

X16 Edit User Manual

1 Introduction

X16 Edit is a simple text editor written in pure assembly for the Commander X16 platform.

The look and feel of the program is inspired by GNU Nano, but there are naturally many differences.

X16 Edit stores its text buffer in banked RAM, which by default is 512 KB, expandable to 2 MB. The program does not use virtual memory or otherwise switch memory to disk. Consequently, the available banked RAM limits the size of texts the program may handle.

The program is designed to support large texts with as good performance as may be obtained from an 8 bit computer. Due to the design of the memory model, there should be no significant performance drop while editing text buffers even if they fill almost all of banked RAM. Loading and saving large files may, however, take more time than what you are used to: For example, loading a text file of 30 KB from the SD card takes about 2 seconds.

X16 Edit is not intended to be a word processor. The program only has basic features necessary for text file editing. Nothing more. Nothing less.

2 Editor basics

2.1 Entering text

X16 Edit is controlled by the keyboard.

The program is modeless. With two exceptions, characters will be inserted into the text buffer as you type on the keyboard.

Those exceptions are:

- When you hold down the Ctrl key and another key at the same time, the program will execute a command.
- When you press and release the ESC key, the program will interpret the next key as a command.

2.2 Long lines

There is no limit to the length of a line, other than the size of the available memory.

If you type in a line that is longer than the width of the screen, the line will scroll horizontally.

2.3 Command sequences

Commands are executed by pressing Ctrl+key sequences.

Alternatively, you may press and release the ESC key and a key linked to the command you want to execute.

For some commands there is, finally, an optional function key.

Below is a table showing the available commands:

Ctrl	ESC	F key	Description
G	G	F1	Display online help screen
X	X	F2	Exit program
W	W	F3	Write text to file
O	O	F4	Open and read text from file
N	N	-	Create new buffer
Y	Y	-	Page up, moves cursor 25 lines upwards
V	V	-	Page down, moves cursor 25 lines downwards
K	K	F5	Cut current line and save it in clipboard
B	B	-	Copy current line and save it in clipboard
U	U	F6	Uncut (paste) all content from clipboard
P	P	F7	Display current cursor position (line and column)
F	F	F8	Search and find text (case sensitive)
R	R	-	Replace one or all occurrences of a string (case sensitive)
L	L	-	Go to line number
A	A	-	Toggle auto indent feature on and off
Z	Z	-	Toggle automatic word wrap feature on and off
E	E	-	Change charset, toggles through PETSCII upper case/graphics, PETSCII upper/lower case, and ISO
-	1..9	-	Set tab width
-	M	-	Show memory usage as number of free blocks; one block may hold max 251 characters of text

2.4 Title bar

The title bar is on the first line of the screen.

The title bar shows the program name to the left, the name of the currently edited text buffer at the center, and the letters “MOD” to the right if the buffer has been modified.

If the currently edited text buffer has never been saved to file, the words “NEW BUFFER” are displayed at the center of the title bar.

