ED

A tiny screen oriented

text editor for CUBIX.

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Dunfield Development Systems

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1. INTRODUCTION

ED is a tiny screen oriented window editor, which runs on the

motorola 6809 under the CUBIX operating system, using a VT100 or

compatable terminal. It is patterned after a screen editor widely

used on popular minicomputers, but is much simpler and supports only

a small subset of that editors features. Its main advantages are

small size and simple user interface.

2. INVOKING ED

To use ED to edit a file, issue the following command to the DOS:

' ED <filename> '

Where <filename> is the name of the file you wish to edit. If the

named file already exists, then ED will load it into memory, and

begin the editing session. If the file did not already exist, ED will

display the message 'NEW FILE' in the message window at the bottom

left hand corner of the screen, and present you with a blank screen

into which you can enter and edit data. When the data entry is

complete, and you issue the 'EXIT' command, ED will create the file,

and save the data in it.

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3. EDITING WITH ED

When ED is invoked, it will clear the screen, and display the

first 22 lines of the file. The message '[EOF]' is displayed at the

end of the file, if that portion of the file is visible on the

screen.

Any non-displayable (control) characters will be displayed as a

printable character in reverse video. EG: A BELL character, is a

CONTROL-G, and will be shown on the screen as a reverse 'G'.

The ASCII delete character 'DEL' is displayed as a reverse

underline.

ED allows data to be entered into the file, always at the position

of the terminal cursor on the screen. Any ASCII text can be typed in,

and will be inserted at the position indicated by the cursor.

In order to help avoid errors, ED normally rejects control

characters if they are entered, but will accept them if they are

preceded by an <escape> character. To enter an <escape> character

into the text, simply press the escape key twice.

The cursor keys on the terminal can be used to reposition the

cursor to any desired position within the text. If the cursor reaches

the upper or lower boundarys of the editing window, then the text in

the window will be scrolled in the direction desired.

The cursor may only move over the areas of screen which represents

actual text in the file. If the cursor is moved up or down via the

cursor keys to a line which is not long enough to reach the previous

horizontal cursor position, then ED will move the cursor in the the

end of that line. In this case, ED will remember the previous cursor

position, and if further up or down movement is made via the cursor

keys, ED will attempt to restore the cursor to it's previous cursor

position. Any other key except for the up and down cursor keys will

reset this "remembered" horizontal position.

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3.1 Keypad key functions

The keypad of the VT-100 or compatable terminal is used by ED

to perform several editing functions. The keys on the keypad have

the following meaning to ED:

3.1.1 PF1 (Command)

Pressing this key causes ED to prompt for a command in the

message window (at the bottom lefthand corner of the screen),

and allows an ED command to be typed in. The command is

terminated by pressing of the keypad keys, or the cursor keys.

3.1.2 PF2 (Help)

Pressing this key causes ED to display a short summary of

the special keys used by ED, and a summary of commands.

3.1.3 PF3 (Find)

Pressing this key causes ED to prompt for a string in the

messasge window, and allows a string to be entered (Terminated

by any keypad key). ED will then search for that string,

starting with the second line currently displayed on the

screen, and if it finds it, will move the display such that the

line containing the string is at the top of the screen. If the

string is not found,a message is displayed in the message

window, indicating so.

3.1.4 PF4 (Delete Line)

Pressing this key causes ED to delete all characters from

the cursor up to and including the end of the line the cursor

is on.

3.1.5 [0] (Advance line)

This key moves the cursor to the beginning of the line

following the line is which it is currently positioned.

3.1.6 [1] (Backup Line)

This key moves the cursor to the beginning of the line it is

on. If the cursor was already at the start of the line, then it

is moved to the start of the previous line.

3.1.7 [2] (End of line)

This key moves the cursor to the end of the line it is

currently on. If the cursor was already at the end of the line,

then it is moved to the end of the next line.

