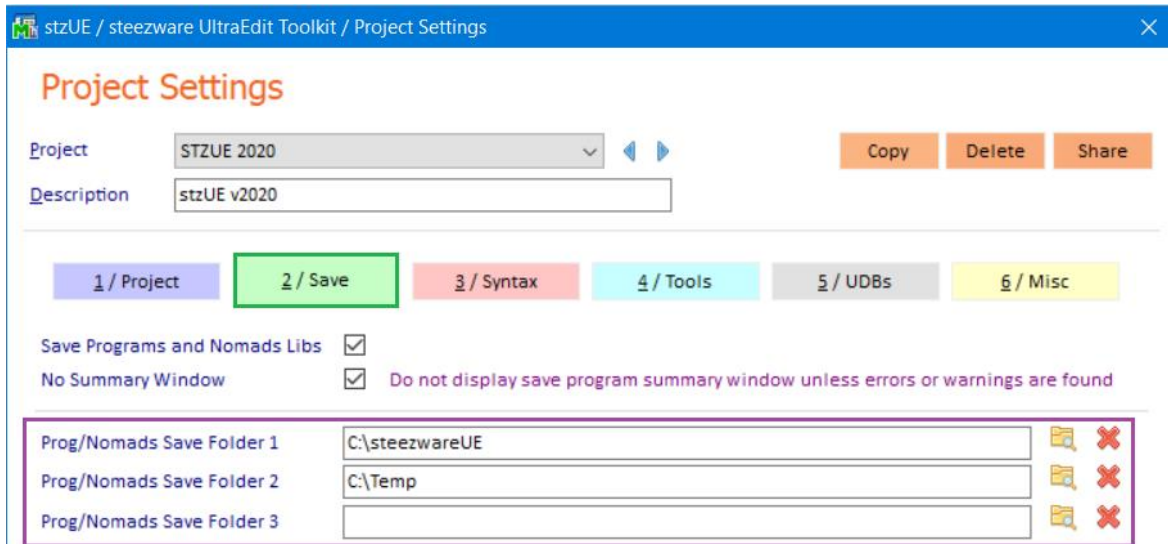
In prior versions of stzUE, opening a Nomads library in UltraEdit – for example, double-clicking an M4T file in the UE File View - prompted you to select a panel from the library to be modified. While working in Nomads on the selected panel, UltraEdit would be locked from other activities, that is, you could do nothing in UE until you closed Nomads ... and you could only work on the selected panel, not on the entire library.

In v2020-04 the Nomads selection panel for the entire library is opened and UltraEdit remains responsive, that is, you may switch between Nomads and UE. In fact, you can return to UltraEdit and open another Nomads library while still editing the already opened library. This is also useful because the Nomads panel selector allows you to edit the defaults for the library, do search and replace in the library, and edit multiple panels before closing Nomads.

