

Simple Snippet Manager.

Written in Autolt v3.3.14.5

The intended usage is to select a Snippet, and to copy it's contents into your favorite Editor.

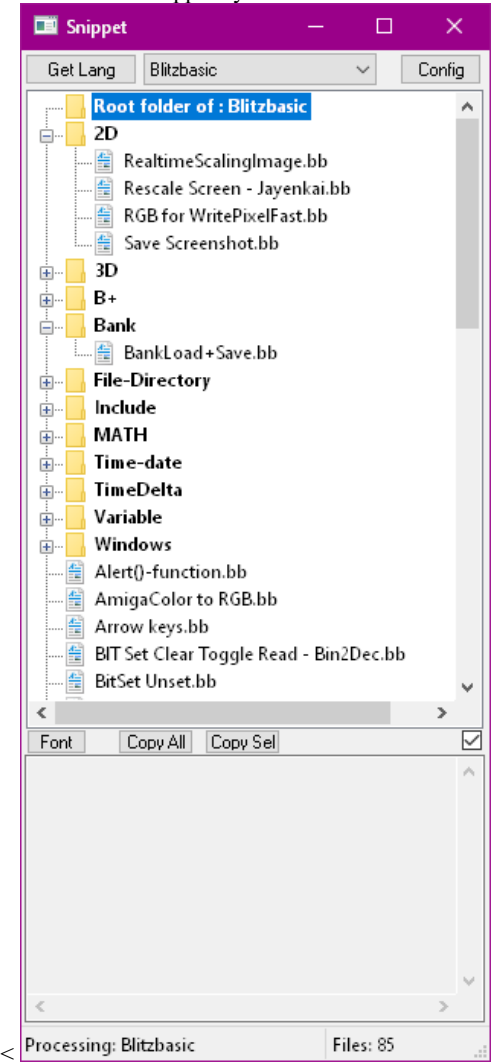
The Copy/Paste process happens over the (windows)Clipboard.
The previous clipboard content **is** restored, but may work only with text content.

There is a **time limit of 60 seconds**, in which the pasting of the text is allowed (starting when the App window gets inactive).
The Hotkey is reenabled, when the main Window is activated.

This is a File/Folder based manager.
The App is configured to hold 4000 files and 400 folders with searching depth of 5 sub-folders.

The root folder is freely selectable, but it should be a Folder with writing permission.
Please install the App in a folder with Writing permission, too.
This App only uses an .ini file to save it's configuration, which has to be in the same folder as the App.

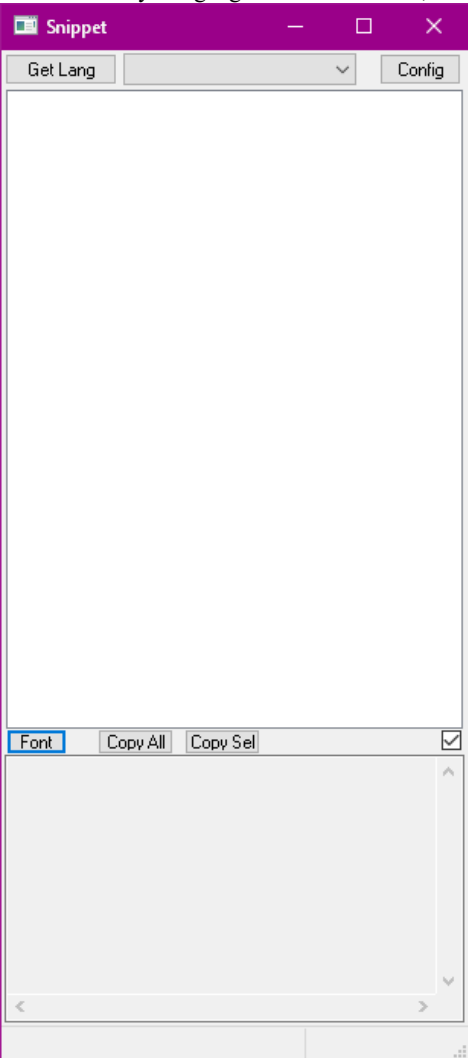
This is how the App may look like:



The Snippet-text will appear in the gray square-area. (see configuration instructions for an example)

Instruction: Get Started with the Configuration:

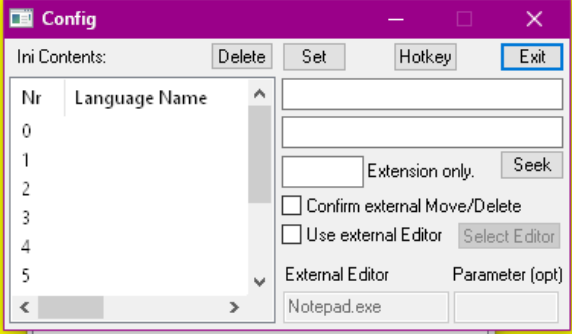
This is how a window will look like at the first start of the app.
To check if any Language has been defined, click on the Arrow pointing down (at the Left of the Config button)



The Language definition needs to be done only once (for each language).
Multiple language may be defined for the same folder as long as they do not share the same extension.
For e.g. au3, bb, bas, c, pas are valid different extensions.

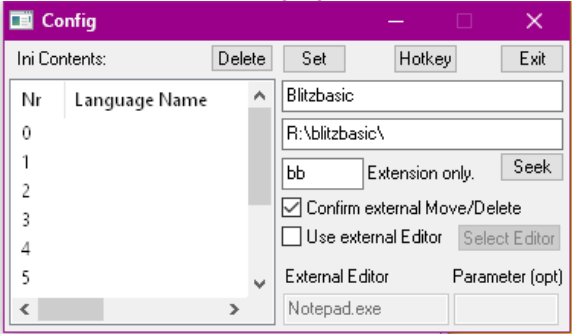
Here are the steps needed for a first time usage:

The Config-button opens following window:

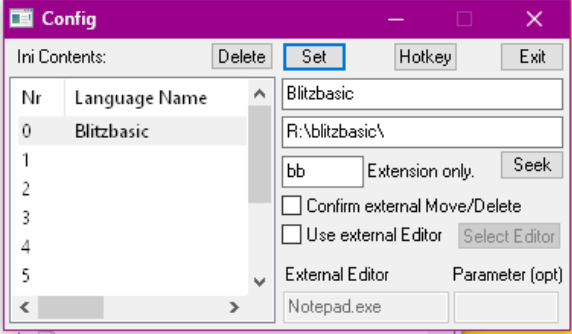


Enter a Language name for e.g. Blitzbasic.

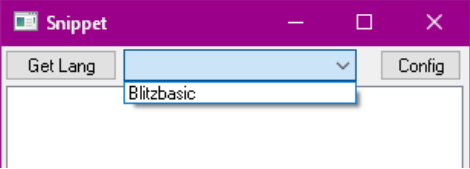
Enter or Seek a valid folder, which will be the Root folder of the Language. in the e.g. r:\blitzbasic\
Enter an extension of the language. au3, txt or, bb as in the e.g.



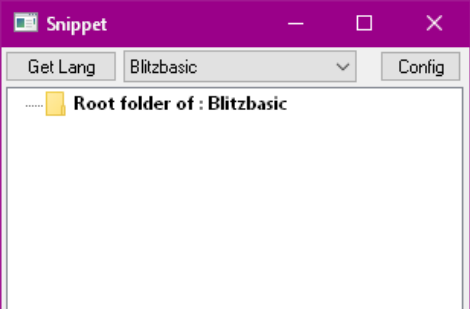
Clicking on the Set button will save this language to the ini file, and the Language name will become available (slot 0 in this example)



The Main configuration is done, and a click on Exit returns to the Main window.
Now, the first Language is available and can be selected, as in this picture:

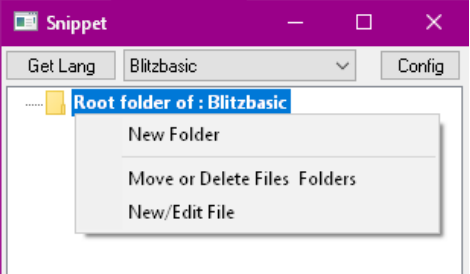


When the language is selected, click on Get Lang button, to read files and folders into the tree view:

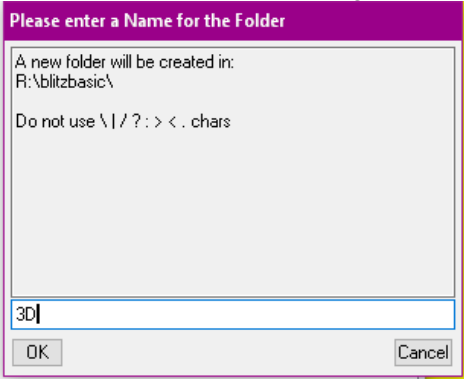


(currently, there is only the root folder and no files)

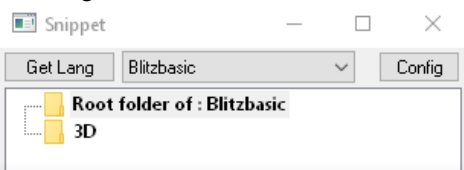
By right clicking on the Root folder, a popup menu appears:



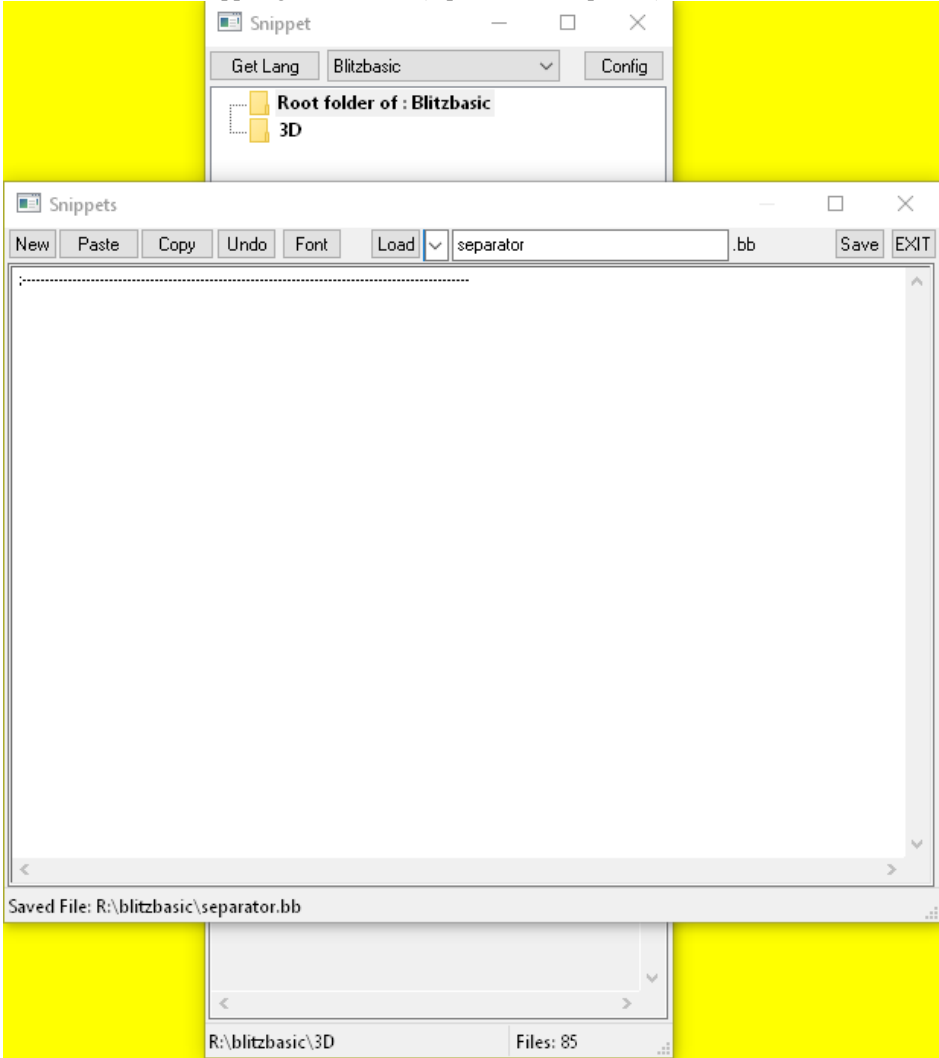
New Folder can be used to add Categories:



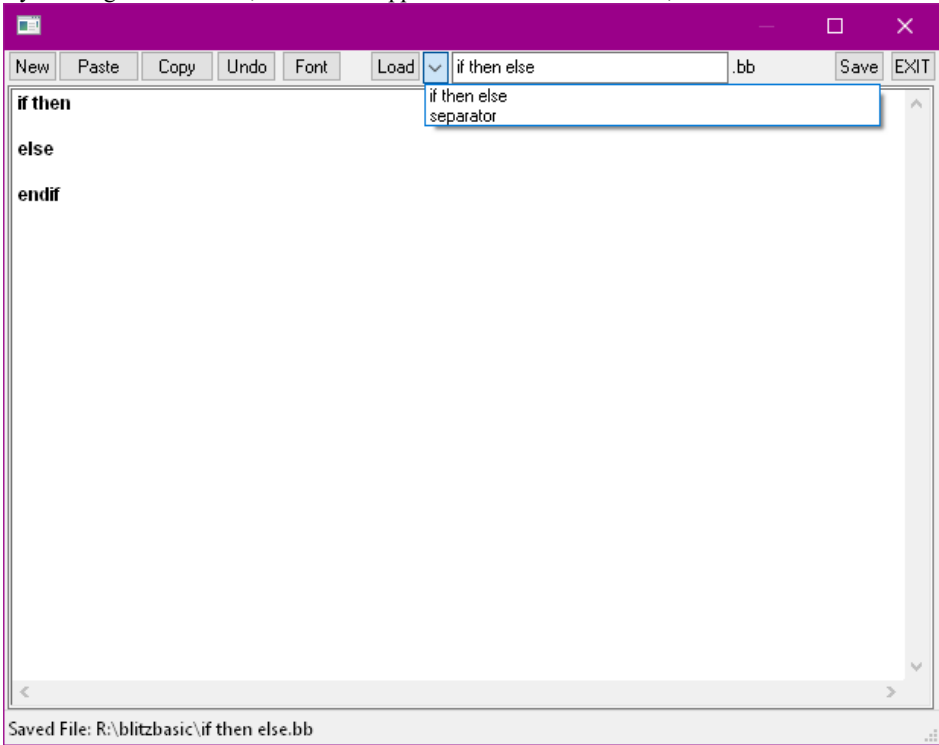
Resulting in:



Clicking on the New/Edit menu will open the built in text Editor.
Write or Paste in a Snippet, give it a name (separator in this picture) and click on save:



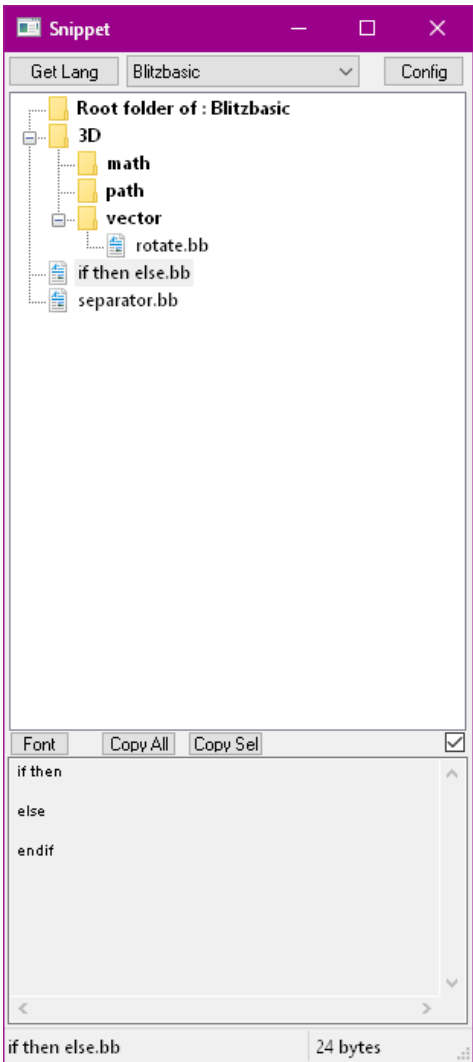
By clicking on the Arrow, available Snippets from the current folder, with the .bb extension will be shown in a popup window.



Click on exit, when the editing/adding of snippets is done.

After the return to the main window, the Language will be reloaded. (there is a case when this may not happen, [read further below](#))

This is how selecting a file looks like.



And that is basically it. When the text is shown in the grayed out text area, you can switch to your editor (or whatsapp ... well don't do it) and use Ctrl b to copy and paste the text.

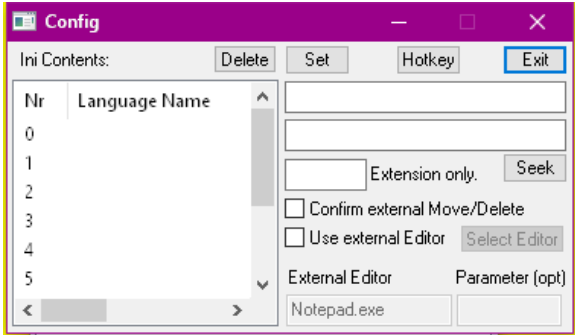
The font button, (in the Picture above, and from the built-in Editor) opens a font selector, where you can select the font. The selected font is automatically saved to the ini file.

Copy All, Copy Sel : These buttons copy the text or Text Selection to the Clipboard.
The Checkbox makes the Text area editable/uneditable (when Gray).
That is to prevent incidental text editing.

The state of the checkbox is, as well, saved to the ini file, when clicked on, and will be used for the next time.

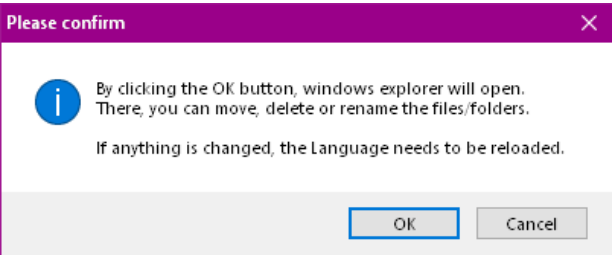
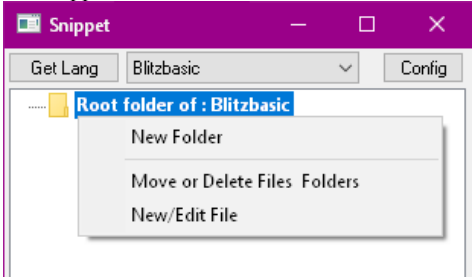
Additional information of how this App works:

Whenever the config window is opened and closed, the Language box will be Reseted !
When this happens, auto reloading of the Language may not work.
So it is advisable to select and reload the Language in this case.



