Starting VIEW

To enter VIEW from ViewSheet, BASIC or another language, type *WORD and press RETURN.

Command screen commands

(Minimum abbreviations shown in brackets)

*BASIC (*B.)
Switches computer to BASIC. Note that you will lose the text in memory.

CAT (.)
Displays contents of disc or cassette.

CHANGE target result (C) *
Finds all occurrences of the target string and changes it for the result specified.

CLEAR (CL)
Removes all markers from the text.

COUNT (CO) *
Counts the number of words in memory.

*DELETE filename (*DE.)
Deletes the specified file from the disc.

EDIT filein fileout (E)
Starts editing a file on disc which is too large to fit into available memory.

ESCAPE
Switches between the command screen and the text screen.

FINISH (F)
Finishes an EDIT session, writing the rest of filein to fileout.

FIELD n (FI)
Assigns the tab function to the key with ASCII value n. Reset with FIELD 9.

FOLD on/off
Turns the facility to ignore case on and off with SEARCH, CHANGE and REPLACE. With no parameters, FOLD tells you the current status.

FORMAT (FOR) *
Formats the whole document in memory.

LOAD filename (L)
Loads a file into memory, replacing what was there previously. Use READ with cassette.

MICROSPACE n (MI)
Enables microspacing. Optional n is the width of characters in 1/120th inches. The default value is 10.

MODE n (M)
Switches computer into screen mode n

MORE (MO) *
Writes text to fileout and reads more text from filein during an EDIT session.

NAME filename (N)
Renames the file in memory.

NEW
Clears the text from memory.

PRINT filename (P)

Prints text on to continuous stationery. PRINT by itself prints the text in memory; with filenames prints the contents of those files.

PRINTER filename (PRINTE)
Loads a printer driver into memory. If no driver is specified, VIEW uses its default printer driver.

QUIT
Abandons an EDIT session. Note that not all of filein will be read to fileout.

READ filename (RE) *
Reads a file into the end of a document stripping out any undesirable characters.

REPLACE target result (R) *
Finds each occurrence of the target string and gives the user the option of replacing it with the result specified. Y replaces the word. N does not. ESCAPE switches back to the command screen.

SAVE filename (SA)
Saves the text in memory to the disc or cassette.

SCREEN filename (SC)
Displays the text on the screen as it will appear when printed.

SEARCH string (S) *
Searches the text for the string. Press NEXT MATCH to find subsequent occurrences.

SHEETS filename (SH)
Prints the text pausing between pages for the user to feed in the next sheet of paper.

SETUP FJI (SET)
Sets any or all of the text screen flags.

*SHEET (*SHE.)
Switches computer to ViewSheet. Note that you will lose the text in memory.

WRITE filename *
Writes the text out to disc or cassette. This is slower than SAVE but can be used with markers.

* These commands can be used with markers.

Stored commands (text screen)

To enter a stored command move to a blank line, press EDIT COMMAND, type in the two letter code, press RETURN and type any parameters of the stored command.

CE
Centre. Centres the text between the left and right margins.

RJ
Right Justify. Aligns the text to the right margin.

LJ
Left Justify. Aligns the text to the left of the page.

DH
Define Header. Defines the page header with left justified, centred and right justified components.

DF
Define footer. Defines the page footer with left justified, centred and right

justified components.

Note that number register references on lines containing the above stored commands will be expanded on printing.

HE on/off
Header on/off. When disabled, the currently defined page header is placed by a blank line.

FO on/off
Footer on/off. When disabled, the currently defined page is replaced by a blank line.

DM macro name
Define Macro. The macro name must consist of two letters and be different to all stored commands. Remember to terminate your macro with EM.

EM
End Macro

SR letter expression
Set Register. Sets the register specified by the letter to the value of the expression. The expression may include references to other number registers and the + and - operators.

Example
SR P |R+1
DF //Page |P//
Sets register P to an initial value of register R plus 1 and then defines the page footer to print the page number stored in register P.

PB on/off
Page Break on/off. Enables or disables page breaks.

PL n
Page Length. Sets the top margin to n lines. This includes all four margins and a line for each of the header and footer. The default page length is 66 lines.

TM n
Top Margin. Sets the top margin to n lines. The default is 4 lines.

HM n
Header Margin. Sets the header margin to n lines. The default is 4 lines.

FM n
Footer Margin. Sets the footer margin to n lines. The default is 4 lines.

BM n
Bottom Margin. Sets the bottom margin to n lines. The default is 4 lines.

LM n
Left Margin. Sets the left margin to n spaces. This is used for indenting text on printers.

LS n
Line Spacing. Causes n blank lines to be printed between each line.

TS on/off n
Two Sided on/off. Enables or disables two sided printing. When enabled, VIEW prints n extra spaces in the left margin of odd numbered pages and reverses the page header and page footer on even numbered pages.

