

A Macro Offering Formatting Choices
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By Becky J. Beck

Note: Want to go directly to the macro? Skip to the last page.

Sitting in the same position too long, my legs get cramped, my back aches and the bones I'm sitting on start to hurt. You need to change the way you're sitting frequently to keep muscle fatigue – or boredom – at bay.

The same thing is true about macros. Since many macros include prompts that require user input, you may get tired of seeing the prompt in the same position (lower left corner) on your screen. With the `{^P}` command and a few tricks, positioning your menus can be a snap.

What is `{^P}`?

In a macro, the `{^P}` command is used with the advanced macro commands `{CHAR}`, `{TEXT}`, `{INPUT}` and `{PROMPT}` to position the prompt on your screen. It's placed directly after these commands and is inserted in the macro editing screen by pressing (Ctrl-P). To understand `{^P}` you must first understand that your screen is made up of rows and columns similar to a spreadsheet. There are usually 24 rows (top to bottom) and 80 columns (left to right), depending on your text driver. Because of this, you'll also need to know the row and column number that you want your prompt to appear on. For example, the top left corner of your screen is position 0,0 so the middle of your screen would be 40,12. These dimensions would be inserted directly after `{^P}` – the column first and the row second.

However, you just can't type the column and row numbers. These need to be inserted as ASCII values. For example, the ASCII value of one is a smiley face, the value of two is a reverse smiley face, and so on.

These values are inserted by holding down the (Alt) key and typing the desired number on the number pad. When the (Alt) key is released, the character will appear.

Editing `{^P}`

If you use this command, what happens if you get the positions wrong? You edit the macro and increment or decrement the column or row numbers, right? How do you increment or decrement a special character? You'd need to remember which column or row number you inserted, or look up each character in an ASCII chart (your DOS manual lists ASCII values). This could get tedious if you edit the macro five months later.

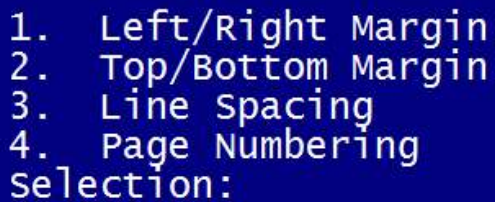
A trick lets you easily edit the `{^P}`s in your macro. This trick uses the `{NTOK}` (number to key) command. This command converts a number value to its ASCII equivalent.

In our previous example `{NTOK}29~` would return the symbol (double-arrow) , and `{NTOK}8~` would return the symbol (box) .

Now, to change the position of your prompts, just increment or decrement the number after `{NTOK}`. Using the `{NTOK}` command in this manner may be a little more time consuming at first, but once you try to change the columns and rows of your prompt, you'll be glad it's so easy.

A Macro to Put It All Together

To put this technique to work, I have included the FORMAT.WPM macro. To use it, at your document screen press Macro (Alt-F10), type "format" and press (Enter). The menu in the figure below will appear. Make a selection and the macro will leave you at the desired format menu.



```
1. Left/Right Margin
2. Top/Bottom Margin
3. Line Spacing
4. Page Numbering
Selection:
```

Explaining the Macro

Lines 1-3: First, the macro checks to see if Reveal Codes (Alt-F3) is on. If it is, it is turned off. The {END IF} on line 3 completes the {IF} statement.

Lines 4-9: These commands create the prompt. The number that is selected by the user is assigned to variable 1 or {VAR 1}. Since text might be on your document screen, a {Del to EOP} is inserted. This temporarily clears the screen before the prompt is written. The {^P}{NTOK} series places the prompt starting on column 29 and row 8 of your screen.

Lines 10-25: The {CASE} command compares variable 1 or {VAR 1} with the list of possible selections on lines 11 and 12. If the macro can't find a match, the macro returns to the top of your document and quits (line 13). If variable 1 equals the value of "1," the macro flows to {LABEL}left~ (line 14) where the left and right margin menu is accessed. If variable 1 equals the value of "2," the macro flows to {LABEL}top~ where the top and bottom margin menu is accessed and so on. After performing the keystrokes in each label, the macro quits.