3. USING THE SCREEN EDITOR

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This section contains instructions for using the Screen Editor
version 2.11F, dated 1 July 84, or later versions. In it, you will
learn how to

- read the Screen Editor display;
- move the cursor to different locations in the file;
- create and edit texts;
- manage your files.

INTRODUCTION

The Screen Editor is a tool to aid in creating and editing SCRIPT compositions, MAX or XPL programs, or any text file. It displays the current file in 22-line segments on the terminal screen. To make a change, position the terminal's cursor directly over the character to be corrected and then type in the new character. Thus, using the Screen Editor is somewhat like using a typewriter that lets you go back and fix mistakes while the paper is still in the typewriter.

At any time, you can store the work you have done on a user diskette or on the Winchester Disk, retrieve and work on other programs, play a composition or run a program directly from the Screen Editor.

The Screen Editor provides a complete set of commands for changing and manipulating text files. About half a dozen of these, covered in the next section, will get you started performing basic editing tasks. The remainder of the over one hundred commands are more complex but extremely helpful once you have learned their uses. The sheer number, however, can be overwhelming. After mastering the basics, you might simply skim through the rest of the manual, find out what the various functions are, and then return to those that you are most interested in. A "cheat sheet" of commands is included in the Command Summary.

Almost every key on the keyboard has several functions in the Screen Editor program. Many functions may be accomplished in more than one way, so that the Editor may be used on different terminals and keyboards. The Screen Editor may also be customized with user-defined commands, to save editing time.

By learning the basics first and then the finer points, you will soon develop familiarity with the Screen Editor and develop a "style" of your own.

Hardware

An ABLE computer or Synclavier (R) Digital Synthesizer with at least 32K of memory is required for use of the Screen Editor. Additional memory will increase the size of files that may be edited.

The Screen Editor runs on any of the following terminals: ADM-3a, ADM-5, VT52, VT100, VT640, Datamedia 1510, or Datamedia 1520. The keyboard command assignments have been designed around use of the ADM-5, VT100, or VT640 terminals, since they are most popular. If you are using the other terminals, you will find that some advanced commands are not available, or that certain common command keys are hard to reach.

Software

The Screen Editor is included on certain SCRIPT system diskettes and
on the XPL system diskette. It is copied onto your Winchester during
the installation process.

To use the Screen Editor, it is essential that your operating system
be configured for the correct terminal and memory size. If your
operating system has been shipped as a part of a complete Synclavier
package, this should have been performed at the factory. If you have
received a system software update, or if you are changing terminals
or adding memory, you should run the CONFIGUR program (as described
in "Using the Utility Programs") to check your system configuration.

BASIC EDITING

Just reading about the Screen Editor makes it seem complicated. The best way to learn how to use the Screen Editor is to turn on your computer and start editing.

In this section you will use the Screen Editor to display, edit and save a short file. In the next section, you will learn the commands for recalling and editing a longer file. In the following section, you will learn the remaining file management commands. After reading these three sections and trying the exercises, you will be able to enter, edit, and run or play any file.

The rest of the manual will cover the more complex and esoteric functions. These functions are very useful in certain editing situations, and can save a great deal of time in general, although you may not need them for most of your work.

Getting Started

You are going to use first the Monitor to create a new current file and then the Screen Editor to display and edit the new file.

1. Load the SCRIPT or XPL operating system as described in the "Introduction." If you are using a system with a Winchester Disk, you may want to create a subcatalog for these exercises. See the section on catalog structure in "Using the Monitor."

2. Type

   NEW MARY

   and press RETURN.

3. Now type the following numbered lines, remembering to press RETURN after each line entry.

      5 Mary had a little lamb.
      10 Its fleece was white as snow.
      15 And every where that Mary went
      20 The lamb was sure to go.

4. Type

   SAVE

   to SAVE the file in the current catalog.

   You now have a current file called MARY containing four lines of text. To change something in this file using the Monitor, you could retype a line or use a Monitor commands such as CHANGE or DELETE. You would then type LIST to see the results of your change.

With the Screen Editor, you will be able to move around the file quickly, make each change directly, and see the text that surrounds each change as you make it.

5. Now type

    SED

    SED instructs the Monitor to read the Screen Editor program from the system software, place it in computer memory and activate it.

    The current file will be displayed on the screen. The lines of MARY will be displayed, preceded by the letters A, B, C, and D. You are now "in the Screen Editor".

The Screen Display

Take a few minutes to familiarize yourself with the screen. It displays both your file and important information about how the Screen Editor is working.

The first thing to note is the cursor. On the VT-series terminals, the cursor is a blinking square, white on the VT100, and green on the VT640. On ADM terminals, it is the small white square around one of the characters. The position of the cursor determines whether your typed characters will be interpreted as commands or as actual input to the file. It also determines precisely where this input is to go. You can move the cursor about without having any effect on the file.

Initially, the cursor will be positioned on the letter A at the top left of the screen. This A is the top letter in the command column. Whenever the cursor is on a letter in the command column, typed characters are interpeted by the computer as commands. These commands are usually one or two characters in length. For example, press the D key. This simple command moves the cursor to the D line. Press A to return to the A line. These commands simply move the cursor; they do not affect the current file.

To the right of the command column is the text area. Whenever the cursor is in this area, typed characters will change the current file. The cursor position will indicate the location in the current file where the next character of text will be inserted, changed or deleted.

There is room for 22 letters in the command column and 22 lines of text on the screen.

Below the command column and the text area is an area reserved for queries and information for the user.

The very bottom line is the Status Line. It has a series of indicators about Screen Editor operaton and the status of the current file.

The first indicator displays the line number of the current line, or the line on which the cursor is located. The number listed right now is 1. The Screen Editor numbers lines for you, starting from one and incrementing by 1. It renumbers them whenever you insert or delete a line in the middle of a file. Note that, even though you typed in the line numbers 5, 10, 15, and 20 for the file MARY, the Screen Editor has renumbered the lines 1, 2, 3, and 4.

Next on the Status Line is the current filename followed by a period and then a file type code - MARY.SCR or MARY.XPL. You may ignore the file type code for now.

The Status Line also tells you whether or not your file has been changed from the copy that is stored on floppy diskette or Winchester Disk ("Modified" or "Unmodified"). Because you have not modified MARY since you SAVEd it, its status will be "Unmodified".

The "Append Mode" and "Line Insert" indicators will be discussed later.

The line above is called the Query Line. When you first activate the Screen Editor, this line displays the version number and date of the Screen Editor program that you are using. As you issue commands, this line will display questions such as "Name of file to write?". The cursor will be moved to this line during such queries so that you may type in the answers.

In addition to commands issued from the command column, the Screen Editor provides CTRL commands, or commands sent by pressing the CTRL key simultaneously with another key, effective whether the cursor is in the command column or in the text area. (CTRL commands are indicated by the word CTRL and the key letter separated by a hyphen as in CTRL-X.)

By pressing certain CTRL commands, some special editing modes may be brought up. Their uses are described later in the manual. You do not want to be in these modes right now so you need to know how to get out of them in case you use the commands accidentally.

Examine the right half of the Status Line. If No Line Insert appears instead of Line Insert, press CTRL-Y to return to normal operation. If either Adjust Mode or Adjust Active appears, press CTRL-U to return to normal operation.

Also remember that pressing CTRL-S always "freezes" the screen on VT terminals. To "unfreeze" it, press CTRL-Q or NO SCROLL.

Moving the Cursor

The ease with which you can move the cursor around on the screen is
what makes the Screen Editor so useful. There are several ways to do
this.

Using the arrow keys, PF1 and HOME

You use the four arrow keys to move the cursor up and down
and right and left. You use the PF1 or HOME key to move the
cursor back to the command column from the text area.

Note that on the ADM 3A the arrow keys are actually CTRL-H,
CTRL-J, CTRL-K, and CTRL-L. CTRL-R can be used instead of
PF1 or HOME. These CTRL characters are also active on all
other terminals.

1. Start with the cursor on the A in the command column.

    A̲ Mary had a little lamb.
    B Its fleece was white as snow.
    C And every where that Mary went
    D The lamb was sure to go.

2. Press the right arrow key to move the cursor to the
    right.

3. Press the left arrow key to move the cursor to the left.
    When the cursor reaches the command column, press the
    left arrow key again and the cursor will be "wrapped
    around" to the right end of the line.

4. To jump to the command column from anywhere to the right,
    press the PF1 key on the VT terminals and the HOME key on
    ADM 5. Pressing CTRL-R can be used for this command on
    any terminal and is most convenient on the ADM 3A.

5. Press the down arrow key to move the cursor down the
    screen. It will stop when you reach the last line (line
    D). You can use the down arrow in this way either in the
    command column or in the text area.

    As you move to a different line, the line number on the
    Status Line will change.

6. Press the up arrow key to move the cursor up the screen.
    It will stop when you reach the first line (line A). You
    can use the up arrow in this way either in the command
    column or in the text area.

On ADM terminals, the LINEFEED key can be used to move down
the screen and the ESC key can be used to move to the right.
In addition, the ^ key can be conveniently used to move the
cursor up the command column.

Using the TAB key

You use the TAB key to move the cursor quickly across a line, stopping only at the first character of each word. This is an "advance one word" function. Note that each single character SCRIPT pitch letter or rhythmic value is perceived by the Screen Editor as one word. You may also use CTRL-I for this function.

If you use TAB or CTRL-I, the cursor will stop under the first character of each word in the line above. You can use this function to aid in lining up pitches and rhythms in SCRIPT compositions, for example. The TAB function can be used in setting up and entering tables as well.

Adding New Lines of Text

To add a new line of text, you must first insert a blank line into the file into which the text can be inserted. This can be accomplished several ways.

Using the + and - commands

You can insert blank lines into the beginning, middle or end of the file by using the + and - commands while the cursor is in the command column.

1. Place the cursor on the A in the command column.

2. Press the plus (+) key. (Use SHIFT-= on VT terminals and SHIFT-; on ADM terminals.)

    A blank line will be inserted into the file after the line with the cursor, in this case, between lines 1 and 2.

        A Mary had a little lamb.
        B □
        C Its fleece was white as snow.
        D And every where that Mary went
        E The lamb was sure to go.

    The cursor will be placed at the beginning of the new line, ready for you to input text.

    If you look in the Status Line, you will see that the file has been renumbered to account for the new line and that line 2 is the current line. The Modified/Unmodified indicator has been changed to "Modified" since you have just modified the file. This modified version is not saved anywhere.

3. Now enter a line of text, typing as you would on a typewriter. Use the SHIFT key to enter upper case letters and to insert the special characters on the top of the number and punctuation mark keys.

   As you approach the right margin of the screen you will notice that the text on the line is moved to the left. This enables you to see the text as you enter it.

4. Return the cursor to the letter B in the command column, by pressing the PF1 or HOME key.

5. Now press the minus (-) key on the main keyboard to insert a blank line into the file before the line with the cursor.

   A Mary had a little lamb.
   B ☐
   C Your practice line.
   D Its fleece was white as snow.
   E And every where that Mary went
   F The lamb was sure to go.

Using the RETURN key

If you want to add new blank lines to the middle or end of a file without moving cursor to the command column, press the RETURN key at the end of a line while in the text area. This will add a new blank line immediately following with the cursor placed at the beginning of the new line.

Try adding a few lines to the end of MARY.

1. Place the cursor after the period in the last line of MARY and press RETURN.

   A new line will be added to the file.

   A Mary had a little lamb.
   B
   C Your practice line
   D Its fleece was white as snow.
   E And every where that Mary went
   F The lamb was sure to go.
   G ☐

2. Type in a line of new text and press RETURN.

   A Mary had a little lamb.
   B
   C Your practice line
   D Its fleece was white as snow.
   E And every where that Mary went
   F The lamb was sure to go.
   G More new text.
   H ☐

Each time you press RETURN at the end of a line, a new blank line will be added to the end of the file.

3. Practice entering a few more lines, pressing RETURN after each one.

    As you practice, the Screen Editor may, all of a sudden, start indenting lines. This is due to the Automatic Indent function designed for formatting programs and compositions. This function can be turned on and off and is covered in the section "Language Related Functions". For now, if this occurs, you can simply move the cursor back to the beginning of the line and begin typing.

Remember that the RETURN key can also be used to add new lines in the middle of a file. Position the cursor at the end of any line and press RETURN to insert a blank line before the next line of text.

With one exception, if you position the cursor in the middle or in the command column and press RETURN, no new line will be added and the cursor will simply move to the first character in the next existing line.

The one exception is when the cursor is on the last line of a file, anywhere in the text area or on its command letter. In this case, pressing RETURN will add a blank line.

Correcting Mistakes

Mistakes may be corrected on a character-by character basis or by erasing part or all of a line.

Correcting character by character (RUB or DELETE and CTRL-A)

You correct typos by erasing the incorrect character from the line, and then typing in the correct one, just as you would on a typewriter.

1. Move the cursor back up to the blank line B and type the following line. It has a mistake in it which you will learn how to correct.

        B Mary had a little lanb.

2. Move the cursor just to the right of the incorrect character.

        B Mary had a little lan[b]

3. Press the DELETE key on the VT100 or the RUB key on the
   ADM. The character immediately to the left of the cursor
   (n) will be erased from the screen and the cursor, the
   letter b, and the period will all move one space to the
   left. The n has been deleted from the file.

        B Mary had a little la⬚b.

4. Type the correct character (m).

        B Mary had a little lam⬚b.

   The cursor, the letter b, and the period will move once
   space to the right.

Clearly, it would be faster to type in the correct character
right on top of the old one. This is called overstriking.

To allow you flexibility, the Screen Editor offers two
editing modes. In the Append Mode, each character you type
is inserted at the cursor location, as above. The rest of
the text on the line from the cursor is moved over one space.
In the Overstrike Mode, each character you type replaces the
character at the cursor location. The remaining text on the
line remains unmoved.

As indicated on the Status Line, you are now using the Append
Mode. It is the default mode.

Now try the Overstrike Mode. You use CTRL-A to switch back
and forth, or toggle, between the two modes.

1. Press CTRL-A to select the Overstrike Mode.

   "Overstrike" will appear on the Status Line.

2. Move the cursor to the letter d in had.

        B Mary ha⬚ a little lamb.

3. Type the letter s.

   The line will now read

        B Mary has⬚a little lamb.

   The s has replaced the d.

Most users doing a lot of editing prefer the Append Mode. It
is appropriate when you are inserting a word longer or
shorter than the original word or when you wish to add a word
or more into the text without deleting anything. However, in
a SCRIPT pitch line, for example, or any other situation
where you just want to replace a single character, the
Overstrike Mode can be very handy.

Press CTRL-A again to return to Append Mode. Also, any time you press DELETE or RUB when the cursor is in the text area, you will return to the Append Mode. This is because the Screen Editor assumes that you are about to type a new character to replace the deleted one.

Erasing to End of Line (CTRL-E)

Frequently you will want to erase part of a line. Pressing CTRL-E erases everything from the cursor to the right.

1. Move the cursor to the h in has in line B.

    A Mary had a little lamb.
    B Mary [h]as a little lamb.
    C Your practice line.
    D Its fleece was white as snow.
    E And every where that Mary went
    F The lamb was sure to go.

2. Press CTRL-E.

    A Mary had a little lamb.
    B Mary ☐
    C Your practice line.
    D Its fleece was white as snow.
    E And every where that Mary went
    F The lamb was sure to go.

    You have erased everything in the line from the character under the cursor on.

Erasing a Line of Text (RUB or DELETE)

To erase a whole line of text, you may place the cursor on the command column next to the appropriate line, and press DELETE on the VT100 or RUB on the ADM.

1. Place the cursor on the B in the command column.

    A Mary had a little lamb.
    [B] Mary
    C Your practice line.
    D Its fleece was white as snow.
    E And every where that Mary went
    F The lamb was sure to go.

2. Press DELETE or RUB.

    A Mary had a little lamb.
    B Your practice line.
    C Its fleece was white as snow.
    D And every where that Mary went
    E The lamb was sure to go.

3. Press DELETE or RUB again.

> You should now be back to the original four-line file, plus whatever text you added to the end of it.

Note that pressing DELETE or RUB performs two different functions, depending on whether the cursor is in the text area or the command column. An important difference between these two regions is that commands issued in the text area generally apply to individual characters whereas commands issued in the command column generally apply to entire lines or groups of lines. Thus, pressing DELETE or RUB in the text removes a single character and pressing DELETE or RUB in the command column removes an entire line.

Restoring a Deleted Line (;)

When you delete a line, it is stored in a delete "safety" buffer. If you delete a line by mistake, you can restore it to the file by pressing the semicolon key.

1. Press the semicolon key.

> Your practice line will be restored.

Basic File Management and Performance Commands

As you have edit a file, you will frequently want to save it on diskette or Winchester, look in your current catalog for another file to edit, or return to the Monitor. This brings us to the file management and performance commands, the equivalents of the Monitor commands SAVE, REPLACE, or CATALOG commands. In the Screen Editor, these commands are shortened to a period followed by a single letter, to reduce typing time.

All file management and performance commands are issued when the cursor is in the command column. (Otherwise the period and letter would be inserted into your text.)

Saving Your File (.R)

> In the Screen Editor, the SAVE and REPLACE functions are combined into one command, which is a period followed by the letter R for "Resave" (.R).

> Try saving MARY:

1. Move the cursor to any letter in the command column.

2. Type .R

> The Query Line will ask you for the name you wish to save the file under.

3. Type a filename other than MARY and press RETURN.

   This saves the edited current file without losing the
   original MARY on the diskette. The Query Line will say
   "Writing" while the writing process is taking place and
   "Write complete" when the process is complete. This kind
   of information also appears during reads and searches; it
   can be helpful in the event of a storage device failure.

   The new filename will then be listed on the Status Line.
   Not only have you saved the file, you have changed the
   name of the current file. The Status Line will say
   Unmodified. As soon as you make any change in the
   current file, the indicator will be changed to Modified.

Instead of typing in a filename you could have just pressed
RETURN. This would have saved the file under the name listed
on the Status Line. You would do this if you wished to
replace the orginal version of a file with the edited
version.

Looking at the Directory (.S)

The Screen Editor command, .S. (for Status) is similar to the Monitor CATALOG command. The command calls to the screen a display of status information on the current catalog, the current file, and the Screen Editor.

1. Move the cursor to any letter in the command column.

2. Type .S

   The file display will be replaced by the status display. At the top is a catalog listing all the files in the current catalog with the same information displayed as when the Monitor CATALOG ALL command is used.

   At the bottom is information about the current file and the Screen Editor. It indicates the length in words and in lines of the current file and the maximum length file that you can edit using the Screen Editor with the amount of memory in your system. Other status information appears also which you may ignore at this time. Each item will be explained as you learn to use the related function.

   If your current catalog contains a large number of files, the catalog may take more than one screen page. The Screen Editor will display a portion of the catalog, and then pause until you press any key. The bottom of the last page of the catalog will contain the information about the current file and the Screen Editor.

3. Press any key to return to the file display.

Exiting the Screen Editor (.E)

To exit from the Screen Editor, type a period followed by the letter E for "Exit" (.E) when the cursor is in the command column. On exit, your file will become the current file under the Monitor. You may then use LIST or other Monitor commands on the file. Type

   .E

The screen will be cleared, and the filename, the length of the file in words and in number of lines, and its final status (Unmodified or Modified) is printed. It is important to note the final status which tells you whether or not you have saved your file since making changes in it.

EDITING A LONGER FILE

This section shows you how to recall, display, and edit longer files. It also describes commands for locating words in the file, moving to particular lines of the file, and placing "bookmarks" in the file.

Recalling A File (.O)

There are three ways to recall a file for display and editing in the Screen Editor. You used the first method when you typed the Monitor command SED making the current file under the Monitor the current file under the Screen Editor.

You can also type SED immediately after loading the operating system, before you have recalled or created a current file under the Monitor. In this case, you will be asked for the name of a file to be read into the Screen Editor.

Try this:

1. Load the system as you normally would.

   Make sure the current catalog contains a SCRIPT, MAX, or XPL source file longer than 22 lines.

2. Type SED

   The Screen Editor will ask you for the name of the file to be read.

3. Type in MARY in response to the question.

   The original MARY will be displayed.

A third way to recall files is with the Screen Editor file management command, .O for Old. This equivalent to the OLD Monitor command can only be sent when the cursor is in the command column.

Try this:

1. Move to the command column, and type .O

   The Query Line will ask you for a filename.

2. Type in the filename of a SCRIPT, MAX, or XPL file that is longer than 22 lines and press RETURN.

   Your specified file will replace MARY as the current file. The screen will be erased and the first 22 lines of the new current file will be displayed on the screen. The cursor will be on the A in the command column.

   If your current file has not been saved (is Modified), the Query Line will ask you to confirm your .O command by pressing RETURN again.

When recalling old files, remember that you can only edit text or source files with the Screen Editor. You cannot recall data or compiled files.

Also keep in mind the amount of memory in your system. The Screen Editor itself takes up approximately 18.5K words of memory, so any file that you recall into the Screen Editor can be no longer than the amount of memory in your system minus 18.5K.

If you are lengthening a file in the Screen Editor, you may see a message "File getting too large, <n> words left". This occurs when there are less than 64 words of memory left. You should immediately save the file and/or break it into smaller files. Saving parts of a file is covered later in this manual.

Responding to a Filename Query

You have now used three of the several commands where the Screen Editor asks you to specify a filename (.R, .O and the Monitor command SED). With each command, there are three alternatives to typing in a filename.

- If you press RETURN, the Screen Editor will use the default filename, the name that is listed on the Status Line. This option is usually used with a .R command to replace the original file on diskette with an edited version.

- If you press RUB or DELETE, the command will be canceled and the cursor returned to the command column. You would use this alternative in a .O command if you hadn't saved the current file, for example.

- If you press the question mark key, a directory of the files in the current catalog will appear and the Query Line will again ask you for a filename. This alternative is very handy when you wish to recall or save a file.

The three alternatives may also be used in the commands for creating new files, inserting files into files, copying blocks of text onto diskette, and unsaving files. The commands are discussed further on.

Scrolling the Text

Now let's return to your newly recalled long file. On the screen is the window display of the first 22 lines. The Screen Editor displays 22 lines of text at a time in what might be described as a window on the file in memory.

As you learned earlier, you can jump directly to a line presently in the window by typing the letter of the line to which you want to move, such as A, G, or V.

If you want to view a portion of the file that is not currently in the window, you can "scroll" the text forward or backward by using the up and down arrow keys. To scroll the file forward, move the cursor to the bottom line of the screen and press the down arrow. The following 22 lines of text will appear in the window. To scroll backward, move the cursor to the top line and press the up arrow. The previous 22 lines of text will appear in the window.

Try the following:

1. Press the V key to move the cursor down to the V in the command column.

2. Now press the down arrow key.

    Lines 23-44 of the file will be scrolled into the window. The cursor will remain on the V in the command column so if you press the down arrow key again, you can swiftly scroll through the entire file.

3. Now press the A key to move the cursor up to the A in the command column.

4. Press the up arrow key.

    The preceding 22 lines of text will be scrolled into the window.

Thus you can move back and forward through the entire file. The arrow keys work in this way no matter where on the line the cursor is located.

Line Movement

The following commands allow you to jump directly to a particular line, skipping over several 22-line segments of the file, if necessary. They are all used when the cursor is in the command column.

Move to Line Number (<n>)

    Type the line number of the line to which you want to move the cursor and press RETURN. As you type, the number will appear on the Query Line. When you press RETURN, the cursor will move to that line. If the new line is not currently displayed on the screen, the text will be scrolled so that the line will be placed at the center of the screen.

Move Up or Down a Certain Number of Lines (\<n+\> and \<n-\>)

Type the number of lines you wish to move the cursor away from the current line. Follow the number with a + sign to move forward in the file or a minus sign to move backward in the file. If the new line is not already displayed on the screen, the text will be scrolled so that the desired line will be placed at the center.

Move to Last Line in the File ($)

Type the dollar sign (SHIFT-4) to move the cursor to the end of the file. The last 11 lines of the file will be displayed on the screen, with the very last line at the center of the screen.

Move Current Line to Center, Top or Bottom of Screen (.C, .T, .B, CTRL-C, CTRL-T, and PF2)

With these commands, the cursor does not move from the current line. Instead, the line is moved so you can see it in the context of a different segment of text. Type .C (for center) to move the current line to the center of the screen; type .T (for top) to move the current line to the top of the screen; type .B (for bottom) to move the current line to the bottom of the screen.

If you want to scroll the text without having to move the cursor to the command column, use CTRL C to bring the current line to the center and CTRL-T to bring the current line to the top. On VT terminals you can also press the PF2 key on the keypad to scroll the current line to the center.

Search Commands

The Screen Editor provides a function which allows you to search for a particular string of characters in the file. For instance, you might want to find the next time the word "digital" or the words "search commands" occur in your text.

Searching Forward and Backward (/ and \\)

The Screen Editor can search forward or backward from the current line. Press the slash key (/) while the cursor is in the command column to seach forward and press the backward slash (\\) to search backward.

After you have entered the search command, the Query Line will ask you for the search string. Type in the string of characters you are looking for and press RETURN. The cursor will then move to the next appearance of the string in the text.

To locate succeeding mentions of the same string, press the grave accent key (`).

In a forward search, the Screen Editor will search to the end
of the file and then wrap around to the beginning. In a
backward search, the Editor will search to the beginning of
the file and then wrap around to the end. This guarantees
that when a string is reported "not found", it is nowhere in
the file.

The Screen Editor will find every mention of the string, even
if it is part of another string. For example, if the string
is "act", the Screen Editor will locate "act", "react",
"actor", and so on.

Case Matching in Searches (=C)

In the default mode, the Screen Editor ignores the case of
the letters. So if the search string is "digital", the
Screen Editor will locate "Digital", or "digital", or
"DIGITAL."

You can direct the Screen Editor to recognize only those
strings with the same case as the letters in the search
string. You use a set editor mode command to set case
matching on or off. Set editor mode commands are always
entered in the command column and consist of an equal sign
(=) followed by a letter.

In the Case Matching mode command, the equal sign is followed
by the letter C for "Case" (=C). After you enter the
command, the Query Line will ask you if Case Matching is to
be set on or off. Press 1 to turn on Case Matching; press 0
or RETURN to turn it on.

. To find out the current Case Matching mode, enter the .S
(status) command. In the bottom half of the screen, several
editor modes, including Case Matching, are shown.

Special Character Search Strings (CTRL-C, CTRL-D, CTRL-L)

You can also insert special symbolic characters into the
search string so that you can search for groups of variables
or other words. The special characters are: CTRL-C for any
ASCII character, CTRL-D for any digit, and CTRL-L for any
letter, upper or lower case. However, these special
characters may not be used as the first character of a search
string.

Suppose you had the variables, X1A, X2A, X3A, and X4A in your
program and you wished to locate all of them with a search.
By typing X, then CTRL-D, and then A for the string, the
Editor would recognize each of those variables as matching
the search string.

Bookmark Commands

The bookmark commands allow you to examine another part of a file and then return to the line that you are currently editing. For instance, you might be writing a document with an outline at the beginning. You can place a "bookmark" on the line where you are presently working, look at the outline, and then return to the line with the bookmark.

Automatic Bookmarks

A bookmark is automatically placed in the file whenever you use any of the following four commands:

- Move to a Line Number (<n>)
- Move Up or Down a Certain Number of Lines (<n>+ and <n>-)
- Move to the Last Line in the File ($)
- Search Forward or Backward (/ and \\)

Explicit Bookmark (CTRL-Z)

You may also explicitly direct the Screen Editor to place a bookmark at the current cursor position, either in the text area or in the command column, by typing CTRL-Z.

Return to Bookmark (CTRL-P)

To return to a bookmark, use the command CTRL-P (for previous line).

Suppose you have an outline beginning on line 1 of your file and your current cursor position is somewhere on line 83. To look at the outline, move the cursor to the command column, type the number 1, and press RETURN. The first page of the file will be displayed. At the same time, a bookmark will be placed on line 83. To return directly to line 83, type CTRL-P.

The Screen Editor can keep track of up to six bookmarks. They can be inserted into the file either automatically by using the commands listed above or explicitly by pressing CTRL-Z at six different places. Then, each time you press CTRL-P, the Screen Editor will move the cursor to the bookmark position inserted just prior to the present one. Thus, you may review the several parts of your editing session by typing CTRL-P several times.

If you are familiar with computer data structures, you will recognize this as a stack operation. The stack consists of the six possible bookmarks. The CTRL-Z function, either explicit or implied, is a "push" used to deposit a cursor position on top of the stack. The CTRL-P function is a "pop" used to remove a cursor position from the top of the stack. Each time you place a bookmark, any previous bookmarks are pushed down one position in the stack; each time you use CTRL-P to return to the bookmark, that bookmark is popped from the top of the stack and each remaining bookmark moves up one position.

Alternating Between Bookmarks (CTRL-F)

You can alternate between bookmarks by using the "flip" function (CTRL-F). First, place a bookmark at the first location and then move the cursor to the second. You can do this either by pressing CTRL-Z at the first location and moving the cursor by any means to the second; or by moving from the first location to the second using one of the commands that automatically places a bookmark. Either way, the first location will be at the "top of the stack" and the second location will be the current cursor position.

Then press CTRL-F, for "flip". This function exchanges the current cursor position with the position on the top of the stack. The bookmark at the "top of the stack" will be "popped" to the current cursor position while simultaneously the second location will be "pushed" onto the "top of the stack."

You can "flip" repeatedly from the one location to the other, editing text at either location. You can move the cursor and then flip between the new cursor position and the top-of-the-stack bookmark. Whenever you use the CTRL-F command, the current cursor position will always be exchanged with the bookmark placed on the top of the stack.

This command is particularly useful when you are working on two notelists in a SCRIPT composition, for example.

Try this:

1. Place the cursor at one of the two locations you wish to alternate between. This can be either a letter in the command column or anywhere in the text area.

2. Press CTRL-Z.

3. Now move the cursor to the other location. The first location is at the top of the stack; the second is the current cursor position.

4. Press CTRL-F. The cursor will be returned to the first location.

5. Press CTRL-F again. The cursor will move to the second location.

6. Now change some of the text at this location and leave the cursor in a slightly different location.

7. Press CTRL-F to return to the original location.

8. Press CTRL-F again to return to the cursor position of step 6.

MORE FILE MANAGEMENT AND PERFORMANCE COMMANDS

You have already been introduced to the recall (.O), save or replace
(.R), status (.S) file management commands and the .E (exit)
performance command. This section describes the remaining file
management and performance commands. Each command is issued when the
cursor is in the command column and consists of a period followed by
a letter.

Playing a SCRIPT Composition (.P)

If you are using the Screen Editor along with the SCRIPT system
software, you can play SCRIPT compositions directly from the Screen
Editor. Use the performance command consisting of a period followed
by the letter P for "Play" (.P).

Conversion of the current file into a Synclavier (R) sequence will
begin immediately. If the SCRIPT compiler finds spelling or syntax
errors in the composition, they will be listed on the screen and you
will be told to press any key to return to the Screen Editor.

If conversion is successful, the Synclavier (R) Real-Time system will
replace the Screen Editor in computer memory, the sequence will be
placed in the memory recorder and played.

Press the BREAK key on the terminal to return to the Screen Editor
with the same current file as before.

Or, press any of the keys that activate the Reverse Compiler. The
Screen Editor will be restored but the converted sequence in the
selected format will replace the previous current file.

NOTE: You cannot play a previously converted SCRIPT compositions
from the Screen Editor.

Running a MAX or XPL Program (.X)

If you are using the Screen Editor along with the XPL compiler
software, you can run XPL or MAX source programs directly from the
Screen Editor. Use the performance command consisting of a period
followed by the letter X for "eXecute" (.X).

Compilation of the program will begin immediately. If the XPL
compiler finds spelling or syntax errors in your program, they will
be listed on the screen and you will be told to press any key to
return to the Screen Editor.

If there are no errors, your program will be run. Upon completion,
type SED to reactivate the Screen Editor.

NOTE: You cannot run previously compiled XPL or MAX compositions
from the Screen Editor.

Creating a New File (.N)

To create a new current file, type a period followed by the letter N (.N) while the cursor is in the command column. The Query Line will ask you for the filename for the new file. Type in the filename and press RETURN. (Or press RETURN, RUB or DELETE, or question mark as explained in the preceding section.)

The contents of the current file will be replaced by an empty file. The screen will be erased. There will be one blank line with the cursor at the beginning of it, ready for your input.

Be sure to save (.R) the current file before you use the .N command. If the current file is Modified, i.e., has not been saved, the Query Line will ask you to confirm by pressing RETURN.

Unsaving a File (.U)

To remove a file from the current catalog, use the period followed by the letter U for "Unsave" (.U). The Query Line will ask for the name of the file to unsave. Type this in and press RETURN.. If a file with this name exists in your current catalog, it will be unsaved and this operation will be indicated on the Query Line. If not, an error message will be displayed.

If you press RETURN without entering a filename, the file with the same name as the current file will be erased from the diskette or Winchester. If you do this accidentally, simply type .R to save the file again.

Inserting a File into a File (.+ and .-)·

To insert a file immediately after the current line, type the period followed by a plus sign (.+). The Query Line will ask you for a file name. Type in the name of the file that you want to insert and press RETURN.

To insert a file at the current cursor position, type the period followed by the minus sign (.-). The Query Line will ask you for a filename. Type in the name of the file that you want to insert and press RETURN.

Both of these commands can be canceled by pressing DELETE or RUB when the Query Line asks you for a filename.

Entering a Subcatalog (.Z)

A limited version of the Monitor's ENTER command is available in the Screen Editor, allowing you enter or leave subcatalogs. Type .Z in the command column. The Query Line will ask for the name of the subcatalog to enter. Type this in and press RETURN. If no error messages are printed, your current catalog will be the one selected.

Unlike the Monitor's "tree-climbing" ability, the .Z command only changes one level of the subcatalog structure. That is, you can use this command to move from the top-level catalog to any subcatalog in current top-level catalog; or from a subcatalog to any subcatalog within its current catalog; or from a subcatalog in the first level of the catalog structure to the top-level catalog. You cannot use this command to move from a subcatalog in one branch to a subcatalog in another branch of the structure.

For example, suppose you have created two subcatalogs, "PROJECTA" and "PROJECTB", in the top-level catalog and assume you are now in the top-level catalog.

1. Type .Z, and reply PROJECTA to the prompt.

    You are now in subcatalog PROJECTA.

2. Type .Z, and reply : to the prompt.

    You are now back in the top level catalog.

3. Type .Z, and reply PROJECTB to the prompt.

    You are now in subcatalog PROJECTB.

Since you may change by only one level at a time, the .Z command had to be used twice to get from PROJECTA to PROJECTB.

LANGUAGE RELATED FUNCTIONS

The features described in this section are designed to make entering
and editing programs and SCRIPT compositions easier and faster. They
are all built around the idea that if the Screen Editor knows the
language you are writing in, it can help your editing by applying the
grammar rules of the particular language. It will indent lines
following certain words, help you search for variables, and check
bracketing partners.

The file type parameter is used to tell the Editor which language you
are using. The types are XPL (used for XPL or MAX), SCRIPT, and
"text." If the file type is XPL, the Screen Editor will apply the
rules of the XPL (or MAX) programming language to your input. If the
file type is SCRIPT, the Screen Editor will use the rules of SCRIPT
musical input language. If the type is "text," the Screen Editor
will operate like a typewriter and apply no special language rules.
You would select this type for typing in letters or documents.

There is a file type default in each version of the Screen Editor.
As mentioned earlier, the file type code is listed on the Status Line
after the current filename. Thus, when you load the XPL operating
system, the Screen Editor assumes you will be entering XPL or MAX
files and the file type code .XPL will appear on the Status Line.
Similarly, when you are using the SCRIPT operating system, the SCRIPT
file type is used and .SCR will appear on the Status Line. In the
SCRIPT-XPL operating system installed on the Winchester disk, the
default file type is .XPL.

Setting the File Type (=T)

To change the default file type, place the cursor on the command
column and use the set editor mode command, equal sign followed by a
the letter T for "Type" (=T). The Query Line will display the
choices. Enter the number of the desired type and press RETURN.

Note that C and LISP are included on this line for future
development. At this point, you cannot run C or LISP on the ABLE
computer.

After you have entered the type number, the Status Line will indicate
the new file type code. The "text" file type is represented by the
absence of a file type code.

Automatic Indenting

To aid in the production of readable XPL programs and SCRIPT
compositions, the Screen Editor will automatically begin indenting
for you when it recognizes certain keywords. If the selected file
type is XPL, the Screen Editor will indent the following line
whenever it finds the key words DO, PROCEDURE, BEGIN or MODULE
anywhere in a line. If the file type is SCRIPT, the keywords which
trigger indenting are NOTELIST and DEFINE.

Try entering a line with one of the key words and pressing RETURN.
The cursor will be indented the set amount in the next line. The
following lines will be indented as well, since pressing RETURN
places the cursor just beneath the first character in the line above.
Indenting is relative so that if another key word is entered, the
next line will be indented the set amount past the current indent.

To override the automatic indent, simply move the cursor to the place
where you wish the line to begin.

Setting the Indent Amount (=I)

The number of spaces that the Screen Editor will indent is
programmable. The default is 3 spaces. To change this, use the set
editor mode command, the equal sign followed by the letter I for
"Indent" (=I). Type in the number of spaces you wish to indent and
press RETURN. The current indent amount is saved in memory and is
displayed on the Status Display.

To turn off automatic indenting, you can change the file type to
"text," in which automatic indenting does not occur. Or, set the
indent amount to zero.

Searching for Another Occurrence of a String (CTRL-/ or CTRL-] and CTRL-\)

You have already learned how to use the slash and backslash commands
to call for searches for strings. You place the cursor on the
command column, type the slash, and enter the word or symbol. You
can also "point to" a word in the text and then type a CTRL command
to ask the Editor to find the next occurrence.

To execute this command, place the cursor on any letter in the word
and press CTRL-/ (on the VT terminals) or CTRL-] (on ADM terminals).
The Editor will search forward in the file for the next mention of
the word. Press CTRL-\ (on any terminal) to search backwards in the
file for the previous mention of the word. In either case, the word
is stored as the current search string and can be used later by
pressing the grave accent key (`).

Each command inserts a bookmark at the cursor position where the
command is entered.