Save

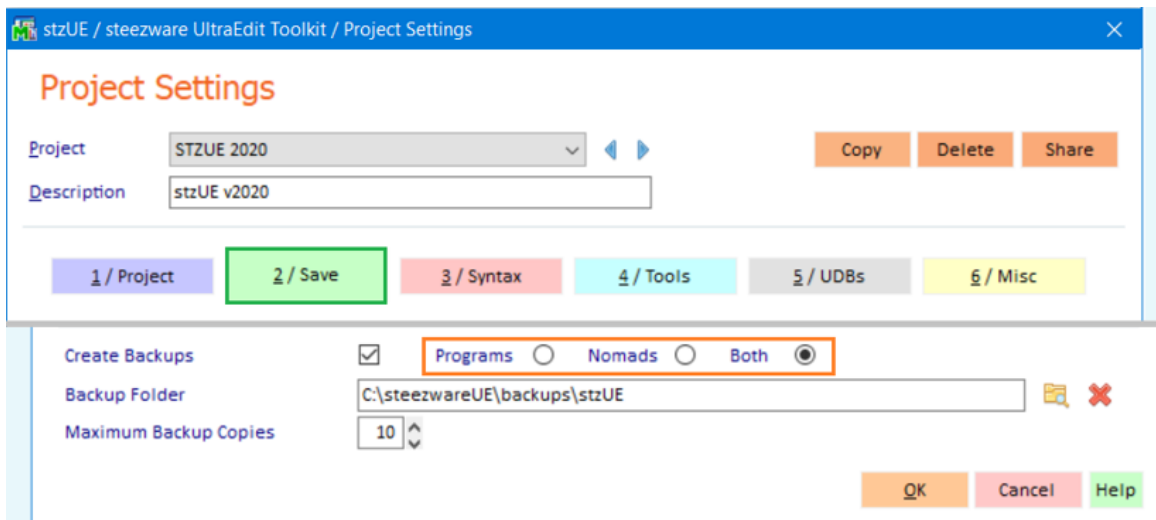
Multiple Save Locations

Up to three folders can now be defined for saving programs and Nomads libraries, as mentioned above for the Save tool...



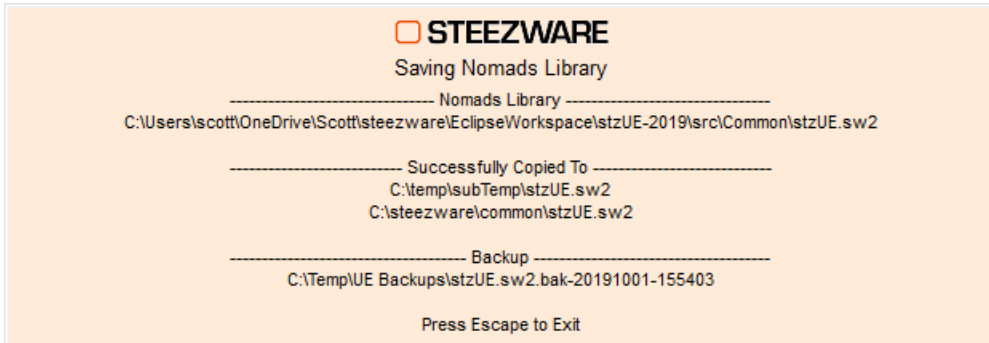
Backup

stzUE has always had the ability to create backup files when saving a program. Backing up Nomads libraries is now also supported...



Splash Screen

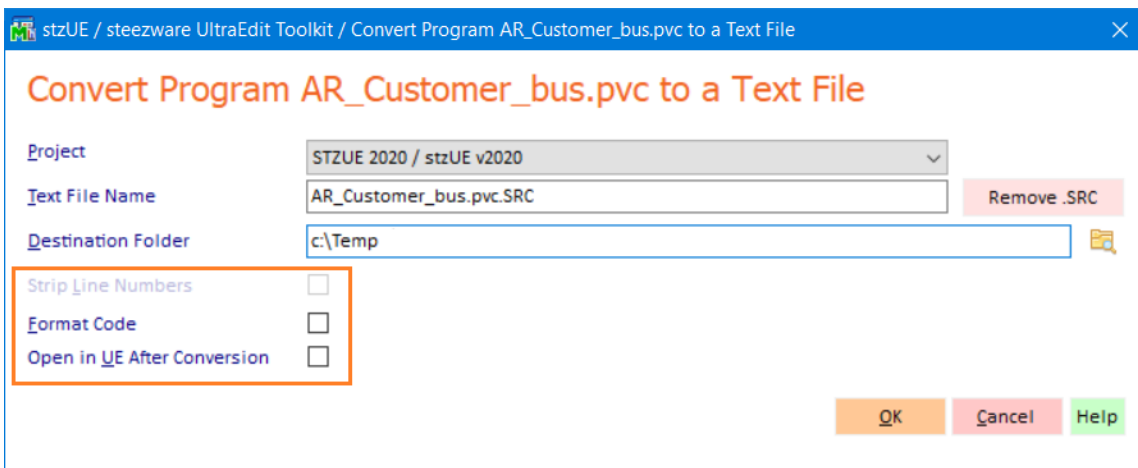
A new splash screen shows the progress of saving a Nomads library. You must press [Escape] to close this window...



