

Add Multiple Attributes to the Same Text
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By Calvin H. Chipman and Rick Kidman

Whether you like Windows or not, you can't deny that WordPerfect for Windows has a variety of features not available in WordPerfect for DOS.

For instance, WPWin displays a Font dialog box that lets you select more than one font attribute to be applied to the same text. Although WP5.1 for DOS doesn't have such an option, you can create a macro that lets you do the same thing.

The included ALTA.WPM macro pops up a menu (see figure below) that allows you to select more than one font attribute to be applied to the same text.

Using the macro

The macro is easy to use. It better be, you're saying, or why bother? All you need to do to play the macro is press (Alt-A). A menu like the one in the figure below displays on your screen.

Press a number between 1-9 to select one of the appearance attributes. After you press a number, an asterisk (*) is placed to the left of the number, identifying that it has been selected. If you decide you don't want a selected attribute, then press the number again to deselect it.

To select a size attribute, you must first activate the right side of the menu by pressing either (S) Size or (Right Arrow). Notice the reverse bar changes from the left to the right. Select the attributes on the size side the same way that you selected the attributes on the appearance side. Of course, to change back to the appearance side, press either (A) Appearance or (Left Arrow).

After selecting all the attributes that you want, press (Enter) to insert the codes. Press Reveal Codes (Alt-F3) to see the codes. Now, you can type your text and all the selected attributes will be applied to that text. Press the (Right Arrow) for every code inserted to turn the attributes off.

If you want to apply more than one attribute to text that's already typed, first place your cursor at the beginning of the text. Then press Block (Alt-F4), place your cursor at the end of the text and press (Alt-A) to run the macro. Select your attributes as explained before.

It's important that you start blocking text from the beginning and not the end. If you block text from the end to the beginning, then the last character may not have all the selected attributes applied.

How the macro works

Lines 1-5 clear the variables A1-A9 and S1-S9. These variables are later used to tell if an attribute is selected or not. As you can see, the names represent the options available. An "A" in front of the number represents appearance and an "S" represents size. The A1 is for bold, A2 is for underline and so on.

Line 6 clears two more variables and line 7 turns off Reveal Codes if it's on. If Reveal Codes is on, line 7 assigns a value (here it's 1, but it can be anything) to the variable RC, so we can turn Reveal Codes back on (line 60) before ending the macro.

Line 8 makes the macro jump to line 59 if Cancel (F1) is pressed anytime while playing the macro.

Lines 10-21 display the menu that gives the options (Figure 2). Notice that all the available options use the same numbers as when you press Font (Ctrl-F8), (A) Appearance or (S) Size. This is important to remember, because we use this information later in the macro.

Line 22 jumps you to line 38, where some variables are assigned (line 39), and the Appearance/Size prompt appears with appearance in reverse (lines 40-41). Line 42 takes you back to line 23 to continue with the macro. Line 22 makes it so the appearance side is always the default when you run the macro. If you want the size side to be the default, change the "Appear" in line 22 to "Size."

Lines 24-36 control the selection of different attributes. Line 24 prompts you in the bottom left corner and waits for you to press a number, letter, arrow key or the Enter key. Lines 25-26 evaluate what was pressed and jump to line 38, 43 or 48, depending on whether it was an A, S, (Left Arrow), (Right Arrow) or (Enter). If anything else was pressed, the macro continues to line 27.

Line 27 checks to see if the last key pressed was a number between 1-9 for appearance or 1-7 for size. If anything else is pressed, the macro goes to line 37, which loops the macro back to line 23, where it begins again.

If a valid number was pressed, line 28 gets the row number of the option, then either a space (line 31) or an asterisk (line 34) is inserted in front of the number. The appropriate variable is also either cleared (line 30) or assigned the value 1 (line 33). This section lets you toggle the asterisk on and off while selecting an attribute.

Lines 43-47 are almost duplicates of lines 38-42. They perform the same function for either the appearance or size side of the menu. With every option, except (Enter) and Cancel (F1), the macro keeps going back to line 23. This looping lets you keep selecting additional attributes.

When (Enter) is pressed, the macro goes to line 48 and inserts the selections into the document. Line 49 checks to see if block is on and assigns a variable, if that's the case. Lines 50-57 are similar to lines 1-5, only this time the applicable font attribute is turned on if selected.

All selected attribute variables were assigned the value 1 (line 33), so line 52 is true for each option that was selected and false for all others. If line 52 is true, line 53 plays the keystrokes to insert the attribute codes. That's why it was important within those menus to use the A for appearance or S for size, as well as the corresponding number for each option.

Line 54 reblocks any text that was originally blocked, and line 58 turns block off just before ending the macro.

Appearance	Size
1 - Bold	1 - Superscript
2 - Underline	2 - Subscript
3 - Double Underline	3 - Fine
4 - Italics	4 - Small
5 - Outline	5 - Large
6 - Shadow	6 - Very Large
7 - Small Caps	7 - Extra Large
8 - Redline	
9 - Strikeout	

Press a number to mark or unmark an attribute--mark as many as you want.
Press (Enter) when done.
Selection: