Text Replace macro v1.1.0

(for DataCAD)

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Contributions in any multiple of \$5 AUD can be made at <u>www.dhsoftware.com.au/contribute.htm</u>, or can be sent from an Australian Bank that supports PayID using my PayID of 'contribute@dhsoftware.com.au'

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Whilst it is free (or because of this) I would like and expect that if you can think of any improvements or spot any bugs (or even spelling or formatting errors in the documentation) that you would let me know. Your feedback will help with future development of the macro.

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1 General Description

This macro will allow you to search for an replace text in DataCAD's standard Text Entities. It *cannot* search or replace text in MText or PText entities.

1.1 Compatibility

This macro is compatible with DataCAD version 15 and later. It is not compatible with earlier versions, nor is it compatible with Spirit.

2 Using the macro

When you invoke the macro the following screen will be displayed. The functionality of each of the components of the screen is described in the following sections

dh Text Replace			
<u>A</u> bout <u>H</u> elp			
Text To Search For fox Replace With kangaroo Layers to Process	✓ Sorted	Whole Words Only Whole Entities Only Case Sensitive Confirm Each	Replace Replace and Exit Exit
 Current Layer ON Layers ALL Layers Select Layers 	Layer001 Layer002 Layer003 Layer004 Layer005 (LOCKED) Layer006		× •

2.1 Text to Search For

Enter the text that you wish to search for and replace in this field.

2.1.1 Replace Regardless

A special case exists when you enter a blank (zero length) string in the 'Text To Search For' field: In this case the following is true:

- All text entities on the specified layer(s) will be selected (regardless of their content)
- 'Confirm Each' processing will be automatically selected (regardless of whether it is checked on the form)
- All text entities that are confirmed for replacement will have their existing content replaced by the specified 'Replace With' text (existing text in the entity will be overwritten).

2.2 Replace With

Enter the text that you wish to replace the search text with.

2.3 Layers to Process

You can select the layers to process by selecting one of the radio buttons at the bottom left of the screen. The selected layers will be highlighted in the list box to the right of the buttons.

If the Sorted check box is selected the layers will be displayed in alphabetic order in the list box, otherwise they will be displayed in the default DataCAD order.

Layers can also be chosen by selecting them in the list box (as soon as you start selecting layers in this way the 'Select Layers' radio button will be automatically selected). Use the Ctrl key to click and select or deselect multiple individual layers, or the Shift key to select a range from the previous entry clicked, or hold down the Ctrl key to click and drag a range from the item clicked.

Normally, the previously selected layers will be highlighted automatically each time you invoke the macro. Note, however, that if you have selected the 'Select Layers' option and your selection includes locked layers then the locked layers will not be automatically selected when you return to the macro.

2.3.1 Locked Layers

The macro is capable of updating text entities that are on locked layers, but you will always be prompted before it goes ahead and does so. If it encounters a matching entity on a locked layer then a prompt similar to the following will be displayed:

Confirm	1
0	Failed to update the following entity:
	Layer: Layer005
	Text: The quick brown fox jumped over the lazy dog.
	THE LAYER IS LOCKED: DO YOU WANT TO UPDATE ENTITIES ON LOCKED LAYERS?
	Yes <u>N</u> o Cancel

If you select 'Yes' then the entity will be updated and all other matching entities on locked layers will be updated without further prompting.

If you select 'No' then the entity will not be updated, and no other entities on locked layers will be updated (you will not receive a prompt for subsequent matching entities on locked layers).

If you select 'Cancel' then the replacement processing will be terminated. Any *entities that have been updated already will remain updated*, but entities that have not yet been processed will not be updated.

2.4 Whole words only

If you select this option only whole words will be updated. The search text itself may still contain multiple words -To be considered a 'whole word math' the search text found in an entity must satisfy the following requirements:

• Be at the start of the text OR be immediately preceeded by a space.

AND

• Be at the end of the text OR be immediately followed by a space.

2.5 Whole Entities Only

Select this option if you only wish to update entities that contain just the search text and no other characters at all.

2.6 Case Sensitive

With this option enabled text will only be replaced if it matches the case of the search string (e.g. a case sensitive search for 'fox' would not replace 'Fox', bit it would 'fox') Disabling this option makes the search case insensitive (e.g. a search for 'fox' would replace both 'fox' and 'Fox').

2.7 Confirm Each

Selecting this option will cause a prompt similar to the below to be displayed before making each replacement:



Select 'Yes' to replace the text in this entity and continue to the next match.

Select 'No' to skip this entity and continue to the next match.

Select 'Cancel' to skip this entity and stop processing replacements (any replacements that have already been confirmed will remain).S

2.8 Replace

Pressing this button will initiate the replacement using the parameters that have been selected. You can also press the Enter key to select this function.

Once the replacements have been made then an information dialog similar to one of the following will be displayed:

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The first dialog shown above will be displayed if the search text appeared more than once in some of the entities that were processed. The second dialog will be displayed if the search text only appeared once in each of the processed entities.

Note that the display of the entities may not update with the new text until you exit the macro.

Also note that if you replace text in entities on layers that are turned off, then the entities (with the new value) will be displayed on the screen even though the layer is turned off. Press 'U' to regenerate the display to remove these entities.

2.9 Replace and Exit

This button has the same functionality as the 'Replace' button above, except that the macro will automatically exit once all the replacements have been made.

2.10 Exit

This button will exit the macro. You can also press the Esc key on your keyboard to exit.