Program-to-Text Tool

Option Changes

- If a program does not have line numbers, the 'Strip Line Numbers' option is disabled.
- If a program does have line numbers and 'Strip Line Numbers' is not selected, the 'Format Code' option is disabled.
 - This means that line numbered programs that do not have their lines stripped cannot be reformatted.
- The old 'stzUE Style' and 'ProvideX Style' options for formatting code have been removed, and formatting of the source code always follows the stzUE formatting style, which has been entirely rewritten and overhauled.
- The new 'Open in UE After Conversion' option automatically opens the converted text file in UltraEdit.



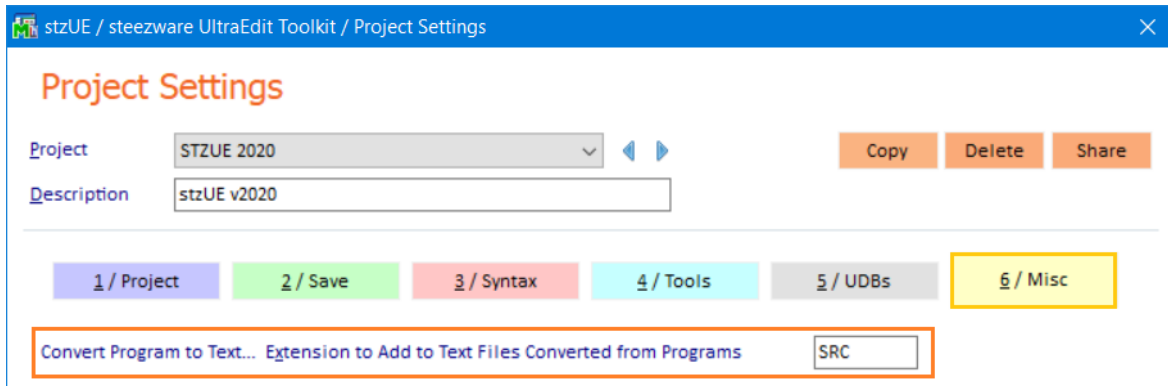
Source File Extension

Program Extension

If the program being converted has an extension - for example, 'pvc' as in the example above - it remains as part of the file name with the source extension added to it. Prior versions of stzUE stripped '.pvc' from the program name.

Source Extension Settings

The extension used by the Add/Remove button is defined on the Project Settings / Misc panel...

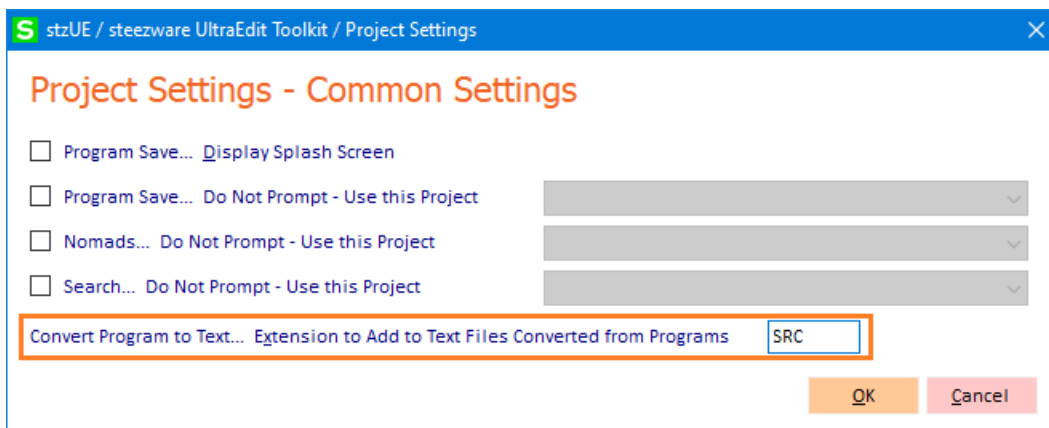


...but you can now set the extension globally, so it doesn't need to be set for each project...

