



Implementing the bracket notation system in OpenOffice.org

WORKSPACE

We'll show you a universal system for marking changes in text documents; and along the way, you'll get some practical experience with writing OpenOffice macros. **BY DMITRI POPOV**

The Changes feature in OpenOffice.org is an essential tool for collaborative editing. Although it is easy to understand, this feature has a couple of serious drawbacks. First, Changes works best only when you are dealing with OpenOffice.org's native formats. If your peers are using Microsoft Office, there is no guarantee that changes will survive back-and-forth conversion. And if your colleagues are using any other word processor, such as Abi-Word, TextMaker, or KWord, you are completely out of luck. Secondly, the Changes feature is not the most elegant solution out there, and it can sometimes be quite cumbersome.

Fortunately, you don't have to put up with these limitations. Instead, you can implement an alternative solution for marking changes in a document. This alternative is known as *bracket notation*. Although bracket notation is not a new idea, it is best explained and imple-

mented by the people behind the Get Humanized blog [1].

Understanding Bracket Notation

The bracket notation solution relies on a simple set of rules that use brackets to mark changes. Bracket notation lets you track three types of changes: replacement, deletion, and comment. There is also insertion, but an insertion can be considered as a form of replacement, where you replace nothing with something. You can easily mark these modifications in a text using square brackets.

For example, to mark text for replacement, place the text you want to remove in brackets and the replacement text in brackets immediately after it:

```
mankey -> m[a][o]nkey -> monkey
```

To mark an insertion, place empty brackets where you want to place the new

text, followed by the text you wish to insert:

```
mnkey -> m[][o]nkey -> monkey
```

To mark a deletion, place the text you want to delete in brackets:

```
an monkey -> a[n] monkey -> a monkey
```

And to add a comment, place the text in brackets after double empty brackets:

```
Comment: [][][Comments go here]
```

That's all fine and dandy, but there is a tiny fly in the ointment. While the bracket notation system is simple and elegant, typing all the brackets and keeping tabs on them can be a bit bothersome. But despair not; you can use a set of simple OOOBasic macros to turn the bracket notation system into a powerful, yet easy-to-use changes tracking tool.

Building Macros

Let's start with the most basic macro that allows you to insert comments or mark the currently selected text segment as a comment. To keep things nice and

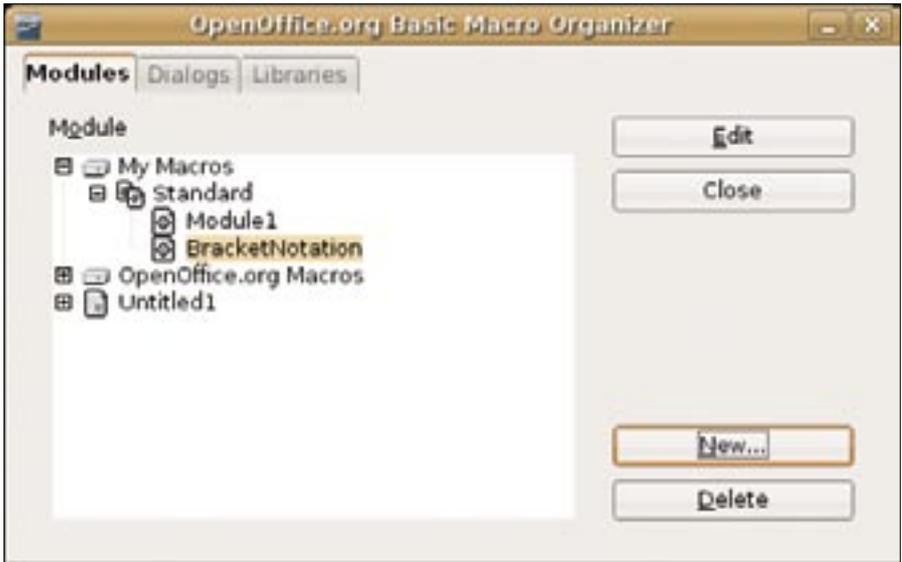


Figure 1: Creating a separate module for the bracket notation macros.

tidy, start by creating a separate module for the bracket notation-related macros. In OpenOffice.org Writer, choose *Tools | Macros | Organize Macros | OpenOffice.org Basic* and press the *Organizer* button. In the *Organizer* window, select the *My Macros | Standard* folder and press the *New* button. Give the new module a name (for example, *BracketNotation*), press *OK*, and then *Edit*. This opens the OOoBasic IDE, where you write macros.