The reason we did not mention this earlier is that file type language rules apply in this kind of search to make it easy to locate identifiers in XPL or SCRIPT files. For example, if the file type is XPL, a search for the variable "i" will skip over the occurrence of the letter "i" in words such as "if" or "file". Only occurrences of "i" as a variable (such as "do i=1 to 10") will be recognized.

If the file type is text, on the other hand, any occurrence of the string will be located. Thus a search for "act" will stop at "react", "action", "actor", etc.

Move to Partner (CTRL-V or PF4)

The "find partner" command is another helpful programming tool. It is used to jump between bracketing partners. If the file type is XPL, the bracketing partners are the DO and END statements of each do-group, the PROCEDURE and END statement of each procedure, and the BEGIN and END statements of each BEGIN-END group. If the file type is SCRIPT, the bracketing partners are the NOTELIST and END statement of each notelist and the DEFINE and END statements of each timbre definition.

To use this function, place the cursor anywhere on the line containing one bracketing partner and press CTRL-V. The cursor will jump to the first character of the line containing its partner symbol. In VT terminals, you can also use the PF4 key for this function.

If the cursor is on the command letter of a line containing a bracketing partner, pressing CTRL-V or PF4 will move the cursor to the command letter of the line containing its partner.

If there is no bracketing partner in the current line, the cursor will move to the closing of the current bracketing partner block. From there, another use of the function will move it to the start of the block.

Syntactic blocks identified in this way can be marked (as described in the next chapter) and moved around in the file as a unit. In addition, the "find partner" command is an excellent way to find errors in the block structure of a program. For instance, it allows you to verify that the DO and END statements of your program match as intended.

A special case is invoked when the cursor is on a left or right parenthesis and the find partner function is invoked. In this case, the cursor will move to the matching parenthesis. This is very useful for checking the parenthesis balancing of a complex expression. Should the parentheses not balance, the cursor will be left on a statement boundary.

MOVING BLOCKS OF TEXT

The Screen Editor provides several facilities for moving lines around
in the file, building collections of lines, replicating lines, and
storing lines from the file in the current catalog on the floppy
diskette or Winchester Disk. These commands can be applied to a
single line or to a selected block of lines. Before we describe
those functions, you must know how to select, or mark, a block of
lines.

Marking a Block of Text

Place the cursor on the command letter for either the first or the
last line in the block of lines. Then press the period key twice. A
period will appear just to the right of the command column, before
the first character on the line.

Next, position the cursor over the command letter for the last or
first line in the block of lines. You can use the arrow keys to move
the cursor, type the letter of the line, or use any of the following
commands: Move to a Line Number, Move Up or Down a Certain Number of
Lines, Move to the Last Line, Search Forward or Backward, Return to
Previous Line, or Move to Partner.

Periods will appear just to the right of all the lines between the
previous and current cursor position.

You have just "marked" the lines.

The block of lines can be deleted, moved to a different location in
the file, written onto the diskette, and reformatted. Also search
and replace commands can be directed to the block of lines.

To "unmark" the lines, or remove the periods, you press the period
key four times, twice to remove them from all but the first line and
twice more to remove them from the first line.

Deleting A Block of Lines (.D)

As you know, you can erase lines one at a time by pressing RUB or
DELETE. If you have several to delete, it is faster to delete them
in a block. Mark the lines as described above and then press the
period key followed by the letter D for Delete (.D). The lines will
be deleted from the file and the following text will move up.

The lines you delete in this way are stored in the delete safety
buffer. To restore them, press the semicolon (;) key.

Using the Buffers

Buffers, or temporary work areas, are like scratch pieces of paper on which to make notes or copy text.

The Screen Editor has three such buffers or "scraps of paper." You tell the editor to "put away" a line or lines on one of those pieces of "paper". Then when you have decided where to move the line or lines, you tell the Editor to go to the right piece of "paper", "get back" the text, and insert it in at the new location.

The < > Buffer

The put-away command for the first buffer is the left-angle bracket, or < character, which you will notice points away from the text, indicating "remove from text". To "get back" the contents of that buffer you use the right-angle bracket, or > character.

To move a single line, place the cursor on the command letter of the line you wish to move. Then enter the < command; the line will be removed from the screen and stored in the first buffer. The following lines will move up. Now move the cursor to the new location where you wish to put the line, and enter the > command; the line will reappear and the following lines will be moved down.

To move a block of lines, first mark them and then use the < command. To recover them as a block, use the > command.

The contents of this buffer may be inserted into the text several times by repeatedly entering the > command. You could thus repeat a passage in a SCRIPT composition, for example.

The [ ] and { } Buffers

To put away and get back a line or a group of lines to and from the second piece of paper, you use the left and right square brackets, or [and] characters. And to put away to and get back from the third piece of paper, you use the left and right braces, or { and } characters. Thus the three pieces of paper are known as the < >, [ ], and { } buffers. The direction of the symbol indicates "put away" or "get back".

You may put away to or get back from any of the buffers at any time from the command column. In practice, it is common to use the < > buffer for simple moves and reserve the [ ] and { } buffers for text you wish to hold for longer periods during the edit session. In this way, you will know that you can always put away to the < > buffer without worrying about losing its contents.

You can get a "snapshot" of the contents of each buffer by entering the status, or .S command. As you have probably already noticed, the bottom of the Status Display lists the three buffers. It also indicates how many lines are in each one and prints out the first line in each.

You will also notice that the more text you have in the buffers, the shorter will be your maximum file length (which is, as stated above, your memory size minus 18.5K for the Screen Editor program). Space for the buffer contents is subtracted from this same memory. Whenever the message "File getting too large, <n> words left" appears on the Status Line, you should immediately clear the buffers (see below) and save your file.

The Put-Away Modifiers

There are four put-away modifiers, or special characters that you can enter before the put-away commands. They are each used to change the operation of the put-away command in some way.

The Add-to-Buffer Modifiers (# and &)

The first two put-away modifiers are used to add to the contents of a buffer instead of replacing them. For instance, you could use these to create a special mailing list in one of the buffers by selecting and adding lines from a file of addresses. One modifier is used to add lines at the top of the buffer and the other is used to add lines to the bottom of the buffer.

The "add at top of buffer" modifier is the # character. It is inserted before the put-away command. Thus, you would type #< to insert a line or lines at the top of the < buffer, #[to add at the top of the [buffer, and #{ to add at the top of the { buffer.

The "add at bottom of buffer" modifier is the ampersand (&). It is similarly inserted before the put-away command (&< or &[or &{).

The Keep-text Modifier (,)

The next modifier is used to put-away text into a buffer without removing it from your file. This keep-text modifier is the comma. It is similarly inserted before the put-away command, (,< or ,[or ,{). When you use a keep-text modifier, the Query Line will show "Internal Buffer Updated" after you enter the put-away command, to indicate that the command has been executed.

The Clear-buffer Modifier (!)

Since the buffers take up memory that you may sometimes need
for text, and since they are not cleared automatically, there
is a a final modifier which is used to clear a buffer and
recover the memory. The clear-buffer modifier is the
exclamation mark. It is similarly inserted before the
put-away command (!< or ![or !{). You will note that this
combination of keystrokes is deliberately hard to reach to
avoid accidental loss of information.

Storing Blocks of Text on Diskette (.M and .W)

The buffers are useful for storing lines or blocks of text during a
particular editing session. There will also be times when you wish
to store parts of a file on diskette or Winchester Disk.

The two commands for this purpose are both entered from the command
line after the block of lines to be moved has been marked.

The move command, which consists of the period followed by the letter
M for "Move block to disk" (.M), simultaneously erases the text from
the current file and writes it on diskette or Winchester.

The write command, which consists of a period followed by the letter
W for "Write block to disk" (.W), copies the marked lines to a file
on the user diskette or Winchester Disk without deleting them from
the current file.

After either command has been entered, the Query Line will ask for a
filename. Type in the name of the file you want to use and press
RETURN. The marked lines will be will be copied onto the diskette or
Winchester Disk.

Both commands can be canceled by pressing DELETE or RUB when the
Query Line asks you for a filename.

You can insert such blocks of text back into a file using the .+ or
.- commands described earlier in this manual.

SEARCH-AND-CHANGE FUNCTIONS

A search-and-change is the replacement throughout the entire file of all occurrences of one string with a another string. It is useful for correcting consistantly misspelled words or for producing form letters. For instance, you might replace the string "Joseph Smith" with "Robert Jones" every time it occurred in the file.

The Screen Editor provides two basic search-and-change commands, which may be used in a number of ways.

Global Search-and-Change (.G)

To call for a global search-and-change, place the cursor in the command column and use the command consisting of a period followed by the letter G for "Global" (.G). The Query Line will then ask you for the original string, which must be typed in and followed by a RETURN, and then the replacement string, which is also followed by a RETURN.

The Query Line will display "Global change in progress..." while the Editor is searching through the file and making the changes. When the global search-and-change is complete, you will be returned to the line in the file where you were when you typed .G and the Query Line will display the number of changes that were made.

The Case Matching Status affects the global search-and-change. If Case Matching is "on", only the occurrences of strings with the same case as the letters in the original string will be recognized and changed.

You can also make global changes in a block of text rather than in the whole file. First mark the lines and then use the .G command. This is really a "regional" rather than "global" change.

Selective Search-and-Change (.Y)

Another useful search-and-change operation is the selective change. In this case, the Screen Editor points to each occurrence of the original string and asks you if you wish to have this occurrence changed. Use the selective change when you only want to change a word only in certain contexts.

You call for a selective search-and-change by placing the cursor in the command column and using the command consisting of a period followed by the letter Y for "Yes-No" (.Y). Then you enter the original and replacement strings as above. At this point, the cursor will be moved to the first occurrence of the original string and the Query Line will say:

Make change here? Hit Y(es), N(o), A(ll), or C(ancel) :

If you press the Y key, the change will be made. If you press the N key, the change will not be made. In either of these cases, the cursor will move to the next occurrence where you will be queried again.

