Managing files from the Screen Editor

OS-06-0990

Screen Editor overview

The Screen Editor is a text-editing tool that allows you to type in, add to and correct text files quickly and easily. It can also be used to save and recall files from the disk.

More complete documentation on the Screen Editor is found in *Using the Screen Editor* available from N.E.D.

SED—Entering the Screen Editor

The Screen Editor is accessed from the Monitor.

At the Ready prompt, enter the command

sed

If there is a current text file in the Monitor, the first twentytwo lines of text from this file are displayed on the screen.

If there is no current file, a prompt asks for the name of the file. You may respond in one of three ways.

- · Type the name of the file you wish to edit.
- Press the ? (question mark) key to see a directory of all files in the current catalog. Type a filename from this list.
- Press Return twice to open a new blank current file without a name.

New—Clearing the current file from computer memory

If you enter the sed command when the current file is not a text file, an error message appears.

Current file is not a text file

Recall another file and re-enter the command; or clear the current file by entering the command

new <filename>

and re-enter the sed command.

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Screen Editor Display

The Screen Editor displays a command column and a text area.

- The command column is the vertical column of letters on the left of the screen. Depending on the length of the current file, letters from A to V may appear in this column.
- The text area is the entire area to the right of the command column. The content of the text area varies. Up to twenty-two lines of text may appear in this area at one time.

At the bottom of the screen are the query line and the status line.

- The query line displays messages, including error messages and requests for confirmation.
- The status line displays information about the current file, including its filename and whether or not it has been modified from the disk version.

Screen Editor Display Command column The Sample-to-Memory module samples in stereo or B mono at rates up to 100kHz. The samples are recorded C directly into polyphonic sampling memory. Sounds D created using this method are immediately available for E performance and recording. G The Sample-to-Disk module creates mono samples at H rates up to 50kHz. Samples are recorded into polyphonic sampling memory or onlo a Winchester disk from the real-time performance system. Sampling to disk is done K using the signal file manager (SFM) software. M Sound files can contain information for one or two Text area N channels. When a sound file contains information for only O one channel, it is called a mono, or monophonic, sound P file. When it contains information for both channels, it is Q called a stereo, or stereophonic, sound file. You can separate a stereo sound file into two mono files, You can also combine two mono files to make a stereo sound file. SED version 2.14 (1 Apr 87) Query line Line 1 X.XPL Modified Append Mode Line Insert Status line

Screen Editor overview (con't)

Entering commands

Screen Editor commands consist of one or two keystrokes. Some commands can be entered only when the cursor is in the command column. Others can be entered only when the cursor is in the text area. Some can be entered when the cursor is in any location.

Certain commands require additional information. When you enter such a command, the cursor moves to the query line at the bottom of the screen where a message appears requesting the information.

To complete the command

Type the information required and press Return.

.E and .P—Leaving the Screen Editor

Return to the Monitor.

- 1. Press Home to move the cursor to the command column.
- 2. Enter the command
 - .e (period, followed by e for "exit")

The Ready prompt appears. The current file is unchanged.

If you have used the Screen Editor to create a script composition, you can go directly to the RTP system and play the composition.

- 1. Press Home to move the cursor to the command column.
- 2. Enter the command
 - .p (period, followed by p for "play")

A series of messages appears, after which the Welcome Menu of the RTP system appears on the terminal screen. The script composition becomes the current sequence and begins to play.

Moving the cursor around the screen

You can move the cursor to any position on the screen or in the file by pressing the terminal keys as shown in the table below.

press	result
right arrow	moves cursor to the right one character at a time.
left arrow	moves cursor to the left one character at a time.
up arrow	moves cursor up one line at a time.
down arrow	moves cursor down one line at a time.
Home	moves cursor back to command column.
tab	moves cursor to the right one word at a time.
Any letter from A-V	moves cursor from anywhere in the command column to line specified.
(Ln) <return></return>	moves cursor from anywhere in the command column to line number specified.
\$	moves cursor from anywhere in the command column to the last line of the file.

Screen Editor overview (con't)

Moving to another screen

Only twenty-two lines of the current file can appear on the screen. However, you can scroll through the file page by page.

1. With the cursor in the command column, type

V

The cursor moves to the last line on the screen.

2. Press the down arrow key.

The next twenty-two lines appear on the screen.

You can view the page with a selected line at the top, center or bottom of the screen.

■ With the cursor in the command column, type one of the following commands to scroll until the selected line is in the indicated position.

command	top of screen
.t (period followed by t)	
.c (period followed by c)	center of screen
.b (period followed by b)	bottom of screen

Editing modes

In the append mode, each character you type is inserted at the cursor location. The rest of the text on the line, from the cursor on, is moved to the right a space for each appended character.

In the overstrike mode, each character you type replaces the characer at the cursor location. Remaining text on the line is not moved.

The current mode is indicated on the status line at the bottom of the screen. The default mode is the append mode.

Press Ctrl-A when the cursor is anywhere on the screen to change modes.

The current mode is toggled to the other mode. The status line changes to reflect the new mode.

Entering text

You enter text into the Screen Editor by moving the cursor to the text area with the right arrow key and typing on the terminal keyboard.

Press Return to begin a new line.

The cursor moves to the beginning of a new line.*

To enter a line of text between two lines of already entered text

Move the cursor to the end of the first line and press Return.

A blank line is inserted between the two lines with the cursor at its beginning. The second line and all lines below move down one line.

^{*} If the cursor does not move to the new line, look for the message "no line insert" on the status line. Turn this function off by pressing Ctrl-Y.

Screen Editor overview (con't)

Adding new lines with the plus or minus keys

You can insert blank lines at the beginning or in the middle of the file with the plus (+) and minus (-) commands.

To add a line after the current line

- 1. Place the cursor in the command column on the line just before the point where you want a blank line.
- 2. Press the + (plus) key.

A blank line is inserted after the current line. The cursor is placed at the beginning of the new blank line.

To add a line before the current line

- 1. Place the cursor in the command column on the line just after the point where you want a blank line.
- 2. Press the (minus) key.

A blank line is inserted before the current line. The cursor is placed at the beginning of the new blank line.

Erasing and restoring text

To erase any letter or word on a line

- 1. Move the cursor to the right of the letter you wish to erase.
- 2. Press the Delete key.

The character to the left of the cursor is erased.

To erase an entire line of text

- 1. Place the cursor in the command column on the line you wish to erase.
- 2. Press the Delete key.

The entire line is erased and subsequent lines move up to fill the empty line.

To erase only part of a line

- 1. Move the cursor to the first character of the part of the line you want to erase.
- 2. Press Ctrl-E.

The text from the cursor to the right is erased.

When you erase an entire line, it is stored in a "safety" buffer. To restore it

- 1. Move the cursor to the command column.
- 2. Press the ; (semicolon) key.

When you erase a single character or part of a line, you cannot restore the deletions.

Screen Editor overview (con't)

Searching

You can search a file for any string of characters.

1. With the cursor in the command column, type

/ (to search forward) or \ (to search backward)

A message appears on the query line.

Enter search string:

2. Type the search string and press Return.

The cursor moves to the first appearance of the search string.

3. Press the `(grave accent) key.

The cursor moves to the next appearance of the search string.

Case matching search

When performing a search, you can have the search match upper and lower case letters.

1. With the cursor in the command column, type

=c (equal sign followed by c)

The cursor moves to the query line and the following message appears.

Enter 0 for case matching OFF, or 1 for case matching ON:

2. Enter 1 or 0 and press Return.

.G—Global search and replace

To replace one string of characters with another throughout a file

- 1. With the cursor in the command column, type
 - .g (period followed by g)
- 2. Type the string to be replaced and press Return.
- 3. Type the replacement string and press Return.

All occurrences of the original string are automatically replaced by the replacement string.

.Y—Selective search and replace

To selectively replace a string throughout a file

- 1. With the cursor in the command column, type
 - .y (period followed by y)
- 2. Type the string to be replaced and press Return.
- 3. Type the replacement string and press Return.

The cursor moves to the first occurrence of the original string and a query line message appears.

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

Enter one of the listed commands.