PE n
Page Eject. PE by itself stops VIEW printing text on the current page, prints the page fotter if there is one and goes on to the next page. If a number is

supplied then VIEW performs the page eject if the number is greater than the number of lines remaining on the page.

OP
Eject to Odd Page. Gives one page eject if on an even numbered page, two page ejects otherwise.

EP
Eject to Even Page. Gives one page eject if on an even numbered page, two page ejects otherwise.

HT ch *n*
Highlight. Sets highlight ch to the number n. Ch will be either – or * for highlights 1 and 2.

Example
HT * 130 sets highlight 2 to 130.

Text screen function keys
FORMAT PARAGRAPH
Formats the text from the cursor position to the end of the paragraph which will be a blank line, a line starting with spaces or containing tabs or a line with text in the left margin.

TOP OF TEXT
Moves the cursor to the top of the text. Equivalent to CTRL K.

BOTTOM OF TEXT
Moves the cursor to the bottom of the text. Equivalent to CTRL I.

DELETE END OF LINE
Deletes the character at the cursor position and all characters on the line to the right of the cursor.

BEGINNING OF LINE
Moves the cursor to the beginning of the line. Equivalent to CTRL L.

END OF LINE
Moves the cursor to the end of the line. Equivalent to CTRL J.

INSERT LINE
Inserts a blank line at the cursor position, moving the previous cursor line down.

INSERT CHARACTER
Inserts a space at the cursor position, moving the rest of the line one character to the right.

DELETE CHARACTER
Deletes the character at the cursor position and closes up the text.

MOVE BLOCK
Moves a marked block from its original position to the cursor position. Note that this will not work if there is insufficient room for a second copy of the block.

SWAP CASE
Changes the character at the cursor position from lower to upper case, or upper to lower case and moves the cursor one character to the right.

MARGINS
Switches the cursor from the beginning of the left margin to the beginning of the main text area.

DELETE UP TO CHARACTER
Deletes the character at the cursor position up to and including the character

specified, if the character specified is on the cursor line. If there are more than one of the specified characters consecutively then each will be deleted.

HIGHLIGHT 1
Inserts a highlight 1 character into the text at the cursor position.

HIGHLIGHT 2
Inserts a highlight 2 character into the text at the cursor position.

GO TO MARKER
Moves the cursor to the specified marker.

SET MARKER n
Places marker n on top of the character at the cursor position.

EDIT COMMAND
Moves the cursor into the stored command margin on the cursor line.

DELETE COMMAND
Deletes the stored command margin on the cursor line. Note that this will not work if the cursor is in the stored command margin.

DELETE BLOCK
Deletes a marked block of text.

NEXT MATCH
Finds the next occurrence of the target string in a SEARCH.

FORMATTING
Enables or disables formatting.

JUSTIFICATION
Enables or disables justification.

INSERT/OVERTYPE
Switches between overtyping and inserting.

RULER
Inserts a line before the cursor line and puts on it the default ruler for the current screen mode.

SPLIT LINE
Splits the cursor line at the cursor position, moving the right hand part of the line on to the line immediately below.

JOIN LINES
Joins the line below the cursor line to the cursor line.

MARK AS RULER
Puts two dots in the stored command margin of the cursor line indicating that the line is to be used as a ruler.

Other text mode key commands
Arrow keys
The four arrow keys move the cursor one character position at a time. Note that moving up and down in the left margin will move the cursor into the main text area. Moving up or down into the middle of a tab area will move the cursor to the beginning of the tab area.

SHIFT with arrow keys
Horizontally

Moves the cursor to the beginning of the next or previous word or the end of a line if it comes first.

Vertically
Moves the cursor a screen depth

CTRL with arrow keys
Horizontally
Moves the cursor to the beginning or end of the line.

Vertically
Moves the cursor to the beginning or end of the text.

COPY
Copies a marked block of text at the cursor position.

SHIFT COPY
Inserts the current ruler on a new line at the cursor position.

DELETE
Deletes the character to the left of the cursor. In insert mode, the text is closed up.

ESCAPE
Switches between the text screen and the command screen.

Extended highlights
To use these, you should have the stored command HT 2 130 in the text, which switches the highlight 2 code sent by VIEW to the printer driver from 129 to 130. The effects available will be as follows.

_
Switches underlining on or off. Automatically cancelled at end of line.

***
Switches bold on or off.

*
Next character is part of extended character set.

*_
Begin subscripting. Automatically cancelled at end of line.

**
Begin superscripting. Automatically cancelled at end of line.

**_
Return to normal printing after superscripting or subscripting.

*__
Switch alternative font on or off.

_
Switch italics on or off.

*___
Reset all functions to off. Use at the start of all documents.

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Used by ViewIndex only.

Additional notes
All filing system commands such as *COPY and operating system commands such as *TV and *FX can be used from the command screen. See the relevant user guides for further details.

1 and 0 are synonyms for ON and OFF in the command screen and in stored commands.