

Change the Case of a Word
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Note: The first part of this article about how to use the IF macro command has been deleted. The information below discusses the included WORDCASE.WPM macro, which changes the case of the first letter of the word your cursor is in.

Using the Case-Switching Macro

To use the macro, just put the cursor anywhere in the word whose case you want to change, then play the macro. It changes the case of only the first letter of the word. If the word starts lowercase, the macro changes it to uppercase. If the word starts with a capital letter, the macro changes it to lowercase. After the macro has changed the case of the first letter of the word, it returns your cursor to where it was. In fact, you can have text in the word blocked when the macro begins, and the macro will block it for you again when it's done.

Understanding the Macro

Now let's take a look at how WORDCASE.WPM operates, paying special attention to how the IF routines work.

Lines 1-11 take care of some preliminary stuff. The first two lines turn off display and typeover, so the macro will play faster and not write over anything. Line 4 assigns the value of system variable ?BlockActive to variable BlockWasOn. A system variable is information about WordPerfect the macro can find out. This specific system variable, ?BlockActive, is used to find out whether Block is on. This variable has the value 1 if Block is on when the macro begins and 0 if Block is not on when the macro begins.

Whatever the value, it is assigned to variable BlockWasOn, which is used in an IF command later in the macro (line 24). Line 5 puts a bookmark where the cursor is-so the macro can leave the cursor where it found it. Lines 7-8 make sure the cursor is at the beginning of the current word.

Line 10 assigns the value of the system variable ?RightChar to variable Original. That's right, another system variable. This variable always contains the letter at the cursor. Since the cursor is at the beginning of the word (see lines 7-8), ?RightChar contains the first letter of the word, which is assigned to variable Original. Line 11 assigns the lowercase version of this letter-whether the letter starts out as lowercase or not-to variable LowerCase.

Now we come to the first IF command: IF(Original=LowerCase). This compares the original version of the first letter in the word to the lowercase version of the word. If the letter is lowercase, the IF statement is true, and line 14 assigns variable NewLetter to the uppercase version of the letter, which the macro types out in line 22. If the letter is uppercase, the IF statement is false, and the macro skips to the ENDIF command on line 15 and continues.

The IF-ENDIF routine on lines 17-19 works just the opposite of the routine on lines 13-15. This time, the IF statement compares the variables to see if they're not equal. (The "<" and ">" symbols together mean "not equal.") So, if the original letter is not lowercase, the IF statement is true, and line 18 assigns variable NewLetter the lowercase version of the letter.

Once the two IF routines have figured out whether the macro needs to type an uppercase or a lowercase letter, line 21 deletes the old first letter of the word, and line 22 types in the new version.

The IF-ELSE-ENDIF routine on line 24 then returns the cursor to where it was when the macro began. In line 24, the macro compares variable BlockWasOn (assigned in line 4) to the number 1. If they're equal, that means Block was on when the macro began, and the IF statement is true. In this case, the macro finds the "You Are Here" bookmark and blocks it, so the same text is blocked when the macro ends as when it began.

If Block wasn't on when the macro began, the IF statement on line 24 is false, and the macro jumps down to the ELSE command (line 26), then continues to the BookmarkFind command, where it places the cursor in the same place it was when the macro began.

Finally, on line 30, the macro gets rid of the bookmark, since it's no longer needed. The macro has now changed the case of the first letter of the word and returned the cursor-or block-to where it was when the macro began.