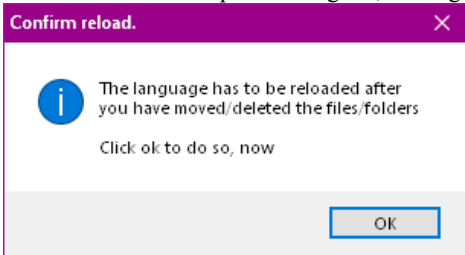
The both checkboxes are saved to the ini file by clicking on them.
Confirm external Move/Delete starts checked on the first use of the app.
When it is unchecked, it skips one confirmation dialog box.

This App does not delete Files or Folders, and so the "Move or Delete Files Folders" menu point

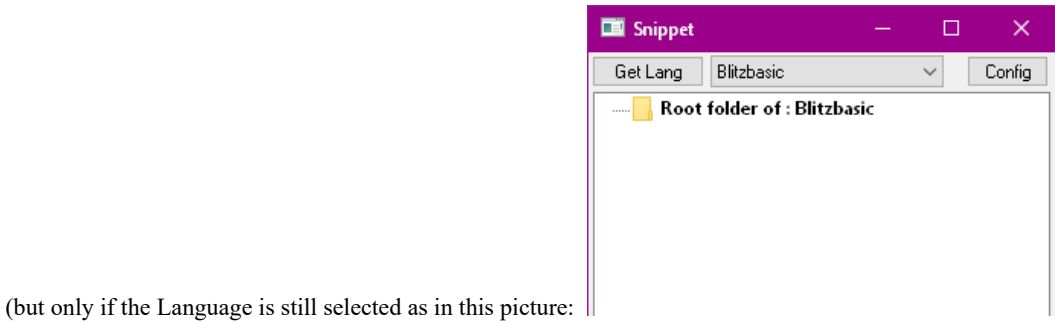


will ask the User, if the Windows Explorer shall be opened, pointing to the Selected folder or File so that the User can delete the unwanted folders/files or rename or move/arrange them.

This can be skipped by unchecking the "Confirm external Move/Delete" checkbox, and windows explorer will open automatically. There is another unskipable dialogbox, waiting for the user to confirm that the moving/deleting of the files/folders is done.



A Reload of the Language happens, when the Ok button of the second message box is clicked !



(but only if the Language is still selected as in this picture:)

The configuration Window has another checkbox.
By clicking on the "Use External Editor", Select Editor button and the 2 input boxes below will become interactive.

Select Editor button will open a File selection dialog, where you can choose another Editor to edit the files.
The Inputbox (with notepad.exe in the configuration picture) will be filled with the selected path/filename

If the external editor needs a parameter (before the filename), then the Parameter input box can be used to add it.
(P.S. A Space " " will be automatically added at the end of the parameter.)
Leave the External Editor input box blank, to launch the editor associated with the extension.
(it is the same effect as clicking on a text file from the windows explorer)
But keep in mind, this may not work for every extension. This is a global Setting, and it is not used with one specific Language configuration.

Of course, leaving the "External Editor" field blank works only for the Files. If a Folder is selected for "new/edit File" the windows explorer may/will open instead !
Make sure that you know what you are doing and how the windows extensions work, before using this!

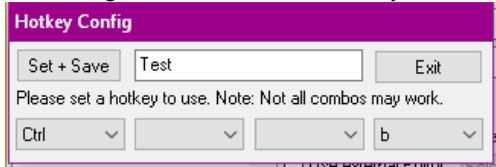
The Delete Button in the configuration window deletes only the Selected Language Name. The Path and the Extension remains in the ini file.
If something was accidentally deleted, then it can be restored by selecting the deleted (empty) number and entering a new Language name !

When adding new languages, the User will be asked, if the existing, selected language shall be overwritten.
If the user clicks on OK, it will be overwritten.
"No" will seek a first empty name slot. **But if there are no slots with empty "Language Name", the setting will not be saved.**
Cancel will abort the, selection.