The first thing you have to do in the *Comment* macro is define three variables as objects: *oDoc*, *oText*, and *oCursor*:

```
Sub Comment()
Dim oDoc As Object, o
```

```
oText As Object
Dim oCursor As Object
```

Next, you should specify what these objects are:

```
oDoc=ThisComponent
oText=oDoc.Text
oCursor=oDoc.CurrentController.
getViewCursor`
```

This code defines *oDoc* as the active document, *oText* as the text in the document, and *oCursor* as the currently selected text. After you have completed this definition, the next step is to convert the selected text into a comment:

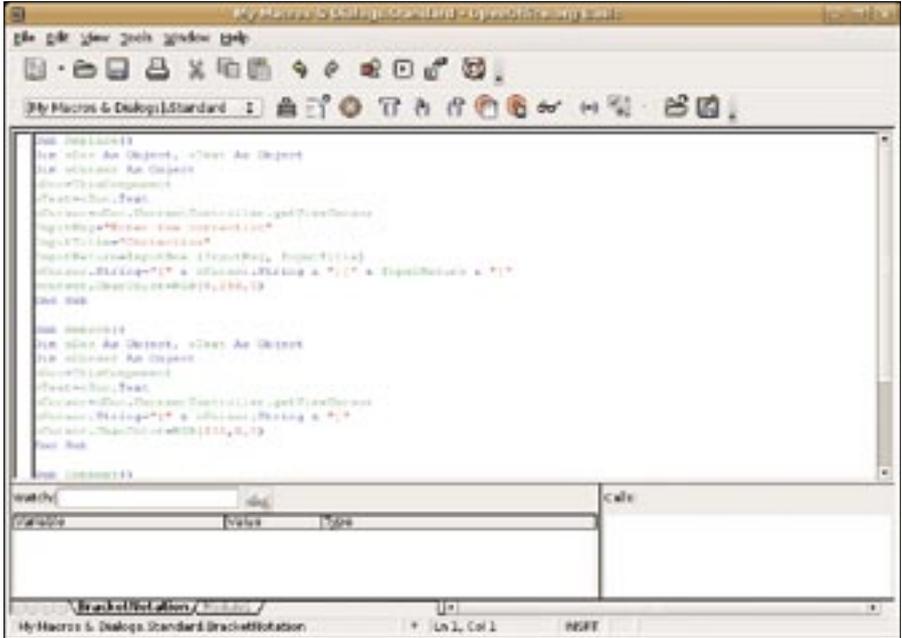


Figure 2: Working with macros in the OpenOffice.org Basic IDE.

Listing 1: Comment macro

```
01 Sub Comment()
02 Dim oDoc As Object, oText As
Object
03 Dim oCursor As Object
04 oDoc=ThisComponent
05 oText=oDoc.Text
06 oCursor=oDoc.
CurrentController.
getViewCursor
07 oCursor.String="[[[]]" &
oCursor.String & "]"
08 oCursor.
CharColor=RGB(0,0,250)
09 End Sub
```

```
oCursor.String="
"[[[]]" & oCursor.String & "]"
```

Finally, to make the comment easier to locate, you can change its color to blue:

```
oCursor.CharColor="
RGB(0,0,250)
```

The complete *Comment* macro is shown in Listing 1.

The clever part is that if nothing is selected, the macro simply inserts the comment bracket, and you can add the text later on.

Now that you know the basics, you can easily create a macro that marks the delete operation. This macro is almost identical to the *Comment* code, with a

Listing 2: Deletion macro

```
01 Sub Remove()
02 Dim oDoc As Object, oText As
Object
03 Dim oCursor As Object
04 oDoc=ThisComponent
05 oText=oDoc.Text
06 oCursor=oDoc.
CurrentController.
getViewCursor
07 oCursor.String="[" &
oCursor.String & "]"
08 oCursor.
CharColor=RGB(250,0,0)
09 End Sub
```

different character color being the only exception (Listing 2).

Finally, you have to write a macro that marks replacements. While it shares a lot of code with the previous two macros, it works in a slightly different way. Unlike the Delete and Comment macros, the Replace macro requires some user input: once you've marked the text segment you want to replace, you have to tell the macro what you want to insert instead. One way to do this is to add an input box to the macro containing a single field. When the user enters a correction in the field and presses OK, the macro inserts the appropriate brackets containing the correction. Adding an input box is easy, and it requires only three lines of code:

```
InputMsg="Enter the correction"
InputTitle="Correction"
InputReturn=↵
InputBox (InputMsg, InputTitle)
```

The important bit here is the *InputReturn* variable, which contains the actual user input. The full *Replace* macro is shown in Listing 3.

Once all three macros are in place, save the macros and close the OoBasic IDE.