If you press the A key, the change will be made here and in all following occurrences. And finally, if you press the C key, the command will be cancelled with no change here or in any following occurrences.

When the selective search-and-change is complete, you will be returned to the line in the file where you were when you typed .Y and the Query Line will display the number of changes that were made.

You may also mark a group of lines and make a "regional" selective change.

USING THE ADJUST MODE

The Adjust Mode, set by pressing CTRL-U, is a special function used when you wish to make the same change in several lines. Once the Adjust Mode is set, the Screen Editor will keep track of each character entered until the down or up arrow key is pressed.

So long as the Adjust Mode remains in effect, the remembered sequence of characters will be applied to the line above when you press the up arrow or to the line below when you press the down arrow. The remembered sequence of characters can be applied to as many different lines as you like.

Pressing CTRL-U a second time turns off the Adjust mode.

One frequent use of the Adjust Mode is to shift a series of XPL program statements to the right or left when you change the block structure of a program.

Recall MARY and try the following.

1. Place the cursor on the A in the command column.

2. Press CTRL-U.

    The words "Adjust Mode" will appear at the end of the Status Line. This indicates that the Editor is now remembering characters.

3. Press the right arrow key to move the cursor the first character in the line and press the spacebar three times to move the line three spaces to the right.

4. Now press the down arrow.

    The Screen Editor will repeat your sequence of commands. It will insert the spaces and move the line to the right.

    The words "Adjust Active" will appear on the Status Line. This indicates that further up or down arrow commands will cause the operation to be repeated again.

5. Press the down arrow again to repeat on the third line.

6. To stop the Screen Editor from inserting spaces, press CTRL-U again.

    Both "Adjust Active" and "Adjust Mode" will disappear from the Status Line.

TEXT EDITING FUNCTIONS

There are several word processing features provided by the Screen Editor that you can use to prepare a letter, table or other document just as you want it to appear on paper. After exiting from the Screen Editor, you can use the Monitor commands DESEQUENCE to remove the line numbers and PRINT to print the file on paper.*

Several of the text editing commands will only function if the current file type as displayed on the Status Line is "text". This provides protection against accidentally invoking text formatting operations on a SCRIPT composition or XPL program.

Displaying the Header (=H)

The Screen Editor has a special header which will help you set margins, columns, and indents.

---+---1---+---2---+---3---+---4---+---5---+---6---+---R7

To display this header on the top of your screen, move the cursor to the command column and press the equal sign followed by the letter H for "Header" (=H). The query line will ask you to enter 0 for "no header" or 1 for "header." Type 1 for header. To remove the header, repeat the command, only this time type 0 for no header.

To find the column number, multiply each header number by 10.

The letter R on the Header indicates the right margin that will be used when you reformat paragraphs. This is explained below.

Reformatting a Paragraph (.F)

This function helps you prepare text with lines of approximately the same length.

First move the cursor to the command column and mark the group of lines that makes up a paragraph. Then, use the command consisting of a period followed by the letter F for "Format" (.F). All words in the marked lines will be moved up until each line is filled with as close to 69 characters, as is possible. The paragraph indent space, if any will be unchanged.

NOTE: This command can only be used when the file type is "text".

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* Note that the HFORM software is also available for more sophisticated text processing. This program is run from the Screen Editor and is described in the manual Using the HFORM Text Formatting Utility. HFORM performs many of the tasks described in this section, plus other more advanced formatting procedures.

Setting Margins

Setting Right and Left Margins (CTRL-N)

Use the CTRL-N command to set the right or left margins at
the current location of the cursor. When you press CTRL-N
(anywhere on the screen), the Query Line will say:

Enter R, L, or column number:

You can respond in any of the following ways to set a margin:

● Enter a number and press RETURN. The cursor will move to
that column on the line.

● Enter a number followed by a plus (+) sign (without
pressing RETURN). The cursor will move that many columns
to the right of the cursor location when CTRL-N was
entered.

● Enter a number followed by a minus (-) sign (again,
without pressing RETURN). The cursor will move that many
columns to the left of the cursor location when CTRL-N
was entered.

You can also use CTRL-N to jump the cursor to a particular
column by responding to the Query Line in either of the
following ways:

● Enter the letter R. The cursor will not move; rather the
right margin will be changed to the cursor location when
CTRL-N was entered. The letter R in the header will also
move to this column.

If you reformat, the new right margin will be used. For
example, you could set up a narrow right margin and then
reformat. The resulting block of text could be indented
using the Adjust mode; or be centered or moved flush
right or flush left as described below.

● Enter the letter L. The left margin will be changed to
the location of the cursor when you typed CTRL-N. A
letter L will appear at this column in the Header.

Whenever you press RETURN, the cursor moves to the left
margin. When you set a special left margin, the
automatic indenting feature is overridden. You can use
this function to set up a special indent for a column.
To restore automatic indenting, reset the left margin by
entering the CTRL-N command with the cursor in the
command column and responding to the query line with L.

You may find entering text with a special left margin
especially convenient when you use the No Line Insert
mode.

Setting the Right Margin (=R)

You can also reset the right margin default of 69 by using a
set editor mode command consisting of the equal sign followed
by the R for "Right margin" (=R). The Query Line will then
ask you for a column number. Type in a number and press
RETURN.

Entering Text in Columns

There are two ways to enter text in columns. With one, you enter
each line of the column horizontally, using the TAB key. With the
other, you enter each column vertically, using the "no line insert"
mode.

Entering Columns Horizontally (TAB or CTRL-I)

You already know how to use the TAB key as an advance one
word function. It can also be used to enter text in columns
quickly. Set up one line with the column headings, using the
Header to determine the spacing between headings. . The column
headings will act as temporary "tabs" for the lines below.
Then type in an entry in one column, press TAB to move to the
next column, type in the next entry, press TAB and so on.

CTRL-I can be used instead of the TAB key for the same
function.

The No Line Insert Mode (CTRL-Y)

When the No Line Insert mode is in effect, pressing RETURN at
the end of a line will add a blank line only if you are on
the last line in the file. It will not insert a line between
existing lines.

Press CTRL-Y to toggle between Line Insert and No Line Insert
modes. The Status Line displays the current mode.

The No Line Insert mode is very useful for entering text into
columns vertically (rather than horizontally with the TAB
key). To do this,

1. Type in one column.

2. Return to the top of the column and move the cursor
    across the screen to where you want your next column.

3. Type CTRL-N followed by L to set the new left margin.

4. Press CTRL-Y for No Line Insert.

5. Enter the items in the new column and press RETURN. The cursor will be positioned at the new left margin in the line below and no new line will be inserted.

Centering Text (.V or .*)

A single line or a marked block of lines may be centered by placing the cursor in the command column and using the command consisting of the period followed by the letter V (.V) or the asterisk (.*).

The line or lines will be centered within the current right and left margins. If the line or lines is too long to center within these margins, the command will be ignored.

NOTE: This command can only be used when the file type is "text".

Flush Left and Flush Right (.[and .])

A single line or a marked block of lines may be moved flush left or flush right by placing the cursor in the command column and using the command consisting of a period followed by the [for "Flush Left" (.[) or the] for "Flush Right" (.]). The margin for flush left will be the first column. The margin for flush right will be column 69. These margins can be changed by using CTRL-N as described above.

NOTE: These commands can only be used when the file type is "text".

Horizontal Scrolling

To create a table that is wider than the screen and be able to view the text that extends to the right, the Screen Editor provides a horizontal scrolling function.

Setting the scroll margin (CTRL-O<n>)

When you press CTRL-O, the Query Line will ask for a column origin, that is, the number of the column to be placed next to the command column. If the number is higher than 1, all the lines on the screen will be scrolled to the left so that the specified column appears next to the command column. The header, if present, will be scrolled along with the text.

If the number is followed by a plus sign (+), the origin will be moved that many columns to the right. If the number is followed by a minus sign (-), the origin will be moved that many columns to the left.

The horizontal scroll line origin will be overridden if needed to show an occurence of the search string after a search or to show the left margin or indent point after a Move to a Line Number Command. In addition, it will be set to zero (no scrolling) after moving to a line number. This provides a known reference point on the file.

Bookmarking a scrolled page (CTRL-Z and CTRL-F)

The horizontal scroll origin is stored as part of a bookmark.
Thus, to alternate between the left and right halves of a
wide piece of "paper", enter CTRL-Z while on the one half.
Then, use CTRL-O to set the horizontal scroll origin for the
other half. You may then use CTRL-F to flip between the two
halves.

Breaking or Merging A Line of Text

Sometimes you will want to break a line of text into two lines or
merge two lines into one. Two commands perform these operations.

Breaking a Line (CTRL-B)

Press CTRL-B to break a line at a location between the cursor
position and the character immediately to the left of the
cursor. The character under the cursor and characters to the
right will be moved down to a new line. All succeeding lines
of text in the file will be moved down one line. ·

Merging a Line (CTRL-D at end of line)

If you press CTRL-D at the end of a line, you will delete the
"end-of-line" character. The following line will be appended
to end of the current line and all succeeding lines will be
moved up one line.

NOTE: The cursor must be on the end-of-line character for
this command to work. This is usually the space immediately
following the last letter of the last word in the line.
Sometimes, however, you may have entered one or more spaces
after the last word in a line thus making the end-of-line
character two or more spaces after the last letter. To make
sure the cursor is on the end-of-line character, move the
cursor to the command column and press the backspace or left
arrow key. This will cause the cursor to automatically "wrap
around" to the end-of-line character.

Setting the Append Mode (=A)

You already have learned how to toggle between the append and
overstrike modes by pressing CTRL-A. There is also a set editor mode
that can be used for this purpose. Move the cursor to the command
column and use the command consisting of the equal sign followed by
the letter A for "Append" (=A).

