

TECO-64 Introduction

History

TECO (Text Editor and Corrector) was originally developed on the PDP-1 in 1962, and later developed for other DEC (Digital Equipment Corporation) operating environments, including VMS, RSTS/E, TOPS-10, RSX-11, and RT-11. It has also been implemented in C, which enabled it to be ported to non-DEC operating systems such as Linux, Windows, and MacOS. And although almost six decades old, it remains in use today.

General Description

TECO-64 is:

- A character-oriented editor, primarily used for manipulating text files.
- A pipeline editor that can manipulate files of arbitrary size.
- Capable of editing binary files.
- Portable, because it is not bound to a system-specific GUI or other system-specific features.
- Very small compared with other editors.
- Easy to use for simple editing tasks.
- A programming language that is powerful enough for complex tasks.

Implementation

TECO-64 is an open-source version written in C, intended to be portable to multiple operating environments. It was inspired by TECO C. However, although it is compatible with TECO C, and other TECOs, TECO-64 was written from scratch to take full advantage of current features of the C language and run-time library.

Credits

TECO was created by Dan Murphy. Many people worked on it at DEC, including Andy Goldstein and Mark Bramhall.

TECO C was created by Pete Siemsen, and subsequently enhanced by many others, most recently Tom Almy and Blake McBride.

TECO-64 was created by Franklin P. Johnston as an homage to TECO, as well as to modernize and enhance it.