

A Quick Way to View a Document  
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Simple elegance. That's what makes Thomas Scruggs' macro entry a winner. The macro takes a great feature – View Document – and makes it even better. Use this macro to go into View Document at any time.

What really makes this macro stand out, though, is that if you started the macro while working on a header, footer or graphic box, the macro takes you back once you're done! You'll be able to instantly switch between editing and viewing without all the keystrokes ordinarily required. If you've ever wondered how the graphic you're working on will look on the page, or whether the complex header you're creating is correct, this macro is for you.

### Creating and Using the Macro

The macro is included as ALTV.WPM. Be sure to place it in the directory that contains your macros.

Using the macro is surprisingly simple – one of the reasons we liked it so much. Whenever you'd like to go into View Document, regardless of where in WordPerfect you are, press (Alt-V) or whatever Alt-letter combination you prefer. You'll be taken right into View Document. If you're editing a header, footer or any of the graphic boxes when you start the macro, the macro will return you to that screen when you press Exit (F7) or (Enter). If you start the macro from anywhere else in WordPerfect, the macro ends once it's taken you to View Document.

*Note: If you're editing a graphic within a header or other substructure-within-a-substructure, the macro won't take you all the way back to the graphic (the substructure-within), just to the header (substructure).*

### Understanding the Macro

The first few lines of the macro take care of some preliminary details before getting to the part that takes you into View Document. Line 1 makes sure that the macro won't show its progress. This lets the macro run faster. Line 2 takes care of any errors that might occur, so you'll still wind up in View Document. Line 3 assigns variable Edit the default value "E." This variable is used to take you into certain graphic, header and footer editors.

Since the macro takes you into View Document and, in some cases, back again, the macro needs to know where in WordPerfect you are when the macro begins. First, it finds if you're in a graphic edit screen (line 4). If you are, line 6 takes you back to the box's Definition screen by exiting until {SYSTEM}Menu~ tells the macro it's at a graphic definition. Line 5 then makes a "pretend" change, so that when you exit to the document screen, the cursor will be to the right of the current graphic's code.

If you're not in a graphic edit screen when the macro begins, the macro skips lines 5 and 6. Line 8 then checks to see if you're at a graphic box definition screen. If you are, variable Edit is cleared (line 9), since when you leave View Document, you won't want to return to the box editor. Line 10 uses the same trick as line 6 to make the graphic be treated as if it were changed. This ensures that the cursor will wind up immediately after the graphic code.

At this point, the macro knows whether it started in a box editor or definition screen. Line 13 now checks to see if WordPerfect is in any kind of graphic or editing substructure, including graphics, headers and footers. If it is, the {WHILE} loop on line 14 issues {Exit} commands until WordPerfect is back at the document screen.

Line 15 uses some pretty fancy logic. Since the macro has just exited from some substructure, the cursor is to the immediate right of that substructure's code. {SYSTEM}Left~ contains a number corresponding to that code. For instance, if the macro just exited out of Footer B, the cursor will be to the right of the [Footer B] code and {SYSTEM}Left~ will contain the value 54531.

So the {CALL} command would try to send the macro to a {LABEL}54531~ command. You'll notice that just such a command is on line 56, and that {LABEL} commands corresponding to the different types of boxes, headers and footers are on lines 42-46 and 53-56. These lines assign to variable Ret the keystrokes necessary to return to the appropriate graphic, header or footer once you exit View Document.

Once variable Ret has been assigned, the macro returns to line 16, which then will take you into View Document.

Sometimes you'll use this macro when you're not in a graphic or some sort of editing substructure like a header or footer. In this case, the macro skips past lines 14-16 to the {ELSE} command on line 17. A {WHILE} loop then exits you back to the document screen (line 18). Line 19 then has the macro jump to the {LABEL}View~ routine (lines 40-41), which takes you into View Document and ends the macro.

If you were in a graphic or editing substructure when the macro began, the macro continues on to the {LABEL}Loop~ routine (lines 21-26). This routine lets you press keys as you normally would in View Document. However, line 24 watches your keystrokes to see if you've pressed certain keys. If you've pressed Exit (F7), (Space Bar) or (Enter), the macro goes to the {LABEL}Ret~ routine (lines 27-31), which returns you to the graphic, header or footer you were in when the macro began. If you press GoTo (Ctrl-Home), the macro goes to the {LABEL}Goto~ routine (lines 32-39), which lets you jump to a new page in View Document.

The macro comes to {LABEL}Ret~ (line 27) when it's time to return from View Document back to the graphic, header or footer WordPerfect was in when the macro began. Line 29 exits back to the document screen.

Line 30 then executes variable Ret, which was assigned earlier in the macro. Variable Ret contains the keystrokes necessary to return to the structure WordPerfect was in when the macro began. Variable Edit then takes you into the proper editor, if you were there when the macro began. Now that you're back, the macro's done and line 31 ends the macro.