The Query Line will then ask you to type 0 for "overstrike" and 1 for
"append". Complete the command by pressing RETURN.

USING TEXT AND COMMAND MACROS

A macro lets the Screen Editor type in frequently used text passages automatically. Typing the macro name at any point in the text directs the Screen Editor to type in the macro text at that exact place in the text.

For example, a macro might be used to insert the full name, address and telephone number of your business at specified points in a document.

Macros can also be used to define commands for special editing operations. Thus, the Screen Editor can be customized with a variety of combined commands, making the entire keyboard user-assignable.

The macro procedure can be divided into three steps:

1. Creating a macro definitions file
2. Placing the macro definitions file in memory
3. Invoking the macro

Creating a Macro Definitions File

First you must create a file that will contain your macro definitions. Use .N in the usual way to start a new file. Then enter each macro definition by typing in first the macro name and then the macro text in the following manner:

    <macro name> 'macro text';

The macro name can consist of a few letters, short enough to save typing and long enough to be meaningful. Names can even be a single letter. In this case, you will be able to insert a macro into a file with two keystrokes, as described later.

After the name, type an apostrophe (') followed by the text of your macro. This can be as many words or lines as desired. The text is followed by a second apostrophe and a semicolon.

A macro definition file can consist of several macros. In fact, you will probably want to store all your macros in one file so that they can all be invoked easily.

Let's define a few macros:

1. Create a new file (.N) and give it the name MAC or any other filename.

2. On the first line in the file, type

    A ned 'New England Digital Corporation';

    Here ned is the macro name. New England Digital Corporation is
    the macro text. You have just defined a macro. Don't forget the
    apostrophes or the semicolon.

3. Now move to the next line and type

    B cm7 '[C D# G A#]';

    The macro name is cm7. The macro text is [C D# G A#].
    Frequently used chords are an excellent use of macros in SCRIPT
    compositions.

4. Now move to the next line and type

    C a 'New England Digital Corporation
    D Box 546
    E White River Junction
    F Vermont 05001
    G 802/295-5800';

    Here you have a single letter name for several lines of text.

    Your macro definition file should now look like this:

    A ned 'New England Digital Corporation';
    B cm7 '[C D# G A#]';
    C a 'New England Digital Corporation
    D Box 546
    E White River Junction
    F Vermont 05001
    G 802/295-5800';

5. Now save your file (.R).

Note that your macro definition file may contain comments written in
the same way as XPL or SCRIPT files, i.e., enclosed by /* and */.
This is useful for adding explanations or other information.

Placing Macros in Memory

Before you can invoke an individual macro, you must store it in
memory. After you have placed a macro file in memory, you can add
additional macros to it.

Placing the macro file in memory (=M)

Use the set editor mode command which consists of the equal
sign followed by the letter M for "Macro" (=M). When the
Query Line asks you for the name of the macro file, type in
the name and press RETURN.

Try setting the MAC macro file into memory.

Note that the macro file uses space in memory in the same way
as the buffers do.

Adding to the macro file in memory (")

You can also place macro definitions into memory directly
from your current file. In this method, you define the
macros as above and then mark the lines. Press " (SHIFT-')
to place the definition into the macro definitions biuffer.

The new definition will be added to any already in memory and
will replace any by the same name.

Invoking the Macro

Macros can be inserted into your file precisely where you want them.
Place the cursor in the text area exactly where you wish the macro to
begin and then invoke the macro in one of the following ways:

Invoking a macro with a name of any length (CTRL-G)

Place the cursor where you wish the macro to begin and type
CTRL-G. The Query Line will ask for the name of the macro
you wish to insert. Type the macro name and the macro will
be inserted.

Try creating a new file and inserting the "ned" and "cm7"
macros into it.

Invoking a macro with a single-letter name (PF3 or CTRL-W)

Place the cursor where you wish the macro to begin and press
PF3 on the VT terminals or CTRL-W on the ADM's. The Query
Line will tell you to hit a key for the macro name. Press
the key and the macro will be inserted.

Notice that this method in effect re-defines the keyboard.

Try inserting the "a" macro into your new file, by pressing
PF3, then the letter "a".

The Macro Catalog (.Q)

The Screen Editor also provides a way to review the macro names in
the macro definition file currently in memory. To see the macro
catalog, place the cursor on the command column and use the command
consisting of a period followed by the letter Q for "Query Macro"
(.Q).

Try this command to see the macro names in MAC.

Using Macros to Define Your Own Commands (CTRL-X)

Macro bodies can contain any sequence of characters. Thus you can
use macros to define your own commands or to assign commands to
different keys.

If you wish to insert a special character such as HOME, RETURN, or
CTRL-character into a macro, you must first tell the Screen Editor to
insert the character literally rather than react to it as a command.
To do this you press the CTRL-X command just before you type the
special character.

For example, suppose you wanted to have a macro that would remove a
block from a program and store the block in the < > buffer. To do
this manually, you would have to go through these steps:

1. Find one bracketing partner in the block.
2. Place the cursor on the command letter for that line by pressing
    CTRL-R.
3. Press the period key twice to mark the first line.
4. Press CTRL-V or PF4 to find the partner line.
5. Press the < key.

Instead, you could insert these characters into a macro body by
typing

    CTRL-X, CTRL-R, .., CTRL-X, CTRL-V, <.

The macro would appear on the screen as follows:

    m 'R..V<';

Note that the characters sent by pressing the PF keys cannot be used in macros. Hence you must use the CTRL commands on all terminals for

CTRL-V	move to partner
CTRL-R	return to command column
CTRL-C	move current line to center of screen
CTRL-W	invoke single letter macro.

CTRL characters are displayed as the corresponding letter, capitalized. On the VT terminals, they are displayed in reverse video (black-on-white) mode.

Adequate comments (enclosed by /* and */) are particularly important in command macros.

Other Uses for CTRL-X

CTRL-X can be used in any file, not just in macro definitions, whenever you want to insert a character that is normally a command. For example, the ` character is a command character that calls for a search again. To insert the ` symbol literally into text, you must type CTRL-X, then the ` key. CTRL-X has no effect when the cursor is in the command column.

COMMAND SUMMARY AND INDEX

Some commands must be given when the cursor is in the command column; others when it is in the text area; and still others when it is anywhere on the screen. In the cursor location column, c stands for command column, t for text, and a for anywhere on screen.

Command keys followed by (1) can be accessed on VT terminals only.
Command keys followed by (2) can be accessed on non-VT termnals.
Command keys followed by (3) do not function on Datamedia terminals.

page	command (key)	(CTRL)	cursor location	definition
Cursor Movement				
3-18	A-V		c	move to specified command letter
3-8	↑	CTRL-K	a	move one line up; if at top of screen, up
3-8	↓	CTRL-J	a	move one line down; if at bottom of screen, down one screen
3-8	^		c	move up one letter; if at top of screen, up one screen
3-8	LINEFEED		c	move down one letter; if at bottom of screen, down one screen
3-8	LINEFEED (2)		t	move down one line; if at bottom of screen, down one screen
3-8	→ ESC (2)	CTRL-L	a	move one character to right, at right wraps around to left margin
3-8	← BACKSPACE	CTRL-H	a	move one character to left, at left wraps around to right margin
3-9	TAB	CTRL-I	a	move to next field
3-8	PF1 (1) HOME (2)	CTRL-R	t	return cursor to command column
3-38		CTRL-N\<n\>	a	move to column \<n\>
3-38		CTRL-N\<n+\>	a	move \<n\> columns to right of current column
3-38		CTRL-N\<n-\>	a	move \<n\> columns to left of current column
3-20	.T		c	move current line to top of screen
3-20	.C		c	move current line to center of screen
3-20	.B		c	move current line to bottom of screen
3-20	PF2 (1)	CTRL-C	a	move current line to center of screen
3-20		CTRL-T	a	move current line to top of screen

page	command (key)	(CTRL)	cursor location	definition

Move to Line Number

page	command (key)	(CTRL)	cursor location	definition
3-19	\<n\>		c	move to line number \<n\>; insert bookmark
3-20	\<n+\>		c	move to \<n\> lines beyond current line; insert bookmark
3-20	\<n-\>		c	move to \<n\> lines before current line; insert bookmark
3-20	$		c	move to last line in file; insert bookmark

Search

page	command (key)	(CTRL)	cursor location	definition
3-20	/\<string\>		c	search forward for string; insert bookmark
3-20	\\\<string\>		c	search backward for string; insert bookmark
3-20	`		a	search for next occurrence of string
3-20		CTRL-C	t	match any ASCII character in search string (not in first character)
3-20		CTRL-D	t	match any digit in search (not in first character
3-20		CTRL-L	t	match any upper or lower case letter in string (not in first character)
3-28		CTRL-/ (1)	t	store word under cursor as search string; search forward; insert bookmark
3-28		CTRL-] (2)	t	
3-28		CTRL-\ (3)	t	store word under cursor as search string; search backward; insert bookmark
3-20	=C		c	turn on or off case matching for searches
3-29	PF4 (1)	CTRL-V	a	move to partner line or first character of partner symbol

page	command (key)	(CTRL)	cursor location	definition

Performance

page	command (key)	(CTRL)	cursor location	definition
3-24	.P		c	play current file (SCRIPT version only)
3-24	.X		c	eXecute current file (XPL version only)
3-24	.E		c	exit from Screen Editor

File Management

page	command (key)	(CTRL)	cursor location	definition
3-17	.O		c	read in file from diskette or Winchester
3-14	.R		c	copy current file onto diskette or Winchester
3-25	.N		c	create new file
3-25	.U		c	unsave file on diskette or Winchester
3-25	.+		c	append a file after current line
3-25	.-		c	insert a file at current line
3-33	.W		c	write marked lines out to diskette
3-33	.M		c	move marked lines out to diskette