- In Project Settings, press [OK] or [Cancel] if you have a project selected. This changes the [Cancel] button to [Close] and exposes the [Common] button.
- Click [Common] to open common settings...



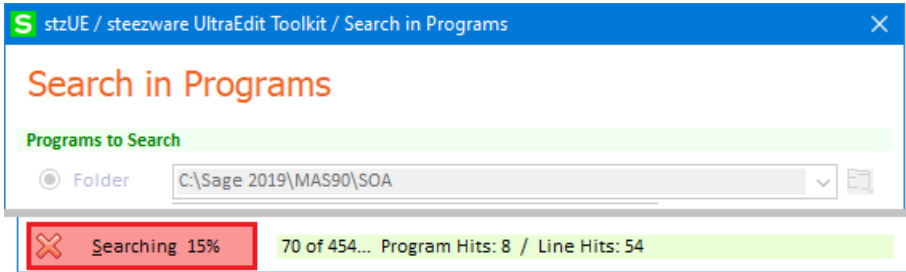
- Add the global file extension to 'Extension to Add to Text Files'...



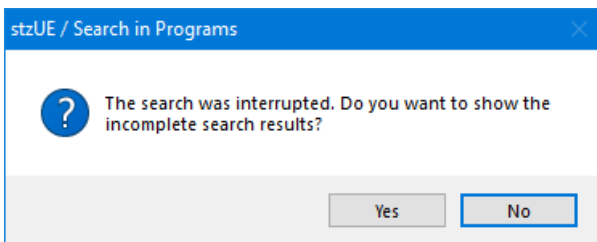
Note The file extension defined for a project takes precedence over the global extension setting.

Search Tool

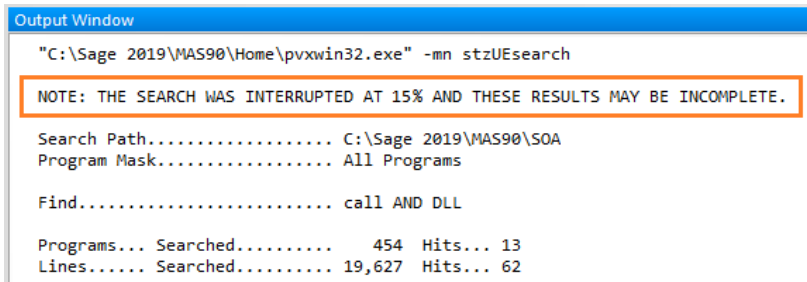
If you press the [X] cancel button during the “Searching” phase...



...you can now choose to show the incomplete search results...



...which will be noted in the output window...



Trace Formatting Tool

This tool was completely rewritten to be faster and show a simpler and cleaner format of a trace file created by the Pvx ‘Debugging Environment – Program Trace window’.

If the trace file has a ‘dbg’ extension it automatically highlights the formatted syntax using the new stzUEwordfileDBG word file - explained further below – and allows for code folding between each program level.

- ✓ It is recommended that trace files saved from the Pvx debugging environment always be given a .dbg extension so their syntax will be automatically highlighted by UltraEdit.

Word Files

There are two word files used by stzUE, one for editing source code programs and the other for displaying formatted trace files.

Both word files are found in the 'c:\steezwareUE\install' folder.

Source Code Word File

stzUEwordfile.uew

New Directives

CATCH
END_TRY
FINALLY
TRY

Formatted Trace Word File

stzUEwordfileDBG.uew

Files with an extension of DBG will automatically display in UltraEdit using the new stzUEwordfileDBG word file. This word file shows the same syntax highlighting as the source code word file but excludes automatic indentation and code-folding for structures within the trace. This was done because the trace of program flow does not logically allow for structures to be analyzed and displayed, since the code jumps from program to program or method to method, leaving orphaned or illogical structure wrappers.

The only structures exposed using this new word file are based on program level changes and are framed with **>>>** and **<<<** indicators that can be clicked to fold code.