By choosing/changing a language, the Language Name, Folder and Extension will be replaced without confirmation.
Make sure you save the changes made there, before you switch to other Language.

Exiting the configuration **will not** save/add the changes made in the 3 Language definition boxes !

The Configuration window has a Hotkey Button, which opens a following window:



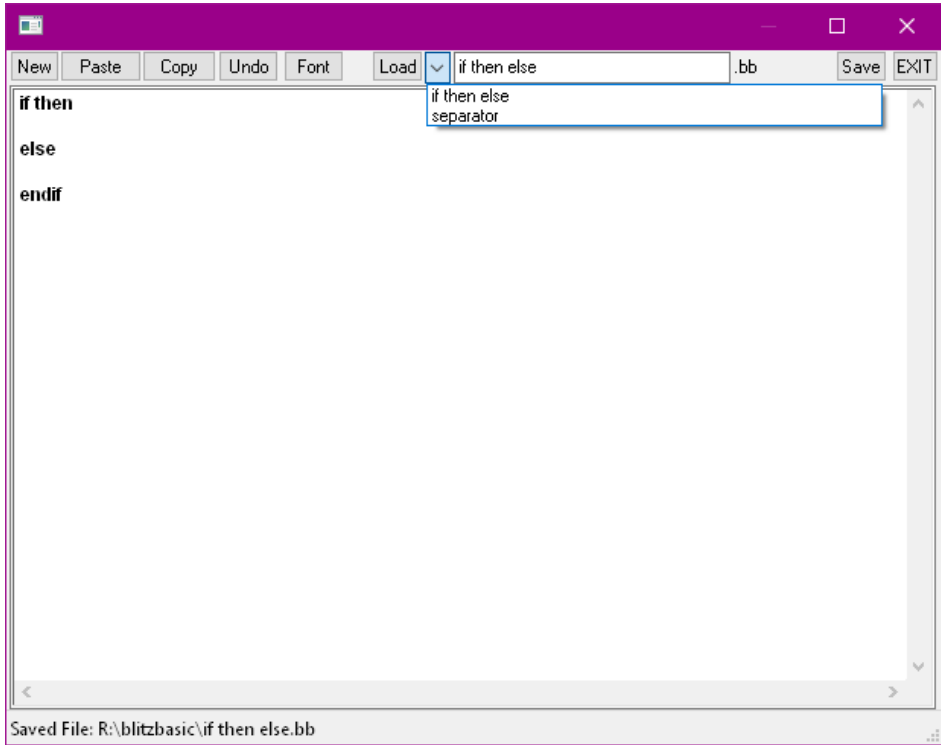
Here you can set the hotkey for the Copy/Paste operation.
Currently Ctrl and b are selected.

By clicking on the arrows (pointing down), you can choose the hotkey.
The first 3 boxes are used for Ctrl,Win,Alt,Shift combinations, and the last has the numbers and letters (and few others).

By clicking on the Set+Save button, the selected hotkey will be saved to the ini file and can be used to test it.
When the new selected Hotkey is pressed, the Textbox containing the "Test" will show the "Hotkey !" text and current time.
The hotkey should be Tested first if it works in your Editor.

A combination of same Hotkeys, like ctrl ctrl ctrl b may work as a single ctrl b, but should be avoided.

The Built-in Editor:



[New] clears the Text and the Filename.
[Paste] inserts the clipboard content into the editor.
[Copy] copies the selected text to clipboard.
[Undo] has a single Undo/Redo function
[Font] as described earlier, sets a font and saves it into the ini file.
[Load] will load the file in the selected inputbox.
[Save] will save the Text.
[Exit] will exit the editor.

Save, Load and Exit do check, and will ask the User to continue, if it was changed.

Save **will NOT** ask for confirmation, if the filename was not changed (if it is the same as the previously loaded file).

Selecting a filename from the popup window will not automatically load it, but clicking on save will warn that a name change has happened.