If you enter Y, the string is replaced; if you enter N, the string is left the same. In either case, the cursor moves to the next occurrence of the original string. If you enter A, all remaining occurrences of the original string are replaced automatically. Typing C cancels the search.

Handling blocks of text

You can delete, move or copy whole blocks of text.

Marking a block of text

Before moving or copying a block of text, you need to mark it.

- 1. Place the cursor in the command column of the first line of the text to be selected.
- 2. Press the . (period) key twice.

A period appears between the command column and the text area, marking that line as selected.

3. Move the cursor to the command column of the last line of text to be selected.

Periods appear between the command column and the first character of each line from the first line to the last. All lines with periods are selected.

To unmark the lines, or remove the periods

Press the . (period) key four times.

The first two periods remove the periods from all except the current line; the second two periods remove the period from the current line.

.D—Deleting a block of marked text

To delete a block of marked text

- 1. Place the cursor in the command column anywhere within the selected text.
- 2. Type

.d (period followed by d)

The lines are deleted from the file and subsequent lines move up. The deleted lines are stored in the delete safety buffer.

To restore the deleted lines

- 1. Place the cursor in the command column.
- 2. Press the; (semicolon) key.

Handling blocks of text (con't)

Using buffers

You can place one block of text in each of three different buffers. A block must contain at least one line of text.

The buffers are accessed by typing a square bracket, an angle bracket or a brace. The left symbols ([, <, {) are the commands used to place text into a buffer. The right symbols (], >, }) are the commands used to copy text from a buffer.

Text placed in any of these buffers remains there until you place other text into the buffer or until you exit the Screen Editor.

You also can append marked text to a buffer without erasing the text already stored in the buffer.

- Mark the text you want to copy as described previously. If you want to copy a single line, place the cursor in the command column on the line.
- 2. Press the & (ampersand) key.
- Press the [(left square bracket), < (left angle bracket) or [(left brace) key, depending on which buffer you want to add the text to.

The marked text is appended to the text in the selected buffer.

You can also add text to the beginning of the text in a buffer. Follow the procedure above, except in step 2, press the # (number) key.

Using buffers (con't)

If you have placed text in any or all of the buffers, you can check to see what text is placed in which buffer.

With the cursor in the command column, type

.s (period followed by s)

The directory of the current catalog appears. At the bottom of the directory, each buffer is shown with the first line of text stored in that buffer.

You can clear the buffers at any time.

With the cursor in the command column, type

! (exclamation point).

All text in all three buffers is erased.

Handling blocks of text (con't)

Moving text

You can move text from one location in a file to another. All commands are entered with the cursor in the command column.

- Mark the text you want to move as described previously. If you want to move a single line, place the cursor in the command column on the line you wish to move.
- 2. Press the [(left square bracket) key.

The text is removed from the screen and stored in a buffer.

- 3. Move the cursor to the line where you want to insert it.
- 4. With the cursor in the command column, press the] (right square bracket) key.

The text is copied from the buffer into the file.

The text remains in the buffer until you place another piece of text in the buffer. It can be inserted as many times as desired.

.M—Moving text to a separate file

You can move a marked block to a separate file.

- Mark the text you want to move as described previously. If you want to move a single line, place the cursor in the command column on the line you wish to move.
- 2. Type

.m (period m)

A message appears on the query line.

Name of file to write?

3. Type a filename or treename and press Return.

The marked block of text is moved to the new file.

Copying text

You can copy text from one location to another. All commands are entered with the cursor in the command column.

- 1. Mark the text you want to copy as described previously. If you want to copy a single line, place the cursor in the command column on that line.
- 2. Press the , (comma) key.
- 3. Press the [(left square bracket) key.

The text remains on the screen; it is also placed in a buffer.

- 4. Move the cursor to the point in the file where you want to insert the text.
- 5. Press the] (right square bracket) key.

The text is copied from the buffer into the file.

.W—Copying text to a separate file

You can copy a marked block to a separate file.

- 1. Mark the text you want to copy as described previously. If you want to copy a single line, place the cursor in the command column on the line.
- 2. Type

.w (period w)

The following query line message appears.