2.5 Status bar

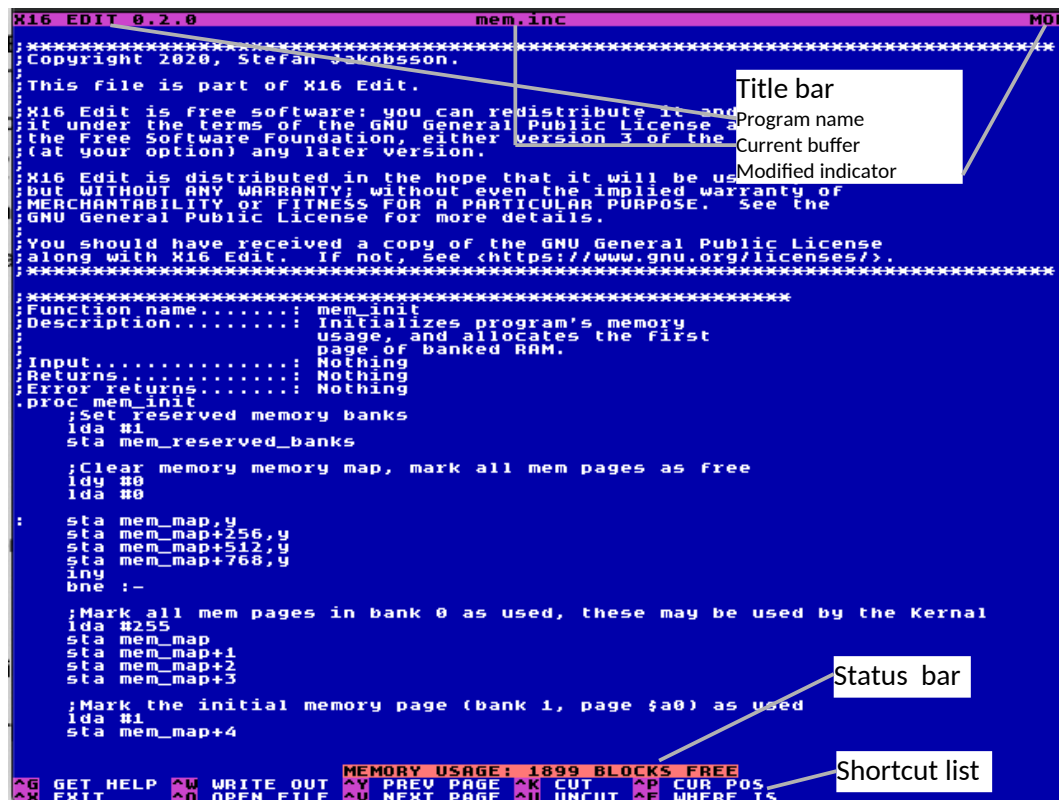
The status bar is on the line third from last on the screen.

All messages from the program will be displayed in the status bar. Press any key to hide a message to continue editing.

If the program needs to prompt the user for input, the prompt is also displayed on the status bar line. Press Enter key to confirm input to the program. Press ESC to abort the command.

2.6 Shortcut list

The last two lines of the screen contain a list of the most frequently used commands.



Main elements of the user interface as described above.

3 Online help

X16 Edit has a short built-in help screen. To display the help screen, press Ctrl+G.

The help screen has a list of all commands and a short description of what they do similar to the table in section 2.3 above.

4 Special features

4.1 Tab key behavior

The tab key inserts blank spaces in the text.

Tab stops are defined by pressing and releasing the ESC key followed by one of the digits 1 to 9. The selected digit indicates the width of a tab stop.

4.2 Auto indent

Use the auto indent feature to keep the level of indentation as line breaks are inserted manually or by the automatic word wrap feature.

The feature works by counting the number of blank spaces at the beginning of a line when breaking it. The same amount of blank spaces are inserted at the beginning of the next line.

The auto indent feature is toggled on and off by pressing Ctrl+A.

4.3 Automatic word wrap

The automatic word wrap feature is rudimentary. When enabled, it will insert a line break when you reach the set margin. The line break happens before the previous blank space.

The word wrap will not be recalculated if you go back and insert text to the beginning of a line or if you delete text from a line. This feature works fine as you type in text, but if you go back and edit that text, you might have to manually redo the line breaks.

Automatic word wrap is toggled on and off with Ctrl+Z. When toggled on the user is prompted for the column where to wrap.

4.4 The clipboard

The clipboard is used to store lines of text that is copied or cut from the text buffer. It may hold up to 2 KB.

The lines you copy or cut will be stored in the clipboard memory in the order they are copied or cut.

When uncutting (pasting), all content in the clipboard is copied to the text buffer and inserted at the cursor position. Uncutting clears the clipboard memory.

4.5 Character set

X16 Edit supports three different character sets: PETSCII upper case and graphics, PETSCII upper and lower case and ISO character set.

When starting the program, it will try to detect the current character set and continue using that. If the detection for some reason fails, the program will default to ISO character set.

To change character set while running the program, press Ctrl+E. This will rotate through the three supported options.

4.6 Line break control character

The program uses Unix style line breaks both internally and externally when reading and writing files.

A line break is thus indicated by character code 10 (decimal).

5 File handling

X16 Edit does not support other file handling functions than reading and saving files.

In order to keep the program simple, there are no functions to show directory listings, or to rename, move or delete files. These operations must be handled at the BASIC prompt or with other specialized programs.

To open and read a file press Ctrl+O. You will be prompted for the file name. Enter the file name and press Enter to confirm. Press ESC to abort.

To save a file, press Ctrl+W. You will be prompted for the file name. The current file name will be filled in as default. Edit the file name if necessary, and press Enter to confirm. Press ESC to abort. The program always prompts the user to confirm before overwriting an existing file.

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