

# GNU Readlin7 Library User Interface

This manual describes the end user interface of the GNU Readline Library (version 5.0, 28 January 2004), a library which aids in the consistency of user interface across discrete programs which provide a command line interface.

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### 1 Command Line Editing



# 1 Command Line Editing

This chapter describes the basic features of the

When you add text in the middle of a line, you will notice that characters to the right of the cursor are 'pushed over' to make room for the text that you have inserted. Likewise,









If set to 'on', the history code attempts to place point at the same location on each history line retrieved with `previous-history` or `next-history`.

#### `horizontal-scroll-mode`

This variable can be set to either 'on' or 'off'. Setting it to 'on' means that the text of the lines being edited will scroll horizontally on a single screen line when they are longer than the width of the screen, instead of wrapping onto a new screen line. By default, this variable is set to 'off'.

#### `input-meta`

If set to 'on', Readline will enable eight-bit input (it will not clear the eighth bit in the characters it reads), regardless of what the terminal claims it can support. The default value is 'off'. The name `meta-flag`



In the above example, *C-u* is bound to the function `universal-argument`, *M-DEL* is bound to the function `backward-kill-word`, and *C-o* is bound to run the macro expressed on the right hand side (that is, to insert the text '> output' into the line).

A number of symbolic character names are recognized while processing this key binding syntax: *DEL*, *ESC*, *ESCAPE*, *LFD*, *NEWLINE*, *RET*, *RETURN*, *RUBOUT*, *SPACE*, *SPC*, and *TAB*.

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<code>\nnn</code>	the eight-bit character whose value is the octal value <i>nnn</i> (one to three digits)
<code>\xHH</code>	the eight-bit character whose value is the hexadecimal value <i>HH</i>





```
#"\M-\C-[A":      previous-history
#\M-\C-[B":      next-history
```

```
C-q: quoted-insert
```

```
$endif
```

```
# An old-style binding. This happens to be the default.
TAB: complete
```

```
# Macros that are convenient for shell interaction
```

```
$if Bash
```

```
# edit the path
```

```
"\C-xp": "PATH=${PATH}\e\C-e\C-a\ef\C-f"
```

```
# prepare to type a quoted word --
```

```
# insert open and close double quotes
```

```
# and move to just after the open quote
```

```
"\C-x\"": "\""\C-b"
```

```
# insert a backslash (testing backslash escapes
```

```
# in sequences and macros)
```

```
"\C-x\\": "\\"
```

```
# Quote the current or previous word
```

```
"\C-xq": "\eb"\ef\""
```

```
# Add a binding to refresh the line, which is C-xhpeuc/-TD[-[(#rraw-524(Quo-(12)-:)-52
```



```
# For FTP
$if Ftp
"\C-xg": "get \M-?"
"\C-xt": "put \M-?"
"\M-. ": yank-last-arg
$endif
```

## 1.4 Bindable Readline Commands

This section describes Readline commands that may be bound to key sequences. Command names without an accompanying key sequence are unbound by default.

In the following descriptions, *point* refers to the current cursor position, and *mark* refers to a cursor position saved by the `set-mark` command. The text `b?"region"` between the point and

### 1.4.1 Commands For Moving

beginning-of-line (C-a)

Move to the start of the current line.

end-of-line (C-e)

forward-char (C-f)

previous-history (C-p)

Move 'back' through the history list, fetching the previous command.

next-history (C-n)

Move 'forward' through the history list, fetching the next command.

beginning-of-history (M-<)

Move to the first line in the history.

end-of-history (M->)

Move to the end of the input history, i.e., the line currently being entered.

reverse-search-history (C-r)

Search backward starting at the current line and moving 'up' through the his-

### 1.4.3 Commands For Changing Text

`delete-char (C-d)`

Delete the character at point. If point is at the beginning of the line, there are no characters in the line, and the last character typed was not bound to `delete-char`

insert mode. This command affects only emacs mode; vi mode does overwrite differently. Each call to `readline()` starts in insert mode.

In overwrite mode, characters bound to `self-insert` replace the text at point

yank (C-y)



`character-search-backward (M-C-])`

A character is read and point is moved to the previous occurrence of that character. A negative count searches for subsequent occurrences.

`insert-comment (M-#)`

Without a numeric argument, the value of the `comment-begin`







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