Name of file to write?

3. Type a filename or treename and press Return.

The marked block of text is copied to the new file.

File management

The Screen Editor can be used to create, save, replace, rename and unsave files.

Entering file management commands

File management commands are entered from the command column. Each command consists of a period followed by a letter.

Many file management commands require additional information. In these cases, the cursor moves to the query line at the bottom of the screen where a message appears requesting the information.

To complete the command

■ Type the required information and press Return.

Some commands require confirmation that the information you have typed is correct. A message appears in the query line requesting the confirmation.

To complete the command

Press Return again.

You can cancel a file management command at any time.

Press Delete when the query line appears.

The command is canceled and the cursor returns to the last position in the command column.

.N—Creating a new file

1. Enter the command

.n (period followed by n)

The cursor moves to the query line and the following message appears.

Name of new file?

2. If you want to view the current catalog directory before entering a name, press

? (question mark)

The directory appears. The query message remains on the query line.

3. Type a filename and press Return.

The screen is cleared, leaving only the letter A in the command column and the status line at the bottom of the screen. The cursor is placed next to the A in the text area. The new file is the current file and the previous current file has been erased from memory.

File management (con't)

.R-Saving, replacing or renaming a file

You use the .r command to store the current file to disk. You can store it under its current name or under a new name.

1. Enter the command

.r (period followed by r)

The cursor moves to the query line and the following message appears.

Name of file to write?

2. If you want to view the current catalog directory before entering a name, press

? (question mark)

The directory appears. The query message remains on the query line.

3. If you want to store the file under its current name, press Return.

The file is stored under the name listed on the status line. If there is already a file with that name saved on the disk, the current version replaces it.

If you want to store the file under a new filename, type in a different filename or treename and press Return. The current file is stored under the new name.

.O—Recalling a stored file

To recall a stored file from the disk

1. Enter the command

.o (period followed by o)

The cursor moves to the query line and the following message appears.

Name of file to read?

2. If you want to view the current catalog directory before entering a name, press

? (question mark)

The directory appears. The query message remains on the query line.

3. Type a filename or treename and press Return.

The screen is replaced by the first twenty-two lines of the recalled file. The cursor is placed on the A in the command column. The recalled file is the current file and the previous current file has been erased from memory.

If your current file has not been saved (is "Modified") when you issue the .o command, the query line asks you to confirm the .o command by pressing Return again.

If you want to save the current file before recalling another file, cancel the .o command by pressing Delete and enter the .r command, as explained on the previous page.

File management (con't)

.S—Viewing a catalog directory and status display

You can view the current catalog directory along with information about the current device, subcatalog, file, Screen Editor settings and buffer contents at any time.

Enter the command

.s (period followed by s)

The file display is replaced by the status display which includes the following information.

a directory of the current catalog names of the current device and subcatalog subcatalog size in sectors file size in lines and words maximum file size case matching status (on/off) right margin and indent amount the first line of the contents of each text buffer

To return to the file display

Press any key.

.U-Erasing a file

You can remove any file from the current catalog.

1. Enter the command

.u (period followed by u)

The cursor moves to the query line where the following message appears.

Name of file to unsave?

2. If you want to view the current catalog directory before entering a name, press

? (question mark)

The directory appears. The query message remains on the query line.

3. Type a filename or treename and press Return.

The file with this name is unsaved. If no file of this name exists, an error message is displayed.

File management (con't)

Inserting a file

You can insert any text file stored on disk into the current file.

- 1. Place the cursor in the command column on the line after which you want the file inserted.
- 2. Enter the command
 - .+ (period followed by plus)

A message appears on the query line.

Name of file to insert?

3. Type the desired filename or treename and press Return.

The designated file is inserted after the current line.

.Z—Entering a subcatalog

You can change the current catalog.

- 1. Place the cursor in the command column at any line.
- 2. Enter the command
 - **.z** (period followed by z)

The cursor moves to the query line where the following message is displayed.

Name of catalog to enter?

3. Type any valid treename and press Return.

The cursor returns to the command line and the designated subcatalog becomes the current catalog.