Finishing Touches

To make the macros easier to use, you can add a separate Writer toolbar with the appropriate icons. Choose *Tools | Customize*, and click on the *Toolbar* tab. Press the *New* button, give your toolbar a name (for example, "Bracket Notation"), and select OpenOffice.org Writer from the *Save In* list. To add a button to the new toolbar, press the *Add* button, select the *BracketNotation* macro module in the *Category* pane, select the desired macro from the *Commands* list, and press *Add*. Repeat this procedure with other bracket notation macros.

To make the toolbar look more professional and easy to use, you might want to add an icon to each button. Silk icons [2] are particularly suited for use in toolbars, since they are available in the 16x16 pixels format required by OpenOffice.org. To add an icon to one of the buttons, select the macro from the list of commands in the *Bracket Notation* toolbar, press and hold down the *Modify* button, then select *Change*

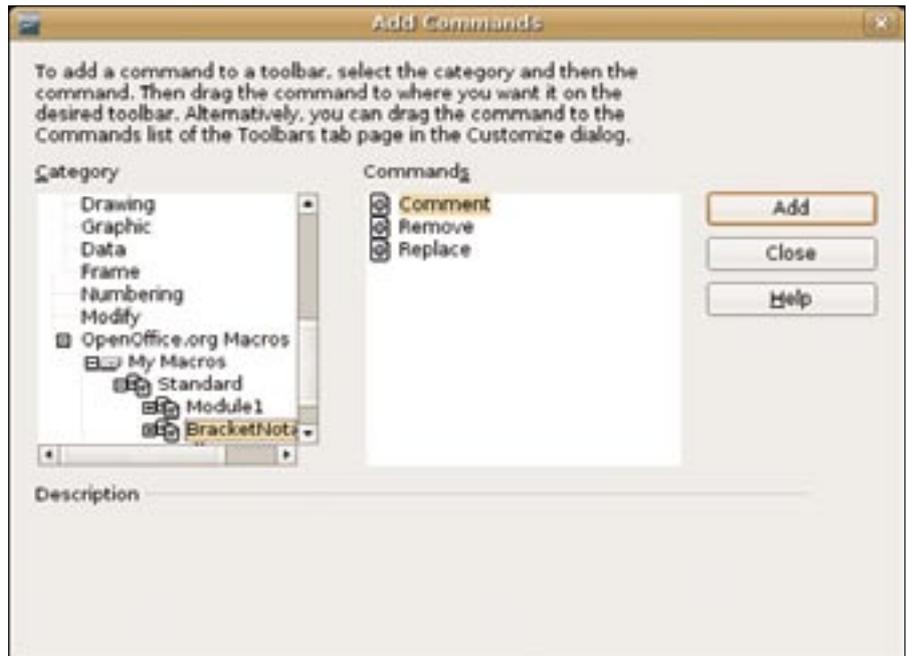


Figure 3: Assigning macros to the buttons on the Bracket Notation toolbar.

Icon. Press the *Import* button, add the desired icon, select it in the icon list, and press OK. Once you are satisfied with the toolbar, press OK, and it's ready for use.

Final Word

Using a simple set of macros, you can easily implement the bracket notation

system in OpenOffice Writer. Because the edits are recorded through a system of ordinary brackets in the text, users with other word processing programs will be able to see the changes – and even implement equivalent macros for their own environments. But in order for this system to actually work, you have to agree on its rules with your peers. Make sure everyone in your workgroup understands the rules and their usage, and that the system itself is not open to interpretation. And, of course, use plain text as your working format. ■

Listing 3: Replace macro

```
01 Sub Replace()
02 Dim oDoc As Object, oText As
   Object
03 Dim oCursor As Object
04 oDoc=ThisComponent
05 oText=oDoc.Text
06 oCursor=oDoc.
   CurrentController.
   getViewCursor
07 InputMsg="Enter the
   correction"
08 InputTitle="Correction"
09 InputReturn=InputBox
   (InputMsg, InputTitle)
10 oCursor.String "[" &
   oCursor.String & "]" &
   InputReturn & "]"
11 oCursor.
   CharColor=RGB(0,250,0)
12 End Sub
```

INFO

- [1] Bracket Notation: http://www.humanized.com/weblog/2006/06/30/collaboration_made_simple_with_bracket_notation/
- [2] Silk Icons: <http://www.famfamfam.com/lab/icons/silk/>

THE AUTHOR

Dmitri Popov holds a degree in Russian language and computer linguistics. He has been working as a technical translator and freelancer contributor for several years. He has published over 500 articles covering productivity software, mobile computing, web applications, and other computer-related topics. His articles have appeared in Danish, British, US, and Russian magazines and websites.