Editing

page	command (key)	(CTRL)	cursor location	definition
3-9	+		c	insert blank line after current line
3-9	-		c	insert blank line at current line
3-10	RETURN	CTRL-M	t	if at eol in line-insert mode, append a blank line; else move to indent position on next line
3-13	DELETE (1) RUB (2)		c	delete line
3-41		CTRL-D	t	delete character under cursor
3-13		CTRL-E	t	delete to end of current line
3-11	DELETE (1) RUB (2)		t	delete a character before cursor
3-30	.D		c	delete marked lines
3-30	;		c	recover deleted line or marked lines
3-41		CTRL-B	t	break line at cursor
3-41		CTRL-D	t	at eol, merge next line
3-27	=T		c	set file type
3-46		CTRL-U	a	turn on and off adjust mode
3-39		CTRL-Y	a	turn on and off line insert mode
3-42	=A		c	set append or overstrike mode
3-12		CTRL-A	a	toggle append/overstrike modes
3-47		CTRL-X	t	insert next character literally into text

page	command (key)	(CTRL)	cursor location	definition

Catalog

page	command (key)	(CTRL)	cursor location	definition
3-16	.S		c	display Editor status and contents of current catalog
3-26	.Z		c	enter subcatalog or top-level catalog
3-46	.Q		c	display names of defined macros

Search-and-Change

page	command (key)	(CTRL)	cursor location	definition
3-34	.G		c	start multiple change either globally or in marked lines
3-34	.Y		c	start selective multiple change either globally or in marked lines

Formatting

page	command (key)	(CTRL)	cursor location	definition
3-30	..		c	mark lines
3-30	....		c	unmark lines
3-37	.F		c	format marked lines
3-40	.V or .*		c	center line or marked lines
3-40	.[		c	move line or marked lines flush left
3-40	.]		c	move line or marked lines flush right
3-38		CTRL-NR	a	set right margin at current column
3-38		CTRL-NL	a	set left margin at current column
3-39	=R		c	set right margin to column number
3-28	=I		c	set automatic indent space
3-37	=H		c	turn on or off column header display
3-40		CTRL-O<n>	a	set screen origin at column <n> for horizontal scroll
3-40		CTRL-O<n+>	a	set screen origin <n> columns to right of current origin
3-40		CTRL-O<n->	a	set screen origin <n> columns to left of current origin

page	command (key)	(CTRL)	cursor location	definition

Buffers

page	command (key)	(CTRL)	cursor location	definition
3-31	<		c	move line or marked lines into < > buffer
3-31	[		c	move line or marked lines into [ ] buffer
3-31	{		c	move line or marked lines into { } buffer
3-31	>		c	insert text from < > buffer into file at current line
3-31	]		c	insert text from [ ] buffer into file at current line
3-31	}		c	insert text from { } buffer into file at current line
3-45	"		c	move line or marked lines into macro definitions buffer

Buffer Modifiers

page	command (key)	(CTRL)	cursor location	definition
3-32	,		c	copy line or marked lines into buffer but do not delete lines from file
3-32	&		c	append line or marked lines to bottom of text in buffer
3-32	#		c	insert line or marked lines at top of text in buffer
3-33	!		c	clear buffer

Bookmark Commands

page	command (key)	(CTRL)	cursor location	definition
3-22		CTRL-Z	a	insert bookmark
3-22	<n>		c	move line to number <n>; insert bookmark
3-22	<n+>		c	move to <n> lines beyond current line; insert bookmark
3-22	<n->		c	move to <n> lines before current line; insert bookmark
3-22	$		c	move to last line in file; insert bookmark
3-20	/<string>		c	search forward for string; insert bookmark
3-20	\<string>		c	search backward for string; insert bookmark
3-28		CTRL-/ (1)	t	store word under cursor as search string;
3-28		CTRL-] (2)	t	insert bookmark
3-28		CTRL-\ (3)	t	store word under cursor as search string; insert bookmark
3-22		CTRL-P	a	move to previously placed bookmark
3-23		CTRL-F	a	exchange current cursor position with bookmark on top of stack

page	command (key)	(CTRL)	cursor location	definition

Macro Commands

page	command (key)	(CTRL)	cursor location	definition
3-45		CTRL-G	a	invoke predefined macro at cursor location
3-45	PF3 (1)	CTRL-W	a	invoke predefined macro with single letter name at cursor location
3-45	=M		c	read in macro definitions file
3-47		CTRL-X	t	insert next character literally
3-45	"		c	move marked line or lines into macro definitions buffer
3-46	.Q		c	display name of defined macros

NOTE: When creating command macros on VT terminals, use:

```
CTRL-R  for PF1          return to command column
CTRL-C  for PF2          move current line to screen center
CTRL-W  for PF3          invoke single letter macro
CTRL-V  for PF4          move to partner
```

Enter 0 for case matching OFF   You have entered an =C set mode command.
   or 1 for case matching ON:

Enter 0 for no header,   You have entered an =H set mode command.
   or 1 for column header:

Enter 0 for Overstrike,   You have entered an =A set mode command.
   or 1 for Append Mode:

Enter column origin: Invoked by CONTROL-O (set column origin).

Enter file type as 0=XPL,   You have entered an =T set mode command.
   1=SCRIPT,2=text,3=C,4=LISP:

Enter indent amount: You have entered an =I set mode command.

Enter line number: Invoked by entering line number to jump to.

Enter macro name: Invoked by CONTROL-G (use macro). Enter
                                       macro name followed by RETURN.

Enter original string: Invoked by multiple and selective
Enter replacement string: change commands.

Enter R, L, or column number: Invoked by CONTROL-N (move to column). You
                                       must enter a column number, or R or L to set
                                       right or left margins to the current column.

Enter right margin value: You have entered an =R set mode command.

Enter search string: Invoked by / and \ search commands.

<Filename> has been unsaved   Indicates that an unsave of the given
                                       filename was successful.

Formatting...   You have entered a format paragraph, center,
                                       or flush lines command. This message indicates
                                       that the command is in progress. The center
                                       and flush lines commands are particularly slow.

Global change in progress...   Indicates that a multaple or selective
                                       change is in progress.

Hit key for macro name —   Invoked by use single letter macro command.
                                       Type letter of macro name.

Internal Buffer Updated	You have entered a "put away" command with the "keep text" modifier. This message tells you that the operation has finished, and that the contents of the selected buffer has been changed.
Make change here? Hit Y(es), N(o), A(ll) or C(ancel):	Requests information on selection. Refer the selective change command.
\<n\> changes made	Indicates the completion of the the multiple or selective change command, and the number of changes made.
Name of file to read? Name of file to write? Name of file to insert? Name of file to unsave?	These prompts are for the basic file operations .O, .R, .W, .M, .+, .-, and .U. See note below for possible responses.
Name of macro definitions file:	You have entered an =M set mode command. Type the filename, followed by RETURN.
Name of subcatalog to enter:	You have entered a .Z enter subcatalog command. Type the subcatalog name or ':', followed by RETURN.
Reading... Read Complete	Indicates that a read is in progress. Indicates completion of read.
Searching... Searching for partner...	Indicates that a search is in progress. Indicates that a "find partner" search is in progress.
Working...	You have entered a delete or "put away" for a large block of lines. The operation may take a second or more, so this message will indicate that the operation is in progress.
Writing... Write Complete	Indicates that a write is in progress. Indicates completion of write.

NOTE: Responses for when a filename is asked for:

\<filename\>	Use name typed in
RETURN	Use default filename
RUB	Ignore command
DELETE	
?	Print catalog and ask again

ERROR MESSAGES

File getting too large, <n> words left	The file is becoming too large for the Screen Editor. This message appears when there are less than 64 words left. You should immediately clear all buffers, and save the file. System operation is not reliable if this message is ignored.
File is not text	The requested file is not a text file. Only text files may be edited.
File is too large	The file is too large for the Screen Editor, or for an insert command, the resulting file would be too large for the Screen Editor.
File not found	The requested file is not on the current diskette or catalog. Check the name, or change diskettes.
Insufficient Memory	You have entered a recover deleted lines command, or a "get back" command, and result of performing the command would cause the file to be too large for the Screen Editor. This message will also appear if you ask to use a macro definitions file which is larger than remaining memory.
Macros nested too deep	Macros have invoked other macros to more than six levels deep.
Must be text type for format	The format, center, and flush commands may only made if the file type is text, rather than XPL or SCRIPT. This prevents these commands from being invoked accidentally.
No macros are defined	You have entered a .Q command (query macro names), and there are no macros defined in the editor.
NO space available on disk	There is no space free on the disk or diskette to store the file. You must UNSAVE some file(s), or put in another diskette.
No space to save current file	You have entered a run file or play file command with a current file which is modified, and there is no space on disk for working copy. You must UNSAVE some file(s), or put in another diskette.

No text to recover

You have entered a recover deleted lines command, or a "get back" command, and there are no lines in the associated buffer.

Not a defined macro

You have entered a macro name which is not currently defined. Use the .Q (query macro names) command to list the currently defined macros.

Not a subcatalog

You have entered a subcatalog name which does not exist in the current catalog. Use the .S (status) command to examine the contents of the current catalog.

Search string is null

The search string as typed, or as pointed to by the cursor, contains no characters. This is also produced by entering RUB or DEL to cancel a search operation.

"String" not found

The search string was not found in the text.

System file missing

You have entered a run file or play file command, and needed system files are no present. This is commonly due to entering "play" on an XPL/4 diskette, or "run" on a SCRIPT diskette.

Your current file is not saved

You have entered a new file or read old file command, and your current file is not saved anywhere. Executing the command would cause you to lose your current file work, so you must confirm the operation.