



acme

Acme: A User Interface for Programmers

SYNOPSIS

```
acme [ -ab ] [ -c ncol ] [ -f varfont ] [ -F fixfont ] [ -l loadfile | file ... ]
```

DESCRIPTION

This is a fork of acme and acme2k that is a bit different than the original one.

- It uses a dark color scheme so it can be used at presentations on projectors, and it doesn't require my eyes adjusting to the light colors when I'm typing in a dark room at night, which let's face it is all the time.
- It uses fixed width font's because that's what most code formatters, including gofmt, expect. as an example this code from the go source

```
okforeq[TMAP] = true // nil only; refined in typecheck
okforeq[TFUNC] = true // nil only; refined in typecheck
okforeq[TSLICE] = true // nil only; refined in typecheck
okforeq[TARRAY] = true // only if element type is comparable; refined in typecheck
okforeq[TSTRUCT] = true // only if all struct fields are comparable; refined in typecheck

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FILES

src/cmd/acme/config.h colors and fonts

BUGS

See GitHub Issues: <https://github.com/sevki/plan9port>

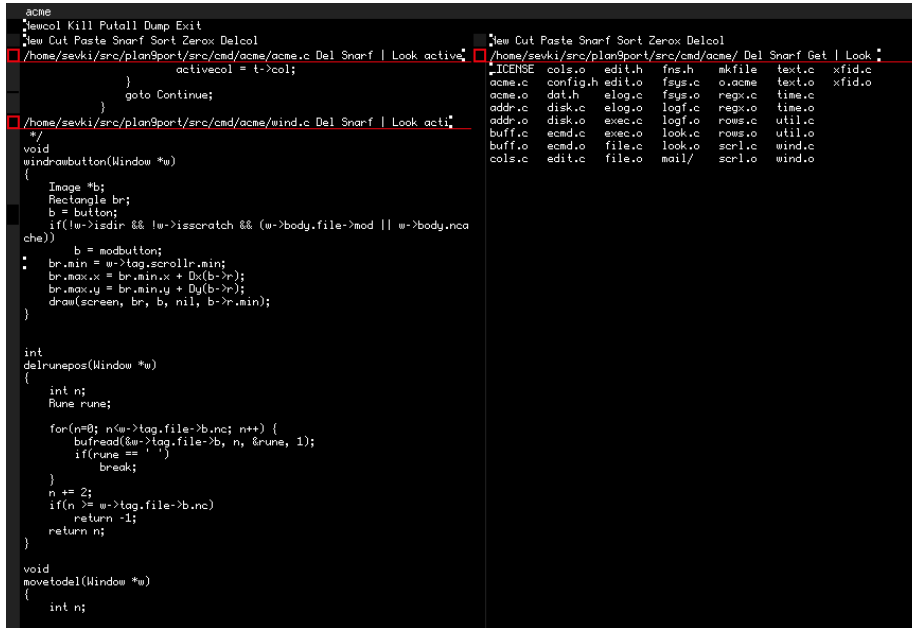
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SEE ALSO

See plan9port: <https://github.com/9fans/plan9port>
See source: <https://git.sevki.org/acme9k>

See acme2k: <https://github.com/karahobny/acme2k>



```
acme
+newcol Kill Fulll Dump Exit
+new Cut Paste Snarf Sort Zerox Delcol
+ /home/sevki/src/plan9port/src/cmd/acme/acme.c Del Snarf | Look active
    activecol = t->col;
    }
    goto Continue;
+ /home/sevki/src/plan9port/src/cmd/acme/wind.c Del Snarf | Look active
+
void
windrmbutton(Window *w)
{
    Image *b;
    Rectangle br;
    b = button;
    if(!w->isdir && !w->isscratch && (w->body.file->mod || w->body.ncache))
        b = modbutton;
    br.min = w->tag.scrollr.min;
    br.max.x = br.min.x + Dx(b->r);
    br.max.y = br.min.y + Dy(b->r);
    draw(screen, br, b, nil, b->r.min);
}

int
delrunepos(Window *w)
{
    int n;
    Rune rune;

    for(n=0; n<w->tag.file->b.nc; n++) {
        bufread(&w->tag.file->b, n, &rune, 1);
        if(rune == '.')
            break;
    }
    n += 2;
    if(n >= w->tag.file->b.nc)
        return -1;
    return n;
}

void
movetodel(Window *w)
{
    int n;
```

Figure 1: screenshot-1