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3.1.8 [3] (Delete to Buffer)

This key functions exactly the same as the (Delete Line) key

except that the text which is deleted is also appended to a

buffer called the "insert buffer". This buffer may be

reinserted into the text at a different location using the

(Insert Buffer) key.

3.1.9 [4] (Top of File)

This key moves to and displays the first 22 lines of the

file.

3.1.10 [5] (Bottom of File)

This key moves to and displays the last 22 lines of the

file.

3.1.11 [6] (Insert Buffer)

Pressing this key inserts the entire contents of the insert

buffer at the current cursor position. This has the effect of

inserting all lines which were deleted using the (Delete to

Buffer) key. The insert buffer is also reset, causing further

Deletes to the buffer to start with an empty buffer.

3.1.12 [7] (Page Back)

Pressing this key causes ED to backup the display by 21

lines, thereby moving the line currently displayed at the top

of the screen to the bottom of the screen.

3.1.13 [8] (Page forward)

Pressing this key causes ED to advance the display by 21

lines, threreby moving the line currently displayed at the

bottom of the screen to the top of the screen.

3.1.14 [9] (Find Next)

This key operates the same as the (Find) key, except that ED

does not prompt for the string to search for, but uses the

string from the last find operation.

3.1.15 [-] (Undelete Line)

This key inserts all of the text which was deleted via the

(Delete Line) key, at the current cursor position.

3.1.16 [,] (Delete Character)

This key delete's the character under the cursor.

3.1.17 [.] (Reset Buffer)

This key resets the insert buffer, causing subsequent

deletes to the buffer to begin with an empty buffer.

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3.1.18 [ENTER] (Toggle Insert Mode)

Pressing this key toggles INSERT mode on and off. A message

is shown in the message window, indicating the current insert

status (After it is toggled). When INSERT mode is toggled OFF,

any text that is typed into the editor will overwrite the

current contents of the file. The following characters are

always inserted, regardless of the state of INSERT mode:

1) - Carriage returns (new lines)

2) - Spaces produced by the TAB key.

3) - Any character typed at the end of a line.

3.2 Other keys

The following other (non keypad) keys have special meaning to

ED:

3.2.1 <ESC> (Escape Key)

This key if pressed will cause the next character typed to

be entered into the text exactly as it is received. This allows

control codes, and keys recognized by ED (EG: TAB) to be

entered into the text.

3.2.2 <TAB> (Tab Key)

Pressing this key will insert spaces into the text, up until

the next TAB STOP. Tab stops begin in column number nine, and

continue every eight character positions after that.

3.2.3 <DEL> (Delete Key)

Pressing this key deletes the character to the immediate

left of the cursor, and backs the cursor up one position.

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3.3 ED Commands

The following commands can be entered by pressing the (Command)

Key (PF1).

(Capital letters indicate minimum abreviation required).

(Square braces indicate optional operands)

3.3.1 APpend <filename>

Appends the specified file to the file currently being

edited.

3.3.2 DOs [<command>]

Executed the DOS command specified by <command>. If no

command is given, then the DOS is entered, allowing return to

ED via the DOS 'RETURN' command. Care must be taken not to load

of execute anything which would load or use memory on top of

ED, or the file being edited.

3.3.3 EXit

Terminates ED, saving the file.

3.3.4 QUIT

Terminates ED, without saving the file. Any changes made

since the start of the editing session, or the last 'SAVE'

command are lost.

3.3.5 SAve <filename>

Saves the contents of the file being edited in the specified

file. If no <filename> is specified, the file is saved under

it's own name.

3.3.6 SPAces

Expands any tab characters in the file to the correct number

of spaces, using the same tab stops as the TAB key. For large

files, this command may take some time to execute.

3.3.7 TABs

Converts spaces in a file to TAB characters, using the same

tab stops as the TAB key.

If a NULL LINE is entered in response to the command prompt,

ED will refresh the screen. IE: To get a screen refresh, press

the command key twice.