SIL updates summary

After a period of over 1 year of no changes to SIL, there have been a series of updates to the SIL program which include new features, as well as "cosmetic" changes.

This summary is intended to list just the changes so that one does not have to ferrot them out of the new SilManual. I recommend that you still get an updated copy of the SilManual.press, or at least get a new copy of SilSummary.press.

SIL of November 2, 1977 (initial Storage space decreased to app 10100 words)

The usable bit map area of the screen has ben centered by adding 16 blank lines at the top of the screen and 16 blank bits to the left.

The status line may now be positioned about the screen.
^_ Moves the STATUS display to the x,y location of the last mouse action. This is usefull in full drawings when items in the drawing must be placed over the normal location for the STATUS display.
The initial location can be specified in the User.cm file (see Fonts below).

```
[SIL]
0:  XHELVETICA10B
1:  HELVETICA7B
2:  HELVETICA7BI
3:  GATES32
Y:  20 (optional)
X:  10 (optional)
```

If unspecified the position will be 0,0. The values in the example are the old coordinates of SIL.

^J: "Jam" new text font into all selected text items. This allows the user to change selected items which are already defined as font 0,1 or 2 text strings to another font 0,1 or 2.

The TAB key has beed disabled so hitting it be accident will not invoke the ^I function.

Hitting DEL during Input or Output will no longer loose the file name.

New combinajtions of Mark, Draw and Select in conjunction with the Shift and/or Control keys have been implemented

control/shift-mark: Same as control-mark except that any attached lines are not stretched.

shift-draw: Deletes just the item pointed to, not the selected items.

control/shift-draw: Undeletes and selects the set of objects last deleted with shift-draw or ^D

control/shift-select: Deselects the item pointed to while leaving the origin at its current location.

SIL of November 15, 1977 (initial Storage space increased to app 10850 words)

You may now type SIL filename and have sill start up and automatically read the file in.

If you are working on exceptionally large drawings and you run out of SPACE for new items, you can Output your file and re-enter with 'SIL/n(CR)' (where n=0,1, or 2). In this case SIL will only read in the font definition for font n, and use that definition for displaying items in fonts 0,1 or 2. This will recover approximately 2000 words of storage.
The test for storage exausted has been modified so that objects will simply be discarded if there in no room (rather than going into swat).

SIL of February 1, 1978 (initial Storage space increased to app 10900 words)

^A: Display text from an "Alternate text file". The first time ^A is typed, the user is asked to supply a file name, that file is opened, and the first text line is displayed in place of the status line. For subsequent occurences of ^A, if the Status line still displays text from the file, then the following line of the file is displayed, otherwise the current line is redisplayed.

This feature is intended primarily for viewing Analyze error files while in SIL. When reading a line of text, SIL looks for posible x,y coordinates, as generated by Analyze, and if found moves the Mark to that location. The text file is closed when the last line is read or after two sucessive ^K commands (see below). Note that 500 words are 'borrowed' from the SPACE buffer to open the new file. The ^A command is aborted if there is insufficient SPACE.

I modified the file Input routine so that reading in of large files is made signifacantly faster (up to a factor of 4 for a 10000 word file).

The STATUS line no longer blinks every 2 seconds. It is now simply updated whenever a change in one of its values is made.

Specification of a filename for Input or Output is changed slightly so that if the first character you type is not a control character then it becomes the *first* character of the new name (rather than appending onto the existing name).