

PRO/EDT

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User's Guide

**digital**™

First Edition

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# Before You Start

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## WHO SHOULD READ THIS BOOK

This book tells you how to use PRO/EDT, DIGITAL's standard interactive text editor for the Professional. This book is a companion to the *Guide to Text Processing on VAX/VMS* and the *EDT Editor Manual*.

**NOTE:** PRO/EDT requires the installation of P/OS Version 2.0 or later.

## INFORMATION IN THIS BOOK

This book is for EDT users of Professional Hard Disk systems, and it supplements the information contained in other publications mentioned elsewhere in this book. A summary of each chapter follows:

- Chapter 1 introduces EDT for the Professional and tells how to set up, install, and run PRO/EDT.
- Chapter 2 discusses EDT concepts, differences between EDT on the VAX and EDT on the PRO, and differences between EDT and PROSE.
- Chapter 3 explains how to use EDT's Keypad Mode to create a document.
- Chapter 4 tells how to use EDT's Keypad Mode for advanced document processing. It also lists all Keypad Mode commands with definitions.

- Chapter 5 discusses EDT's additional features, including the SET and SHOW commands, and explains how to recover files.
- Appendix A defines the Line Mode commands.
- Appendix B defines the Nokeypad Mode commands.
- Appendix C explains the PRO/EDT messages.
- Appendix D contains the ASCII Decimal Equivalents Table.

**CONVENTIONS USED IN THIS BOOK**

This book uses certain conventions to represent the way an action should be performed or the way a command should be entered from the keyboard. Following is an explanation of these conventions:

KEY	Words set in this typeface indicate a key on your LK201 keyboard. For example, RETURN, K, and 5 are keys.
CTRL/	Indicates that you hold down the CTRL key while you press a second key. For example, CTRL/Z means hold down the CTRL key while pressing the Z key.
< >	Angle brackets are used in examples to indicate a single keystroke. For example, <EXIT> tells you to press the EXIT key.
[]	Square brackets enclose items that are optional, or items that are defined, either by you, or the application. You do not type the brackets when you type the optional item. However, in a file specification, brackets are part of the syntax and must be included.
Press	Tells you to make one keystroke with the indicated key.
Type	Tells you to enter characters from the keyboard. For example, if you are asked to type RETURN, you make six keystrokes: one for each letter.
Choose	Implies that you select an item from a list of menu options, and then press the DO key.

*Italics*

Words defined in the glossary appear in italics the first time they are used in the book.

Dot matrix

Indicates characters that are provided by the computer.

Red ink

Indicates characters that are typed by the user.

# Contents

---

## **CHAPTER 1            GETTING STARTED WITH PRO/EDT**

---

Required Software .....	4
Optional Hardware .....	4
How to Install and Run PRO/EDT .....	4

## **CHAPTER 2            EDT CONCEPTS**

---

EDT or PROSE .....	8
Files .....	8
Using File Types .....	9
EDT Symbols .....	9
Using HELP in EDT .....	10
Using EDT with the Professional Keyboard .....	11

## **CHAPTER 3            KEYPAD EDITING**

---

Creating a File .....	19
Entering Text .....	20
Correcting Mistakes .....	21
Moving Text with Buffers .....	22
Moving Text .....	23
Using the Delete Key .....	24
Leaving Your EDT Session .....	25

---

**CHAPTER 4           ADVANCED KEYPAD EDITING**

---

Creating a Table .....	29
Creating Columns .....	29
Saving a Table .....	31
Editing a File .....	31
Inserting Text .....	32
Defining Macros .....	33
Creating a Macro .....	33
Inserting a Macro .....	34
Saving a Macro .....	35
Including Specifiers in a Macro .....	36
Using the Open Line Feature .....	37
Keypad Editing Commands .....	37

---

**CHAPTER 5           ADDITIONAL EDT FEATURES**

---

The SET Commands .....	45
The SHOW Commands .....	50
P/OS Default Keys .....	52
Maintaining Files .....	52
Creating Start-Up Command Files .....	52
Defining Keys .....	56
Using CTRL/K to Define a Key .....	56
Using the DEFINE KEY Command .....	57
Keys That Can Be Defined .....	59
Saving Defined Keys .....	60
Protecting Your PRO/EDT Session .....	61

---

**APPENDIX A         LINE MODE COMMANDS**

---

Line Mode Qualifiers .....	70
Line Mode Specifiers .....	71

---

**APPENDIX B         NOKEYPAD MODE COMMANDS**

---

Nokeypad Mode Specifiers .....	81
--------------------------------	----

---

**APPENDIX C         PRO/EDT MESSAGES**

---

PRO/EDT Messages .....	85
------------------------	----

## **APPENDIX D            ASCII DECIMAL EQUIVALENTS**

---

ASCII Decimal Equivalents Table .....	93
---------------------------------------	----

## **GLOSSARY**

---

Glossary .....	97
----------------	----

## **INDEX**

---

Index .....	105
-------------	-----

## **FIGURES**

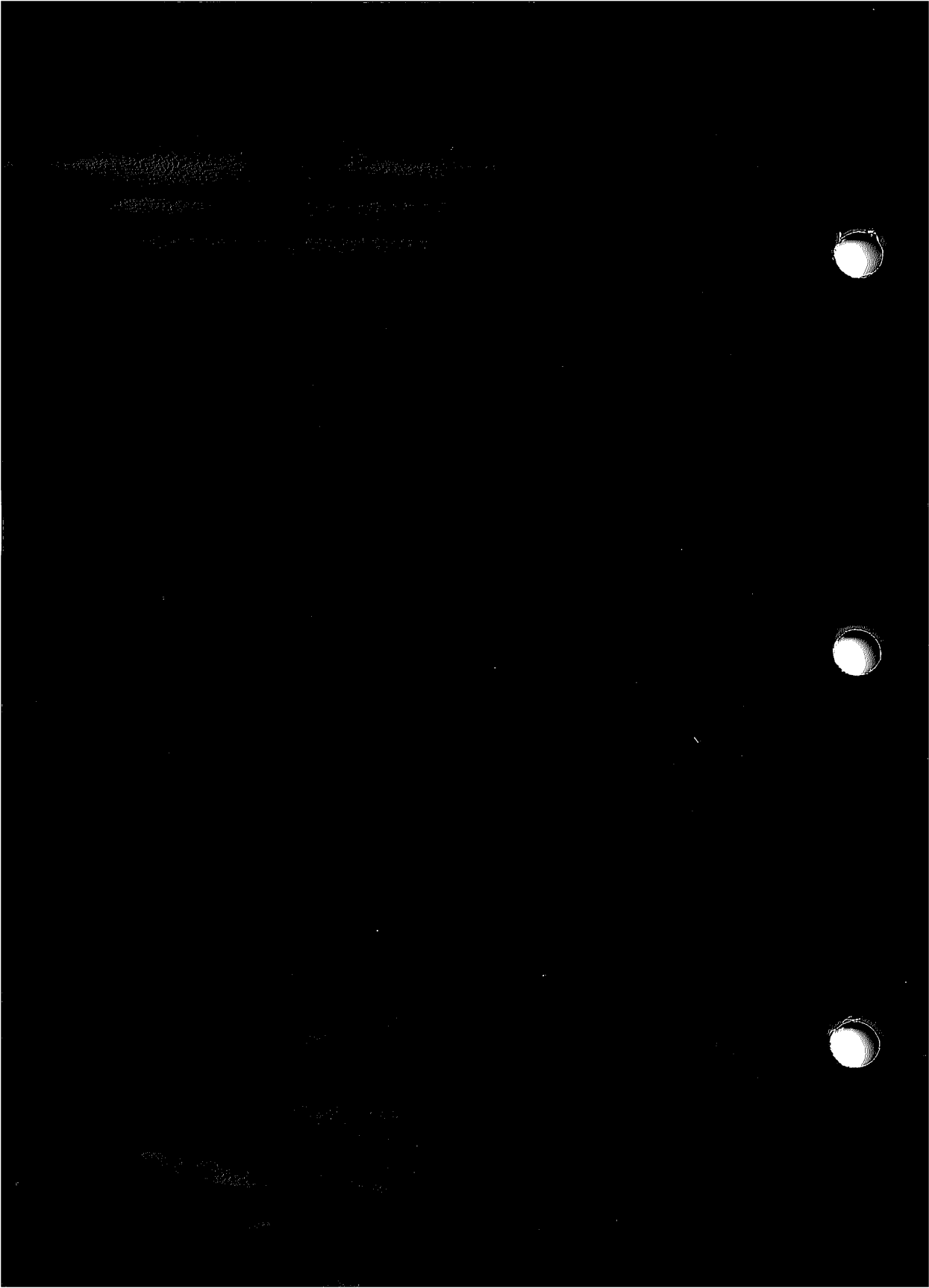
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Figure 2-1: HELP Main Screen .....	10
Figure 2-2: Sample HELP .....	11
Figure 2-3: Professional Keyboard .....	11
Figure 2-4: Editing Keypad Keys and Numeric (Auxiliary) Keypad Keys	13
Figure 3-1: Letter Used in Examples .....	18
Figure 3-2: Sample Menu of Editors .....	19
Figure 3-3: Initial EDT File Screen .....	20
Figure 5-1: Sample SHOW COMMAND Response .....	50
Figure 5-2: Function Key Numbers for the Professional Keyboard .....	59
Figure 5-3: Keypad Numbers for the Professional Keyboard .....	59

# 1

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Getting Started  
with PRO/EDT



# Chapter 1

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## Getting Started with PRO/EDT

PRO/EDT is an interactive text editor. You can use it to edit many kinds of text files, including letters, memos, and computer programs. With PRO/EDT you can create new files, insert text into them, and edit that text. You can also edit text in existing files.

PRO/EDT offers many features to make text editing easy and efficient. These features include:

- Three editing modes—Keypad, Line, and Nokeypad.
- Online HELP for each mode.
- Journal facility to protect your editing work against system interruptions.
- Access to as many files and *buffers* as you need.
- Start-up *command* files to personalize the characteristics of your editing session.
- Key definition facility to automate your keypad editing work.
- EDT *macros* to create and store your most frequently used editing formats, like letter headers and letter closings.
- Tabbing facility to create layered text formats.

Since the Professional's default editing mode is Keypad, the focus of this book is on using Keypad Mode for text editing. However, certain editing functions related to Line Mode and Nokeypad Mode will be mentioned throughout this

book. If you want more information on the other editing modes, refer to the *EDT Editor Manual*.

### REQUIRED SOFTWARE

Before installing PRO/EDT, make sure you install the following DIGITAL software on your Professional:

- P/OS Version 2.0 or later

### OPTIONAL HARDWARE

- DIGITAL LA50 or LA100 printer for hardcopy, or an LQP02 for letter-quality hardcopy.
- DIGITAL's newest printers: the LA210 for hardcopy; the LQP03 for letter-quality hardcopy; or the LN03 for laser-quality hardcopy.

### HOW TO INSTALL AND RUN PRO/EDT

The first step toward using PRO/EDT is to install it. If you have installed other applications on your system, then you are familiar with the installation procedures described in your *Hard Disk System User's Guide*. Follow those procedures to install PRO/EDT.

**NOTE:** You can also run PRO/EDT from a floppy diskette. Refer to your *Professional User's Guide for Diskette System* for the correct procedures.

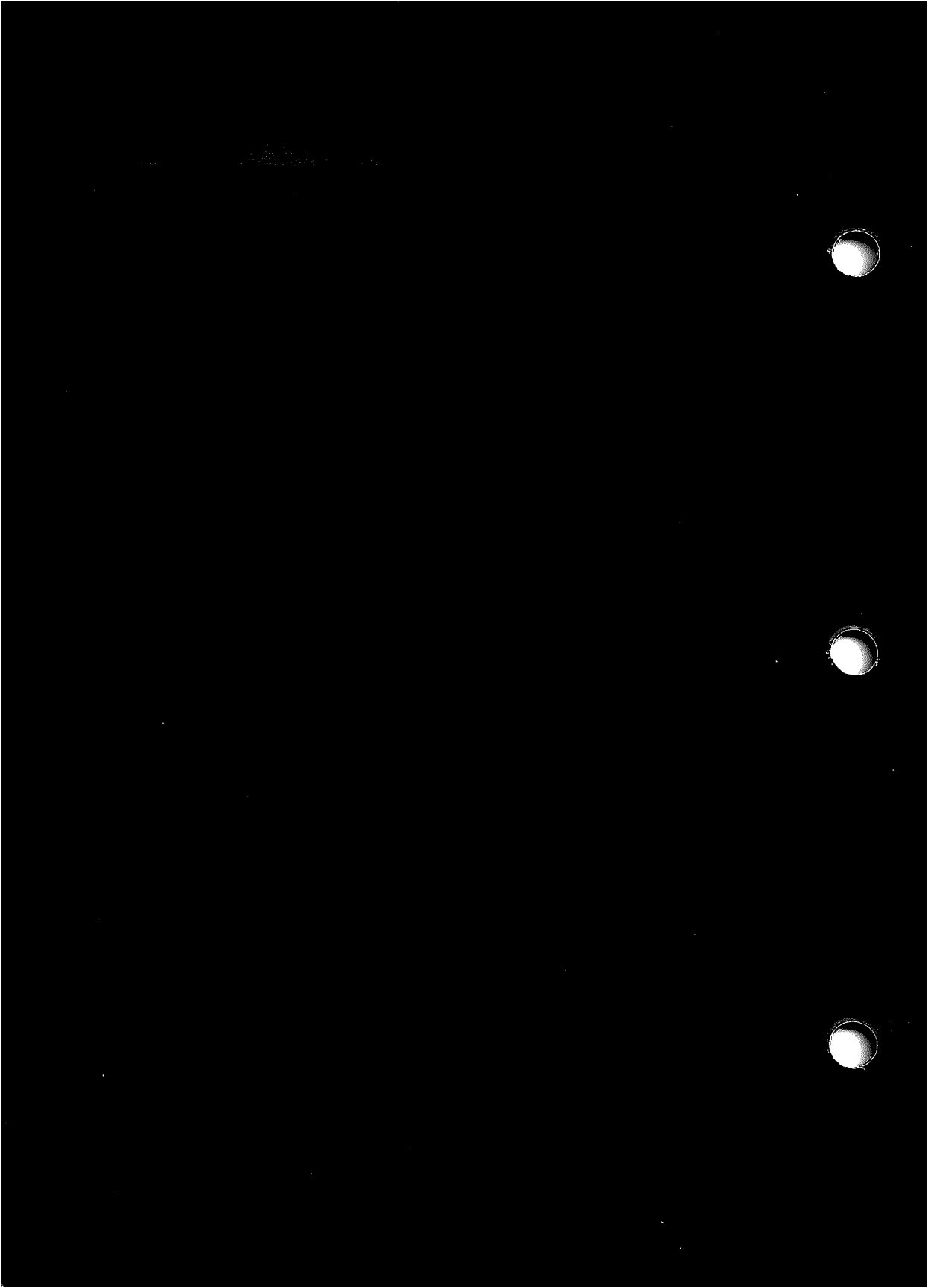
Once you have installed PRO/EDT, you can run it by choosing it from the P/OS application menu on which it was installed.

**NOTE:** Since application names can be changed at installation time, your PRO/EDT application might be identified by a different name on the menu.

# 2

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## EDT Concepts



## Chapter 2

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### EDT Concepts

EDT is a standard text editor for use with Digital's VAX- and PDP-11-based computer systems. You can create a text file with EDT on any one of these systems (your Professional included), copy the file to a floppy diskette, and transfer it to any other system. You can also transfer an EDT-created file directly from one system to another over a network.

Your Professional offers you the convenience of having your EDT work stored on hard disk or floppy diskette, which you can lock up or back up at will.

EDT offers you three types of editing modes to create and edit your document: Keypad, Line, and Nokeypad. The choice of mode depends on your need and your style. The following section explains each of these editing modes.

Keypad editing is available on Professional computers as well as on the VT200 series terminals. Keypad editing displays the contents of a file on the screen while you edit. You can see the changes you make to a file as they take place. In Keypad editing, you press function keys to perform editing functions rather than type commands as is done in Line and Nokeypad editing. Keypad editing is the EDT text editor default on the Professional.

Line editing uses the line as its unit of reference. EDT moves through the text line by line, not character by character as in the two other editing modes. Line editing commands are particularly useful for manipulating large blocks of text. Line editing is the EDT text editor default on the VAX and PDP-11 systems.

For more information on Line Mode, refer to the *EDT Editor Manual*. For a list of Line Mode commands, refer to Appendix A.

You can use Nokeypad editing on Professional computers as well as on the VT200 series terminals. You can also use Nokeypad commands to define keys. (Refer to Chapter 5 for information on how to define keys.) Nokeypad editing commands are English words or abbreviations that you enter from the main keyboard to move the cursor and edit text. Nokeypad commands appear on the lower left portion of the screen when you type them. As in Line Mode, you press RETURN to process the commands. You can join several commands on a single line and process all of them by pressing RETURN.

For more information on Nokeypad Mode, refer to the *EDT Editor Manual*. For a list of Nokeypad commands, refer to Appendix B.

## **EDT OR PROSE**

PROSE was developed as a text editor for use with running text documents such as letters and memos. It allows you to create, edit, personalize, and format a document using pop-up menus. With PROSE, the text you prepare appears on the screen in the same format it has when printed on a printer. PROSE allows you to set both left and right margins and to insert text anywhere in the document. It automatically adjusts margins with its automatic word wrap function, and allows you to use the labeled function keys on your Professional keyboard's editing keypad.

EDT is used mainly as an editor for fixed-format material, such as programs and manuscripts. Unlike PROSE's use of menus, EDT offers you the alternatives of using commands to create and edit your document or using its function keys to move and manipulate your text. EDT utilizes more of the Professional keyboard's function keys than PROSE. This powerful feature allows you to edit your document with less effort.

## **FILES**

A file is an area on a hard disk or a floppy diskette, which contains information supplied by the user. It can be compared to a file cabinet where certain areas contain file folders with particular information in them.

Filenames are names assigned to files by the user. These names usually indicate the kinds of information the file contains. As the file folders in a file cabinet are labeled to identify the contents of the file, so a filename identifies the contents of the file on the hard disk or floppy diskette.

A filename can be no longer than nine characters plus a three-character file type, for example, EDTUSERS.TXT.

### **USING FILE TYPES**

File types help you to determine what kind of document to create and also assist you to locate that document in a *directory*.

The file type .DOC is typically used for documents created with PROSE. These documents normally contain embedded formatting directions that are unique to the PROSE editor.

File type .TXT identifies a text file created with EDT.

You can also make up your own file types. For example, file type .BAS could be used for a PRO/BASIC program file.

### **EDT SYMBOLS**

After you choose the EDT option from the P/OS menu on which you installed it, PRO/EDT displays the EDT> prompt. This prompt allows you to create a document by giving it a filename, or to edit an existing document by typing its filename.

If you create a document, EDT displays [EOB] at the top of the screen. This stands for "end-of-buffer," which means that nothing exists by the filename you used and that this particular buffer or temporary storage area is empty. As you start typing, the [EOB] symbol does not disappear. It moves down the screen each time you add a line of text.

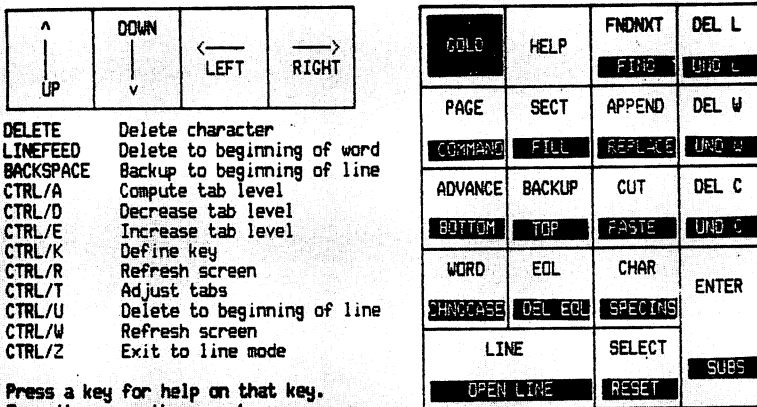
The message "Input file does not exist" shows you that this is a new document. Notice that this message disappears when you start typing. This message does not appear when you request EDT to display an existing document on your screen.

**USING HELP IN EDT**

If you need help using EDT, just press **HELP** on your Professional keyboard while in a document. Pressing **HELP** on the Professional's numeric (auxiliary) keypad produces *HELP* also. EDT replaces your work screen with the **HELP Main Screen**. Figure 2-1 illustrates the **HELP Main Screen**.

**NOTES:** **HELP** does not work when the **EDT>** prompt is on the screen.

In Line Mode only: Type the word **HELP** and press **RETURN**.



**Figure 2-1**  
**HELP Main Screen**

Using the **HELP** facility is very easy. Just follow the instructions on the screen to obtain the level of detail of help information you need.

**HELP** is constructed in layers. The first display is a keypad diagram with instructions to press the keypad key you want help on. There is also a list of functions available through the **CTRL** key. Press **RETURN** to display the keypad diagram. Press the space bar anywhere within **HELP** to return to your **EDT** editing screen.

Figure 2-2 shows a typical **HELP** screen.

**ADVANCE - (F4)**

Sets the current direction to forward for the CHAR, WORD, LINE, EDL, PAGE, SECT, SUBS, FIND, and FNDNXT keys. ADVANCE means that movement will be toward the end of the buffer; that is, to the right and down.

**BOTTOM - (CTRL 4)**

Positions the cursor at the end of the text buffer.

To return to the keypad diagram, press the return key

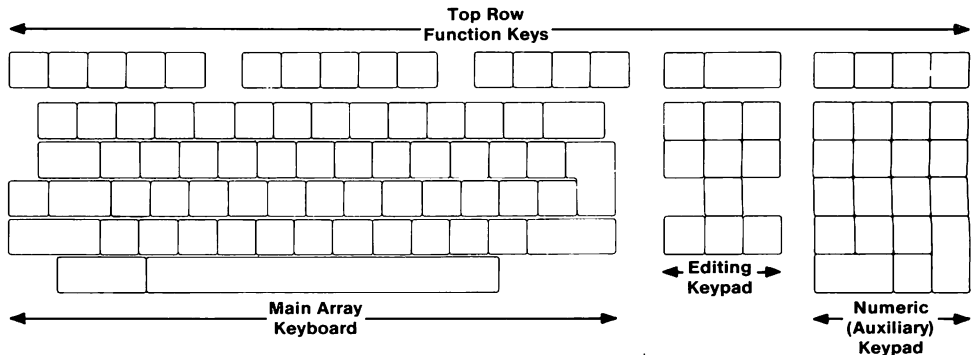
To exit from HELP, press the spacebar

For help on any other keypad key, press the key

**Figure 2-2**  
Sample HELP Screen

**USING EDT WITH THE PROFESSIONAL KEYBOARD**

Keypad Mode uses the Professional keyboard's numeric keypad, editing keypad, and main array keyboard. The numeric keypad on the far right of the keyboard corresponds to the VT200 keypad. The editing keypad is between the main keyboard and the numeric keypad, and contains the ARROW keys.



**Figure 2-3**  
Professional Keyboard

Two keyboard keys have special keypad editing functions:  $\langle X \rangle$  and TAB. On the Professional keyboard, the delete key is  $\langle X \rangle$  (just above RETURN). When pressed, it deletes one character at a time, from the current cursor position toward the left margin. TAB is on the left side of the main keyboard. When pressed, it moves the cursor to the next preset tab position toward the right margin.

Two of the function keys above the main keyboard also have special keypad editing functions: F12 (backspace) and F13 (linefeed). F12 moves the cursor from its current position to the left margin and, if used repeatedly, moves the cursor up one line at a time. F13 deletes whole words or partial words (depending where the cursor is) toward the left margin and, if repeated, deletes words from the next line above the cursor starting at the right margin and moving to the left margin.

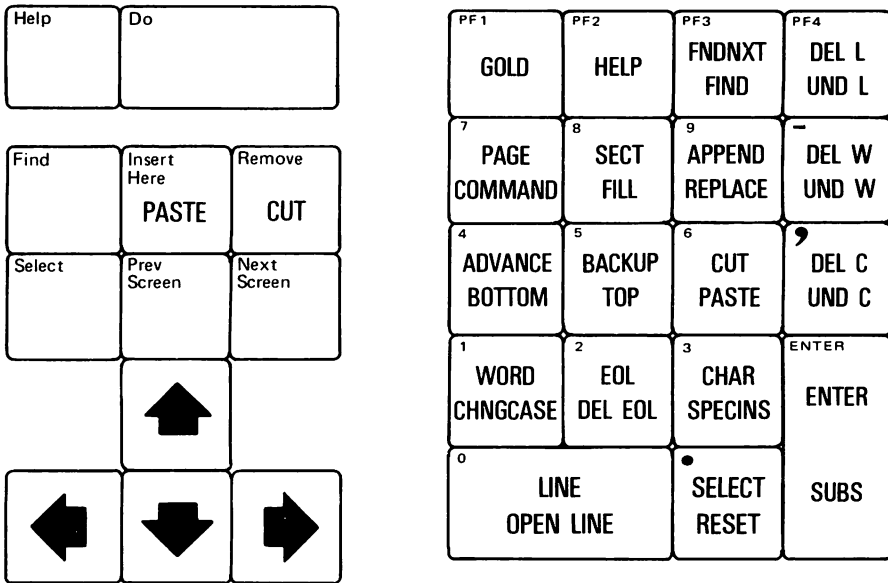
In addition, EDT has preset functions for several *control key* sequences:

$\langle \text{GOLD} \rangle$  A or  $\langle \text{CTRL}/\text{A} \rangle$   
 $\langle \text{GOLD} \rangle$  D or  $\langle \text{CTRL}/\text{D} \rangle$   
 $\langle \text{GOLD} \rangle$  E or  $\langle \text{CTRL}/\text{E} \rangle$   
 $\langle \text{GOLD} \rangle$  K or  $\langle \text{CTRL}/\text{K} \rangle$   
 $\langle \text{GOLD} \rangle$  R or  $\langle \text{CTRL}/\text{R} \rangle$   
 $\langle \text{GOLD} \rangle$  T or  $\langle \text{CTRL}/\text{T} \rangle$   
 $\langle \text{GOLD} \rangle$  U or  $\langle \text{CTRL}/\text{U} \rangle$   
 $\langle \text{GOLD} \rangle$  W or  $\langle \text{CTRL}/\text{W} \rangle$   
 $\langle \text{GOLD} \rangle$  Z or  $\langle \text{CTRL}/\text{Z} \rangle$

**NOTE:** You can either press the GOLD key and then press the letter key, or you can hold down the CTRL key and press the letter key.

Most keypad keys have two editing functions associated with them. To use the upper (or primary) function (for example, FNDNXT), simply press the indicated key. To use the lower (or alternate) function (for example, FIND), first press PF1 (GOLD) and then press the keypad key. Figure 2-4 shows the keypad editing keys on the Professional keyboard.

This book uses the EDT names when referring to keyboard keys, for example, GOLD FIND instead of PF1 PF3.



**Figure 2-4**  
Editing Keypad Keys and Numeric (Auxiliary) Keypad Keys

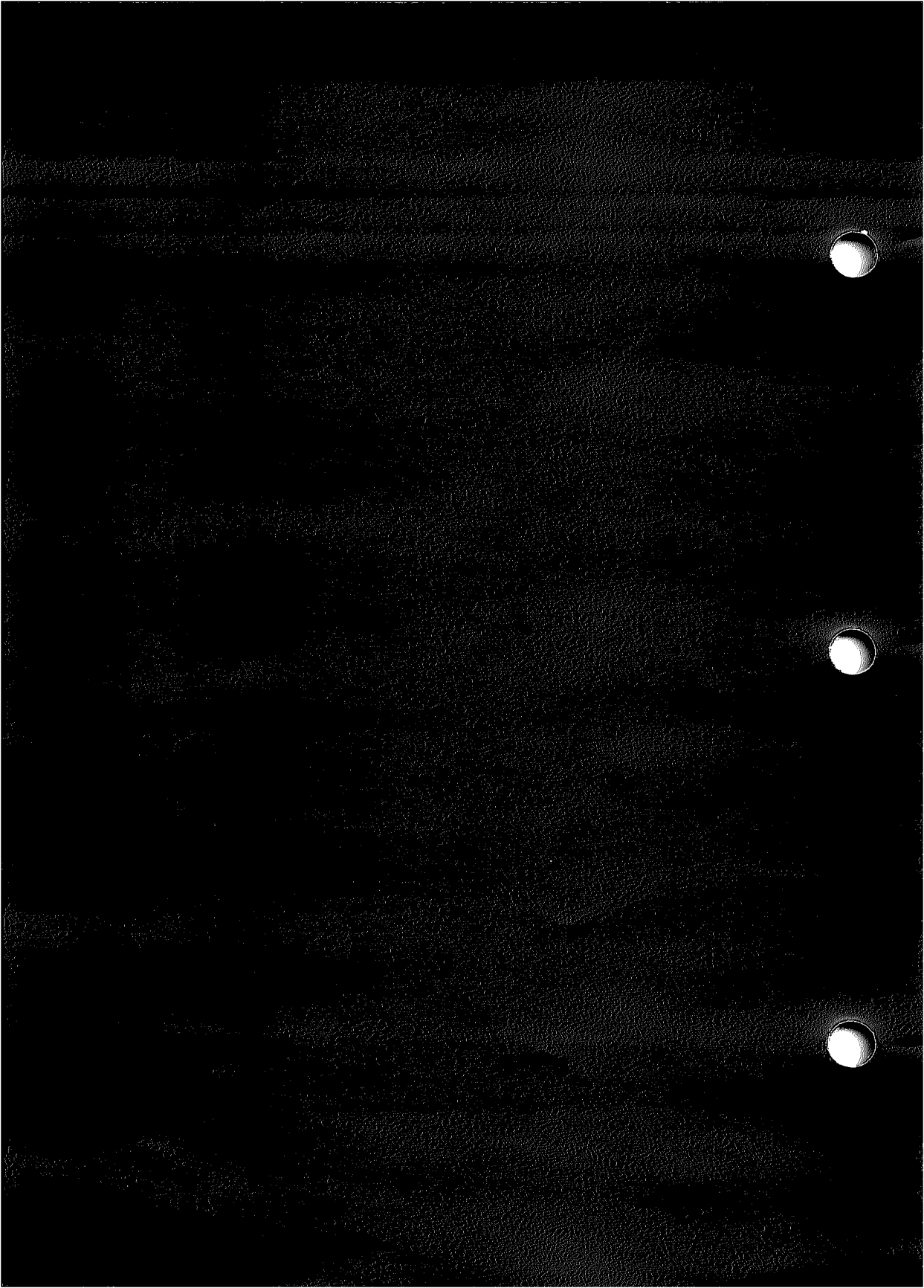
EDT has preset Keypad Mode definitions for the remaining keys on the editing keypad as well as some function keys on the top row of the keyboard. Figure 2-4 shows the editing keypad keys.

The function keys MAIN SCREEN, EXIT, F12, F13, ADDTNL OPTIONS, HELP, and DO, all have predefined functions in EDT.

# 3

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## Keypad Editing



## Chapter 3

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### Keypad Editing

This chapter introduces you to keypad editing through a sample session and shows you the steps to create a document.

Figure 3-1 shows the final form of the letter that will be used in these exercises. The letter appears in sections throughout the book to show you how to use EDT to perform different tasks.

Refer to your PRO/EDT Reference Card while working with the exercises in this book. EDT renames the Professional keyboard keys and the card shows the EDT key names and locations.

CHAPTER 3: PRO/EDT USER'S GUIDE

31 Coburn Road  
Berlin, Ma. 01503  
1 October 1985

Mr. Charles Thurman  
Director of Marketing  
Digital Equipment Corporation  
146 Main Street  
Maynard, Ma. 01754

Dear Mr. Thurman

We purchased a Professional computer last month and must tell you how pleased we are with it.

We have a small (but growing) farm and the Professional is the best "tool" we have purchased.

It handles our budget, tracks the seed and produce inventories, allows us to plan for future products and space requirements, displays detailed charts of our growth and potential, helps us with the annual tax analysis.

We feel, however, we are not using the Professional to its capacity. We would like it to monitor the environment within the greenhouses. Is this possible?

We produce a variety of fruits and vegetables year around. We utilize the greenhouses all year. In the winter, we grow vegetables and start seedlings for planting in the garden. In the summer, we grow seedlings and flowers for fall and winter crops. The following table illustrates some of our crops with the months when we utilize the greenhouses. We have more detailed information on our computer such as required temperatures and humidity settings for these crops. Having the computer monitor the environment within the greenhouses would really be a boon to our business.

Angel's Brook Farm  
Produce Growing Schedule

Vegetable	Seedling	Into Garden	Harvest
Peas		April	July
Carrots	February	April	September
Lettuce			
Bibb	February	April	June
Iceberg	February	May	August
Tomatoes	February	June	September
Peppers	February	June(late)	September
Beans			
Italian		April	July-October
Green String		April	July-October
Swiss Chard	February	April	Season

Please send a representative to our farm to discuss this and other possibilities.

Thank you.

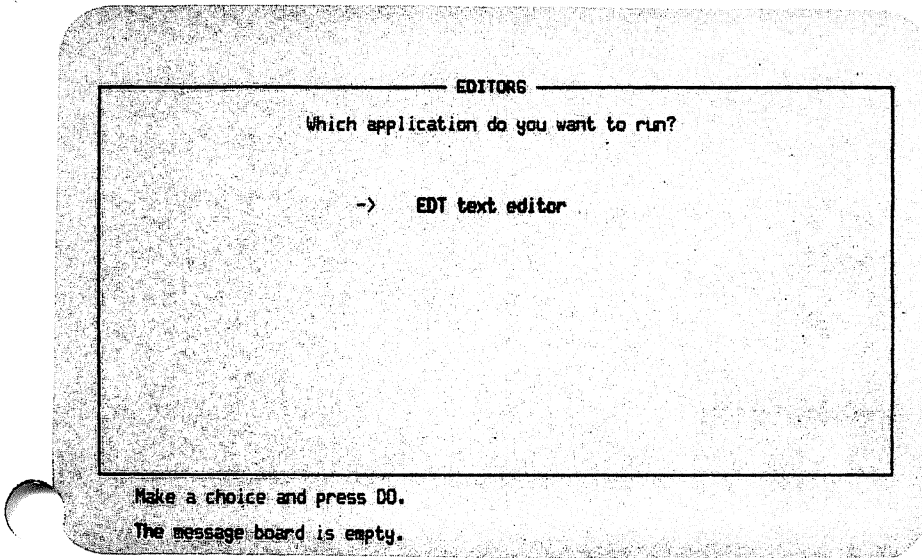
Sincerely,

Philip and Marie Whalen  
Angel's Brook Farm

Figure 3-1  
Letter Used in Examples

## CREATING A FILE

To create a file, you must first choose EDT from the P/OS menu on which it was installed. Figure 3-2 shows EDT on the Editor's Menu. Refer to your *Hard Disk System User's Guide* for instructions on installing applications.



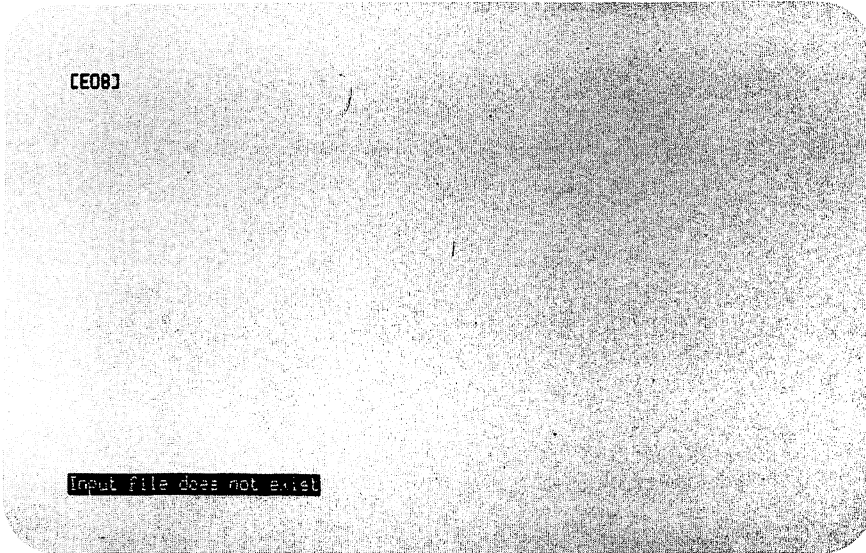
**Figure 3-2**  
**Sample Menu of Editors**

After you select EDT, the screen displays the EDT> prompt. In order to enter text, you must give your document a name. This creates a file and allows you to distinguish between documents. Recall that certain documents should have a particular file type. For instance, a document created with PROSE or PROSE PLUS has the file type .DOC. For the exercises in this book, use the file type .TXT which corresponds to the text file type used by the Professional's Disk and File Services utilities.

To create the file, type the following at the EDT> prompt:

```
EDT> LETTER.TXT <RETURN>
```

When you create a new file, EDT assigns a work area for that file. Figure 3-3 shows how the screen looks when you create a new file.



**Figure 3-3**  
**Initial EDT File Screen**

## ENTERING TEXT

Creating a document on the Professional with EDT is like using a typewriter. You have an idea of what you want to do; you prepare an area, like inserting a piece of blank paper; and you begin to fill that area with text by using the keyboard.

Using EDT is that easy. With time and practice you will be able to produce lengthy, more complicated documents, letting the computer do the work for you.

You are now ready to enter text into your document area. Type the following letter body. Notice that the message on the bottom of the screen disappears as you begin typing.

**NOTE:** For purposes of the exercises, please type the letter exactly as you see it, including errors.

We purchased a Professional computer last month and must tell you how pleased we are with it.

We have a small (but growing) farm and the professional is the best "tool" we have purchased.

It handles our budget, tracks the seed and produce inventories, allows us to plan for future products and space requirements, displays detailed charts of our growth and potential, helps us with the annual tax analysis.

We feel, however, we are not using the Professional to its capacity. We would like it to monitor the environment within the greenhouses. Is this possible?

Please send a representative to our farm to discuss this and other possibilities.

Thank you.

Review the letter you have just completed. The following section shows you how to correct the errors in the letter.

### CORRECTING MISTAKES

The letter you just typed has several mistakes that need correction.

Notice that the word *farm* is misspelled. You will correct it in Chapter 4: Advanced Keypad Editing.

The word *professional* is not capitalized, and it should be. To correct this, do the following:

1. With the cursor just under the letter *T* in the word *Thank*, press **↑** repeatedly to move the cursor to the beginning of the line where *professional* is.

We have a small (but growing) farm and the professional is the best "tool" we have purchased.

2. Press **ADVANCE** on the numeric keypad once and press **WORD** nine times so that the cursor is on the letter *p*.

We have a small (but growing) farm and the professional is the best "tool" we have purchased.

3. Press **GOLD CHNGCASE** on the numeric keypad. This changes the lowercase *p* to an uppercase *P*.

The next mistake is the single quote in front of the word *tool*. To change this to a double quote, do the following:

1. Press **WORD** four times. The cursor should be over the single quote.  
We have a small (but growing) form and the professional is the best "tool" we have purcfhased.
2. Press **DEL C** on the numeric keypad. The single quote disappears.
3. Hold down **SHIFT** and type ". (Both of these keys are on the main keyboard.) This places the correct quotation mark in front of the word *tool*.

To correct the spelling of the word *purchased*, do the following:

1. Press **WORD** repeatedly until the cursor is on the letter *p* of the word *purcfhased*.
2. Now press **→** four times so that the cursor is on the *f* in the word.  
have purcfhased.
3. Press **DEL C** on the numeric keypad once to remove the *f*.

### MOVING TEXT WITH BUFFERS

The word *futruie* in the third paragraph is misspelled. To correct it using EDT's buffer facility, do the following:

1. Advance the cursor by pressing **ADVANCE** once and then **LINE** on the numeric keypad three times. The cursor is now on the letter *p* of the word *plan*.
2. Press **WORD** twice to advance the cursor to the word *futruie*.
3. Press **→** three times. The cursor is on the letter *r*.
4. Press **DEL C** on the numeric keypad once. EDT removes the character from the screen and places it in the character buffer. This character stays in the buffer until another character replaces it or until you exit EDT.
5. Press **→** once to move the cursor onto the letter *e*.
6. To insert the letter *r* in its proper place, press **GOLD** and then **UND C**. The **UND** keys "undelete" the last item deleted.

You took the character stored in the *character buffer* and placed it in its proper position within the word. The letter *r* remains in the character buffer until you either replace it with something else or exit EDT.

This same principle of deleting, storing in a buffer, and undeleting also applies for words and lines.

### MOVING TEXT

Here is another exercise. You will remove a paragraph from its present location in the letter and place it in another location. This is called cut and paste.

1. Press **BACKUP** once and **LINE** twice. The cursor should be on the first letter in the third paragraph.  

```
It handles our budget, tracks the seed and produce inventories, allows us to
```
2. Press **SELECT**. Notice that nothing visible happens.
3. Press **ADVANCE** once and **LINE** three times. The paragraph appears highlighted in reverse video.
4. Press **CUT** once. The paragraph disappears.
5. Use **↓** to move the cursor just above the word *Thank*.  

```

Thank you.
```
6. Press **GOLD** once and **PASTE** once. The paragraph reappears. The paragraph will remain in the buffer until you either replace it with something else or exit EDT.

To place the paragraph back in its proper location in the letter, do the following:

1. Press **BACKUP** once and **LINE** nine times. The cursor is just above the letter *W* of the word *We*.
2. Press **GOLD** and **PASTE**.

You now have to remove some extra lines within the letter.

1. Press **ADVANCE** once and then **LINE** six times to move the cursor over the letter *I* in the word *It*.  

```
It handles our budget, tracks the seed and produce inventories, allows us to
```

2. Press **DEL L** once. The whole line disappears. It stays in the buffer until something else replaces it.
3. Press **GOLD** and then **UND L**. The line reappears.
4. Now press **DEL L** twice. Repeat Step 3. Notice that only the last deleted line appears.
5. Press **DEL L** twice. The letter now looks as it did originally.

### USING THE DELETE KEY

The third paragraph should be part of the second. To merge them, do the following:

1. With the cursor just above the letter *T* of the word *Thank*, press **↑** nine times. This places the cursor on the *I* of the word *It*.  
*It handles our budget, tracks the seed and produce inventories, allows us to*
2. Press **←X** twice. Paragraph three moves to the end of paragraph two.
3. Press the space bar once to separate the sentences.

You will notice a diamond character on the right-hand side of the screen. This indicates that there is a character or string of characters beyond column 80. To bring all text into view, do the following:

1. Press **ADVANCE** once and **WORD 10** times. The cursor is now over the diamond character.
2. Press **RETURN** once. This moves the characters that are beyond column 80 to the next line.

The paragraph needs to be altered to correct its format on the screen.

1. Press **↓** once.
2. Press **←X** once.
3. Press **ADVANCE** once and **WORD** nine times.
4. Press **RETURN** once.
5. Press **→** once.
6. Press **←X** once.

## LEAVING YOUR EDT SESSION

You must decide whether or not to save your work when you leave an EDT session.

PRO/EDT offers you three ways to leave an editing session.

- Press the EXIT function key. EDT exits and saves the file and returns you to the menu on which it is installed.
- Press CTRL/Z, and at the \* prompt, type either EXIT or QUIT, then press RETURN.
- Press PF1 and 7 on the numeric keypad, and at the Command: prompt at the bottom of the screen type EXIT or QUIT, then press the ENTER key on the numeric keypad.

Typing QUIT to an existing file keeps the file as it was before you started editing.

Typing QUIT to a new file created during an editing session exits out of EDT without saving the file.

Notice that you cannot use QUIT when you press the EXIT function key. Leaving EDT by typing EXIT always updates and saves the file.

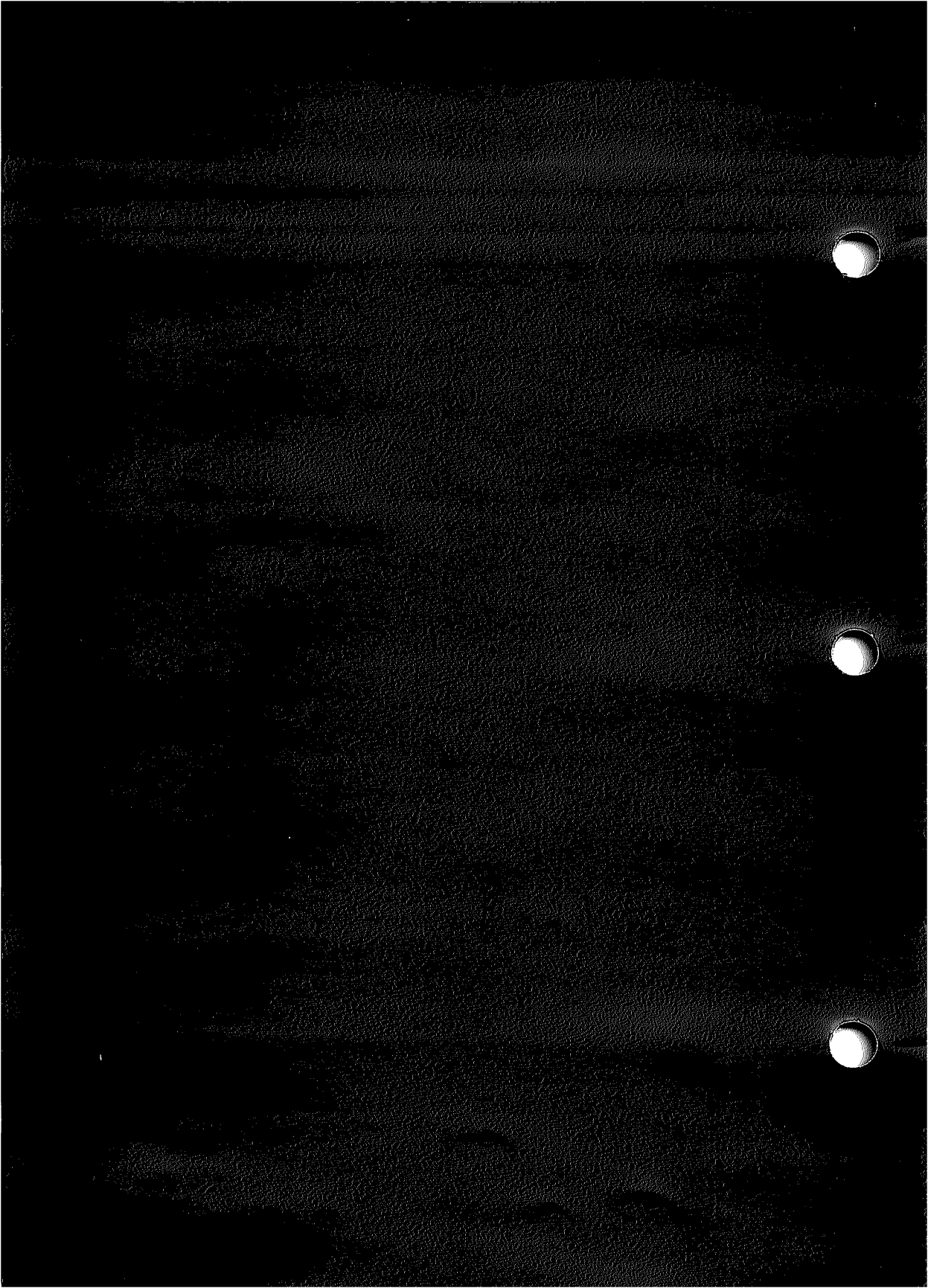
You will do additional editing of the letter in Chapter 4. Therefore, leave this EDT session and save the file by doing the following:

1. Press CTRL/Z. The cursor jumps to the bottom of the screen and to the immediate right of an \* (asterisk) prompt.
2. To save the letter, type the following:  
     \*EXIT <RETURN>

# 4

---

## Advanced Keypad Editing



## Chapter 4

---

### Advanced Keypad Editing

This chapter shows you how to use other EDT editing commands to create and insert text within files. It also explains what macros are and how to create and use them for repetitive functions.

The table you will create for the following exercises requires the **TAB** key. EDT has automatic tabs set for columns eight characters wide. Therefore, when you press **TAB**, your text moves to the nearest preset tab stop: column 9, 17, 25, 33, 41, 49, 57, 65, and so on. **TAB** always moves your text to the right, regardless of EDT's current direction. To move text back toward the left margin, use the **<X** key to remove your tabs.

#### **CREATING A TABLE**

This exercise adds to your letter edited in Chapter 3 by inserting a table that gives a sample growing schedule for the farm's produce business.

#### **Creating Columns**

Your letter mentions the possibility of using a computer to monitor the environment within the greenhouses. A table showing a sample of the produce grown with different planting and harvesting times might help the computer company come up with a solution to this request.

Here is a partial list of produce grown on the farm, with accompanying dates for the different planting periods during the season.

Angel's Brook Farm Produce Growing Schedule			
Vegetable	Seedling	Into Garden	Harvest
Peas		April	July
Carrots	February	April	September
Lettuce			
Bibb	February	April	June
Iceberg	February	May	August
Tomatoes	February	June	September
Peppers	February	June(late)	September
Beans			
Italian		April	July-October
Green String		April	July-October
Swiss Chard	February	April	Season

The first step is to create another area within EDT. Using the instructions in Chapter 3, create a new area and call it LETTER.TBL (TBL is a file type that you can use when working with tables).

1. Type the following:  
     Angel's Brook Farm  
 and use the space bar to center it. (EDT does not offer automatic centering.)
2. Press RETURN and type the following:  
     Produce Growing Schedule  
 Center it with the space bar.
3. Press RETURN twice.
4. Type the first column heading (Vegetable) and press TAB once to move the cursor to the next tab stop.
5. Use TAB and the main keyboard keys to create the remaining column headings and to enter the information shown above.

### Saving a Table

Now that you have completed the table, you want to place it in the letter.

1. Press CTRL/Z.
2. At the \* prompt, type the following:  
\*EXIT <RETURN>

This saves your table, creates a file called LETTER.TBL, and returns you to the menu where EDT is installed.

### EDITING A FILE

In order to insert the table into your letter, you have to edit the letter. The menu showing EDT should be on the screen.

1. Choose EDT, and at the EDT> prompt, type the following:

```
EDT> LETTER.TXT <RETURN>
```

The letter appears on the screen. (It will require editing before the table can be inserted.)

2. Press ADVANCE once and then LINE 10 times. The cursor is now above the word *Please*.



```
Please send a representative to our form to discuss this and other
```

3. Press RETURN once and type the following just as it appears here:

```
We produce a variety of fruits and vegetables year around. We utilize the
greenhouses all year. In the winter, we grow vegetables and start seedlings for
planting in the garden. In the summer, we grow seedlings and flowers for fall
and winter crops. The following table illustrates some of our crops with the
months when we utilize the greenhouses. We have more detailed information on
our computer such as required temperatures and humidity settings for these
crops. Having the computer monitor the environment within the greenhouses
would really be a boon to our business.
```

4. Press RETURN twice to add two blank lines.

**INSERTING TEXT**

You now want to insert the table under the section you have just entered. To do that you will use the **INCLUDE** command. This command allows you to insert another file anywhere within a file. In this example, you will use the **INCLUDE** command to insert the file **LETTER.TBL** in the file **LETTER.TXT**.

With the cursor above the word *Please*, do the following:

1. Press **GOLD** and **COMMAND**. The word **Command:** appears on the bottom of the screen in reverse video.
2. At the **Command:** prompt, type the following:

```
Command: include LETTER.TBL <ENTER>
```

The file **LETTER.TBL** appears on the screen as EDT inserts it into the file **LETTER.TXT**. **LETTER.TBL** still exists as a separate file in your area, so you can use it again if the opportunity arises.

To see how the letter looks now, move the cursor to the top of the file by pressing **GOLD** and **TOP**.

Press **ADVANCE** once then **LINE** repeatedly to advance the cursor through the file one line at a time in order to read the letter.

Notice the word *form*, which appears twice in the document. It should read *farm*. To make this change once and change both occurrences of the mistake, do the following:

1. Press **GOLD** and **COMMAND**. The word **Command:** appears in reverse video on the bottom of the screen.
2. At the **Command:** prompt, type the following:

```
Command: s/form/farm/wh <ENTER>
```

This command told EDT to substitute (*s*) the old phrase (*form*) with the new phrase (*farm*) throughout the whole document (*wh*). After completing the task, EDT tells you how many times it substituted the old phrase with the new phrase. It also instructs you to press **RETURN** to continue.

The letter is taking shape. You can now finish it by adding the header information and the closing.

## DEFINING MACROS

If you create many letters, memos, or forms that have the same letterhead, closing, or other common format, macros allow you to create these common formats and store them in the system, to be called up whenever necessary.

Both macros and *start-up command files* contain line mode commands, but macros are more flexible. A start-up command file (see Chapter 5) executes only once at the beginning of an editing session, but you can create and access several different macros containing different sets of commands during one editing session.

### Creating a Macro

This is a general format that the farm owners can use again and again. To create a macro for the closing of the letter, do the following:

1. Press CTRL/Z.
2. At the \* prompt, type the following:
 

```
*DEFINE MACRO CLOSING <RETURN>
*FIND =CLOSING <RETURN>
*INSERT <RETURN>
INSERT ;Sincerely, <RETURN>
INSERT ; <RETURN>
INSERT ; <RETURN>
INSERT ; <RETURN>
INSERT ; Philip and Marie Whalen <RETURN>
INSERT ;Angel's Brook Farm <RETURN>
```
3. Press CTRL/Z.

EDT displays the [EOB] symbol, which signifies that you are finished defining your macro. Press RETURN.

The \* prompt appears on the screen, indicating that you are still in line mode. Type the following:

```
*FIND =MAIN <RETURN>
*C <RETURN>
```

**NOTE:** Typing C then pressing RETURN at the \* prompt returns you to the screen you were working on prior to creating a macro.

EDT displays the letter on the screen.

## Inserting a Macro

To insert the closing macro, do the following:

1. Press **GOLD** and **ADVANCE**. This brings the bottom of the letter file to the screen.
2. Enter line mode by pressing **CTRL/Z**.
3. At the **\*** prompt, type the following:

**\*CLOSING** (which is the name of the macro) **<RETURN>**

**\*TYPE "SINCERELY" THRU END <RETURN>**

**NOTE:** A message appears on the screen telling you that the string asked for was not found. Ignore this message. EDT still recognizes what you want to do.

**\*C <RETURN>**

EDT prints the letter on the screen and displays the bottom of the letter with the closing macro inserted.

You can use the same procedure to create a header macro to insert at the beginning of the letter. Use the following information to build your header macro.

31 Coburn Road  
Berlin, Ma. 01503  
1 October 1985

Mr. Charles Thurman  
Director of Marketing  
Digital Equipment Corporation  
146 Main Street  
Maynard, Ma. 01754

Dear Mr. Thurman

## Saving a Macro

You can create macros at any time during your editing session and use them for the remainder of the session. Since macros are located in buffers, they disappear as soon as you exit EDT. If you create a macro that you want to save for other EDT sessions, you can use the EDT command WRITE to copy the macro into an *external file*. (For example, in our exercise above we want to save the CLOSING macro for all correspondence.) When you need that macro again, use the INCLUDE command to copy the macro into a buffer, and then establish the macro name as a command with the DEFINE MACRO command.

To save the macro CLOSING, do the following:

1. At the EDT prompt, type the name of the file:

```
EDT>LETTER.TXT <RETURN>
```

2. When the letter appears, press CTRL/Z.

3. At the \* prompt, type the following:

```
*DEFINE MACRO CLOSING <RETURN>
*FIND=CLOSING <RETURN>
*INSERT <RETURN>
INSERT; Sincerely, <RETURN>
INSERT; <RETURN>
INSERT; <RETURN>
INSERT; <RETURN>
INSERT; Philip and Marie Whalen <RETURN>
INSERT; Angel's Brook Farm <RETURN>
<CTRL/Z>
[EOB]
*WRITE CLOSING.MAC <RETURN>
(MAC identifies CLOSING as a macro)
DISK$: [WHALEN]CLOSING.MAC;1 6 lines
*EXIT <RETURN>
```

This writes the macro CLOSING to an external file for future use.

To call up the macro named CLOSING, do the following:

1. At the EDT> prompt, type the name of the file:  
EDT>LETTER.TXT <RETURN>
2. When the letter appears, press CTRL/Z.
3. At the \* prompt, type the following:  
\*FIND=CLOSING <RETURN>  
\*INCLUDE CLOSING.MAC <RETURN>  
\*DEFINE MACRO CLOSING <RETURN>  
\*FIND=MAIN END <RETURN>  
\*CLOSING <RETURN>  
\*TYPE <RETURN>  
[ EOB ]  
\*C <RETURN>

This prints the file on the screen, with the macro inserted.

**NOTE:** If you create a macro with the same name as an existing Line Mode command, EDT performs the macro, not the Line Mode command. If you need to reestablish the default use of the Line Mode command, use the CLEAR command to eliminate the buffer with the same name.

### Including Specifiers in a Macro

When you use Line Mode commands that take specifiers, you must include the appropriate specifier in the macro text. For example, if you create a macro that includes a SUBSTITUTE command, you must supply the strings for EDT to use with that command.

You cannot use the SUBSTITUTE command in a macro and expect to enter specific strings for substitution when you invoke the macro for your current session.

The same rule applies when you use a command like TYPE in your macro. If you want to have a command that automatically types the current line and the next 9 lines, you can create the macro XTYPE to be:

```
TYPE . THRU +9 <RETURN>
```

## USING THE OPEN LINE FEATURE

You can use OPEN LINE (the alternate function of the LINE key on the editing keypad) to insert a carriage return after the cursor. The cursor position does not change. If the cursor is in the middle of a line, (see sample below) EDT moves any text currently to the right of the cursor down to the beginning of the next line.

```
We purchased a Professional computer last month and must tell you how pleased
we are with it.
```

Pressing GOLD and OPEN LINE creates a blank space and moves all characters to the right of the cursor to the next line, as shown here:

```
We purchased a Professional
computer last month and must tell you how pleased
we are with it.
```

If the cursor is at the beginning or end of a line, GOLD with OPEN LINE inserts a blank line.

## KEYPAD EDITING COMMANDS

The remainder of this chapter lists and describes the Keypad Mode editing commands.

### ADDTNL OPTIONS

Accepts a line mode command and executes it. In other words, it acts just like the GOLD COMMAND combination.

### ADVANCE

Sets the editing direction to forward—to the right and toward the bottom of the buffer.

### APPEND

Deletes the select range from the current buffer; attaches it to the end of the *paste buffer*.

### BACKUP

Sets the editing direction to backward—to the left and toward the top of the buffer.

### GOLD BOTTOM

Moves the cursor to the end of the current buffer.

**CHAR**

Moves the cursor one character in the current direction.

**GOLD CHNGCASE** (change case)

Changes the *case* of all letters in the select range or current *search string*, or the case of the current letter.

**COMMAND** (same as GOLD 7)

Opens the command function that allows you to enter any of EDT's SET and SHOW commands as well as other editing commands, like FIND. Press the ENTER key on the numeric keypad to initiate your command. To cancel the command function, press GOLD RESET.

**CTRL/H**

See F12.

**CTRL/I**

See TAB.

**CTRL/J**

See F13.

**CTRL/K**

Activates EDT's define key facility. (See the Defining Keys section in Chapter 5.)

**CTRL/L**

Inserts a *form feed* character in your text.

**CTRL/M**

See RETURN.

**CTRL/R** (or GOLD R)

Refreshes the screen.

**CTRL/T** (or GOLD T)

Tab adjust lets you indent lines while in Select Mode.

**CTRL/U** (or GOLD U)

Deletes text from the current cursor position backward to the beginning of the line. Generally, does not delete the line terminator. The deleted text replaces the contents of the delete *line buffer*. Cancels the FIND, COMMAND, and CTRL/K functions.

**CTRL/W** (or GOLD W)

Refreshes the screen.

**CTRL/Z** (or GOLD Z)

Shifts from Keypad Mode to Line Mode.

**CUT**

Deletes the select range from the screen and places it in the paste buffer. The former content of the paste buffer is deleted.

**DEL C** (delete character)

Deletes the character that the cursor is on. The deleted character replaces the contents of the delete character buffer.

**GOLD DEL EOL** (delete to end of line)

Deletes text from the current cursor position forward to the end of the line. Generally, does not delete the line terminator. The deleted text replaces the contents of the delete line buffer.

**⊠** (delete)

Deletes the character to the left of the current cursor position. The deleted character replaces the contents of the delete character buffer.

**DEL L** (delete line)

Deletes text from the current cursor position to the beginning of the next line, deleting the line terminator. The deleted line replaces the contents of the delete line buffer.

**DEL W** (delete word)

Deletes characters from the current cursor position to the beginning of the next word. The deleted word replaces the contents of the delete *word buffer*.

**DO**

Sends a command or search *string* to EDT for processing.

**↓** (down arrow)

Moves the cursor down one line to the position directly below the current cursor position.

**ENTER**

Sends a command or search string to EDT for processing. Completes the CTRL/K key definition process.

**EOL** (end of line)

Moves the cursor to the next line terminator in the current EDT direction.

**EXIT** (or CTRL/Z)

Exits to Line Mode.

**F12** (or CTRL/H)

Moves the cursor to the beginning of the current line or the previous line.

**F13 (or CTRL/J)**

Deletes one word at a time to the left of the current cursor position.

**GOLD FILL**

Reformats the text in the select range so that as many whole words as possible are included within the current SET SCREEN width (80 or 132) or SET WRAP value. If SET WRAP is in effect, EDT uses that value rather than the SET SCREEN width.

**FIND (or GOLD FIND)**

Locates the search string that you type when EDT displays the Search for: prompt. FIND on the editing keypad does not require a GOLD key; whereas, on the numeric keypad, FIND is GOLD PF3.

**FNDNXT (find next)**

Locates the next occurrence of the current search string in the current direction.

**GOLD**

Accesses alternate keypad functions. Also used with keyboard digits to repeat keypad functions. Used with keyboard keys and control keys to form key sequences for defining. See the Defining Keys section in Chapter 5.

**HELP**

Provides information about Keypad Mode editing keys.

**INSERT HERE**

Pastes from the paste buffer to the current location. Located on the editing keypad.

**GOLD INSERT HERE**

Includes a file at the current location. EDT prompts for the *filename*.

**← (left arrow)**

Moves the cursor one character to the left.

**LINE**

Moves the cursor to the beginning of the next line in the current EDT direction.

**MAIN SCREEN (or EXIT in Line Mode)**

Writes the *main buffer* to the output file and exits to P/OS, DCL, or PRO/Tool Kit.

**NEXT SCREEN**

On the editing keypad, moves the cursor 22 lines down in the current buffer.

**GOLD NEXT SCREEN**

Moves the cursor to the next page boundary in the forward direction (regardless of the current direction), or to the bottom of the buffer if there are no more page markers.

**GOLD OPEN LINE**

Adds a line terminator to the right of the current cursor position. The cursor does not move.

**PAGE**

Moves the cursor to the next page boundary in the current EDT direction. <FF> is the default page boundary. Moves the cursor to the top or bottom of the buffer if there are no page markers in the text.

**GOLD PASTE**

Inserts the contents of the paste buffer to the left of the cursor.

**PREV SCREEN**

Moves the cursor 22 lines back in the current buffer. Located on the editing keypad.

**GOLD PREV SCREEN**

Moves the cursor to the next page boundary in the backward direction (regardless of the current direction) or to the top of the buffer if there are no more page markers.

**REMOVE**

On the editing keypad, transfers the select range to the paste buffer.

**GOLD REPLACE**

Deletes the select range and replaces it with the contents of the paste buffer.

**GOLD RESET**

Cancels the select range and sets the current direction to forward. (Can be used after CTRL/K to cancel the text that you have entered on the definition line.)

**RETURN**

Inserts a line terminator in the text. The cursor moves to the beginning of the new line.

**→ (right arrow)**

Moves the cursor one character to the right.

**SECT (section)**

Moves the cursor 16 lines in the current EDT direction.

## SELECT

Marks one end of a select range. When you move the cursor again, the characters that the cursor passes over become the select range. Press **GOLD RESET** to cancel the **SELECT** function.

Either the **SELECT** key on the editing keypad or the period (.) key on the numeric keypad marks the select range.

## GOLD SPECINS (special insert)

Allows you to insert any character from the DEC Multinational Character Set into your text by entering the decimal equivalent value for that character.

DEC Multinational Characters can be entered directly from the keyboard using **COMPOSE CHARACTER** followed by the compose sequence for the desired character. Press **CTRL/3** (on the main keyboard) twice to generate an escape character.

## GOLD SUBS (substitute)

Replaces the next occurrence of the current search string in your text with the contents of the **PASTE** buffer.

## TAB (or CTRL/I)

Moves the text that is to the right of the cursor (including the cursor character) to the right, to the nearest preset EDT tab stop. If the cursor is at the first column position of a line and **SET TAB** is in effect, **TAB** indents the line to the current tab level.

## GOLD TOP

Moves the cursor to the beginning of the buffer.

## GOLD UND C (undelete character)

Inserts the contents of the delete character buffer.

## GOLD UND L (undelete line)

Inserts the contents of the delete line buffer.

## GOLD UND W (undelete word)

Inserts the contents of the delete word buffer.

## ↑ (up arrow)

Moves the cursor up one line to the position directly above the current cursor position.

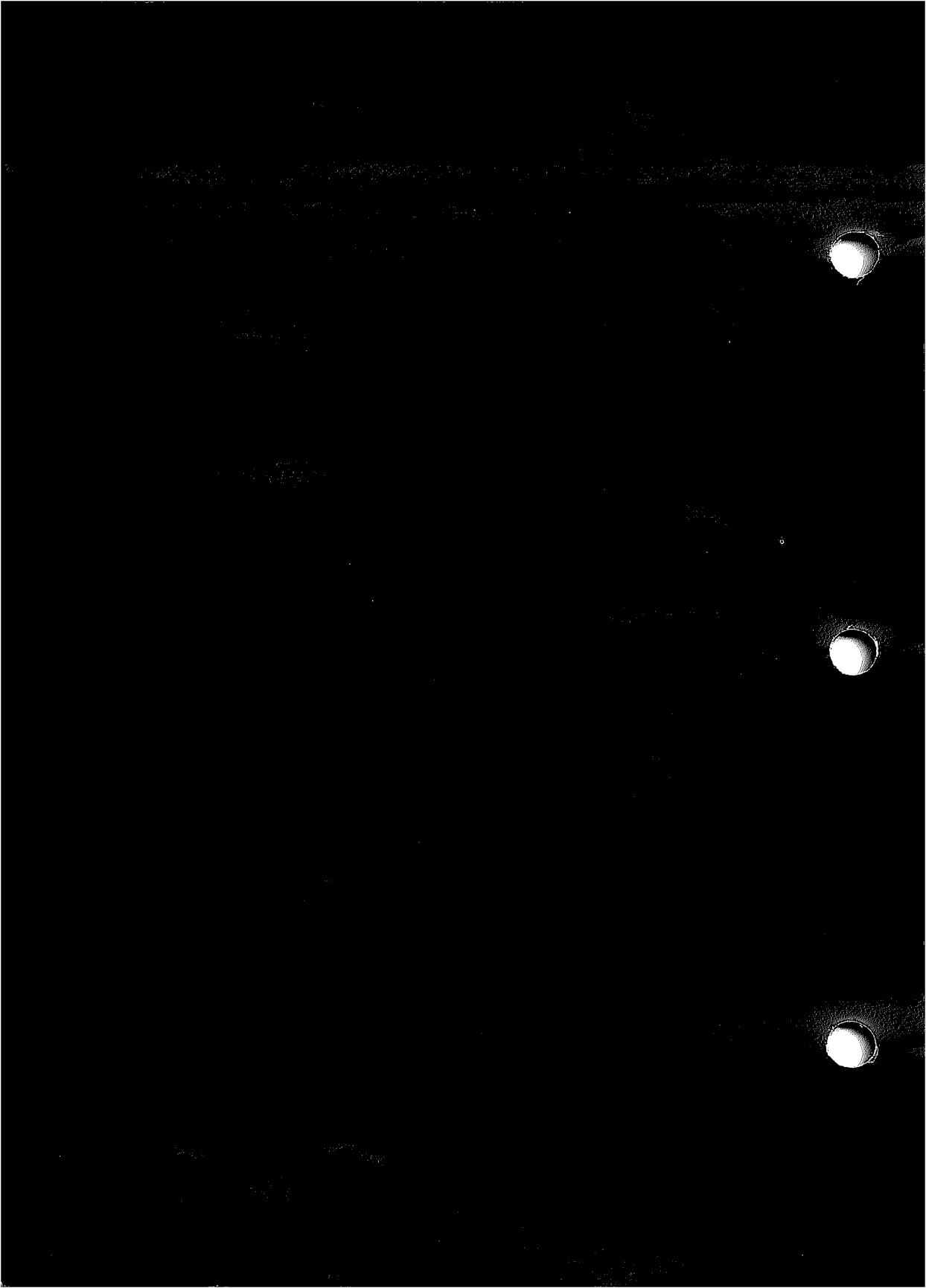
## WORD

Moves the cursor to the beginning of the next word in the current direction.

# 5

---

## Additional EDT Features



## Chapter 5

---

### Additional EDT Features

PRO/EDT provides many tools for modifying your EDT environment. You can change the appearance of your screen display, the way lines of text display on the screen as you insert them, and the mode in which you are working. The following chapter discusses these additional features, including the SET and SHOW commands.

#### THE SET COMMANDS

You can use the SET commands to change the way EDT works. To use the SET commands, press **GOLD** and **COMMAND** on your numeric keypad. EDT displays the word **Command:** in reverse video. Use the main keyboard to type the command you want. You can only enter one command line at a time in keypad mode. As you finish entering each command line, press **ENTER** on the numeric keypad. This sends the command to EDT and allows you to begin the process again to enter more commands.

**NOTE:** If you want to enter more than one command at a time, enter EDT's Line Mode by pressing **CTRL/Z** and, at the \* (asterisk), enter as many Line Mode commands as you want.

For example, you can specify the number of lines you want to display at a time and whether or not the lines have line numbers (in Line Mode). You can also specify that EDT make an exact search.

```
SET LINES (number)
SET NONUMBERS
SET SEARCH EXACT
```

By default, your screen contains 22 lines. Suppose you want to limit the screen display to 10 lines:

1. Press GOLD and COMMAND.
2. At the Command: prompt, type the following:

Command: SET LINES 10 <ENTER>

Watch how EDT adjusts the text to your command.

If you are editing at slow data transmission rates, you can increase your editing speed by decreasing the number of lines displayed on your screen.

When you are working in line mode, EDT displays line numbers by default. If you do not want the numbers to appear on the screen, enter the command SET NONUMBERS.

By default, when you press GOLD followed by FIND, EDT searches for the specified string, disregarding the case of letters (upper or lower). For example, let's find each occurrence of the word "crops" in our letter.

1. Press GOLD and TOP to move the cursor to the top of the document.
2. Press GOLD and FIND to activate the Search for: prompt.
3. Type the following:

Search for: crops <ENTER>

EDT moves the cursor to the first occurrence of the word "crops." To see if there is another occurrence of this word, press FNDNXT on the numeric keypad.

If you are working in a document and you want to search for a word or phrase, you do not have to move the cursor to the top of the document. After identifying the word or phrase to search for, press either ADVANCE or BACKUP, depending on where you think the word or phrase might be located.

If EDT finds no occurrence of the word or phrase you entered at the Search for: prompt, it will display this message in reverse video:

```
string was not found.
```

When you enter SET SEARCH EXACT, EDT will find only occurrences of the word that exactly match the way you entered it after the Search for: prompt. For example, if you wanted to search exactly for all occurrences of the word

*to*, EDT would show you *to*, *into*, *toward*, *too*, *tow*, etc. If, however, you wanted EDT to show you all occurrences of the word *to* as it stands alone, at the Search for: prompt do the following:

1. Press the space bar.
2. Type: to
3. Press the space bar, then press ENTER.

The following section lists the SET commands. Note that the bold letters are the shortest abbreviations necessary to use these commands.

For more information on the SET commands, refer to the *EDT Editor Manual*.

### **SET AUTOREPEAT**

#### **SET NOAUTOREPEAT**

Prevents keypad keys from repeating faster than EDT can update the screen. Default: SET AUTOREPEAT.

### **SET CASE UPPER**

### **SET CASE LOWER**

### **SET CASE NONE**

Flags upper- or lowercase letters. Default: SET CASE NONE.

### **SET COMMAND** file-specification

Enables use of an additional start-up command file. Default: EDTINI. You can only use this command in start-up command files.

### **SET CURSOR** top:bottom

Controls scrolling of the screen relative to the cursor position. Values for top and bottom can range from 0 to 21. Default: SET CURSOR 0:21.

### **SET ENTITY WORD**

### **SET ENTITY SENTENCE**

### **SET ENTITY PARAGRAPH**

### **SET ENTITY PAGE**

Defines boundary delimiters for the specified entity. Defaults:

SET ENTITY WORD <LF><VT><FF><CR>

SET ENTITY SENTENCE !?

SET ENTITY PARAGRAPH <CR><CR>

SET ENTITY PAGE <FF>

**SET FNF**

**SET NOFNF**

NOFNF suppresses the message: Input file does not exist. Use in a start-up command file. Default: SET FNF.

**SET HELP** file-specification

Determines which version of the HELP file is the current one.

**SET KEYPAD**

**SET NOKEYPAD**

Sets the screen mode to either keypad or nokeypad. Default: SET KEYPAD.

**SET LINES** number

Sets the number of lines per screen. The maximum is 22. Default: SET LINES 22.

**SET MODE LINE**

**SET MODE CHANGE**

Sets the starting mode for EDT. Use in a start-up command file. Default: SET MODE CHANGE.

**SET NUMBERS**

**SET NONUMBERS**

Determines if EDT displays line numbers in Line Mode. With SET NONUMBERS, EDT does not indent lines or display the line numbers. Default: SET NUMBERS.

**SET PARAGRAPH WPS**

**SET PARAGRAPH NOWPS**

Determines where EDT puts the cursor when moving to a new paragraph. Default: SET PARAGRAPH NOWPS.

**SET PROMPT** prompt-type string

Determines various prompt characters you can use.

**SET QUIET**

**SET NOQUIET**

Determines whether the terminal bell sounds when an EDT message appears. Default: SET NOQUIET.

**SET REPEAT**

**SET NOREPEAT**

Determines whether you can use the GOLD keyboard number sequence for repeating keypad functions and for the keypad SPECINS function. Default: SET REPEAT.

**SET SCREEN width**

Sets the maximum number of characters that EDT displays on a line. The possible widths for Professional series terminals are 80 or 132. Default: 80 columns.

**SET SEARCH GENERAL****SET SEARCH EXACT****SET SEARCH WPS****SET SEARCH CASE INSENSITIVE****SET SEARCH DIACRITICAL INSENSITIVE****SET SEARCH BEGIN****SET SEARCH END****SET SEARCH BOUNDED****SET SEARCH UNBOUNDED**

Determines how EDT performs searches. Defaults: SET SEARCH GENERAL, SET SEARCH BEGIN, SET SEARCH UNBOUNDED.

**SET SUMMARY****SET NOSUMMARY**

Determines whether EDT displays summary information when you end your EDT session with the EXIT command. Default: SET SUMMARY.

**SET TAB number****SET NOTAB**

Sets the tab size for various tabbing functions. Default: SET NOTAB.

**SET TERMINAL VT100****SET TERMINAL SCROLL****SET TERMINAL NOSCROLL****SET TERMINAL EIGHTBIT****SET TERMINAL NOEIGHTBIT****SET TERMINAL EDIT****SET TERMINAL NOEDIT**

Determines how EDT interprets your terminal. Default: VT100, SCROLL, EIGHTBIT, EDIT.

**SET TEXT END string****SET TEXT PAGE string**

Determines how EDT displays the end of buffer marker or the page marker. Defaults: SET TEXT END [EOB] SET TEXT PAGE <FF>.

**SET TRUNCATE****SET NOTRUNCATE**

Determines whether EDT truncates long lines. Default: SET TRUNCATE.

## SET VERIFY

### SET NOVERIFY

Determines whether EDT displays each command in a start-up command file or EDT macro as the commands are processed. Default: SET NOVERIFY.

## SET WORD DELIMITER

### SET WORD NODELIMITER

Determines how EDT interprets word boundaries. Default: SET WORD DELIMITER.

## SET WRAP number

### SET NOWRAP

Determines the maximum line length for filled text and for text inserted in Keypad Mode. Default: SET WRAP 78.

## THE SHOW COMMANDS

EDT provides the SHOW commands to enable you to see what is set. For most SET commands there is a SHOW command.

We have a small (but growing) farm and the Professional is the best "tool" we have purchased. It handles our budget, tracks the seed and produce inventories, allows us to plan for future products and space requirements, displays detailed charts of our growth and potential, helps us with the annual tax analysis.

We feel, however, we are not using the Professional to its capacity. We would like it to monitor the environment within the greenhouses. Is this possible?

We produce a variety of fruits and vegetables year round. We utilize the greenhouses all year. In the winter, we grow vegetables and start seedlings for planting in the garden. In the summer, we grow seedlings and flowers for fall and winter crops. The following table illustrates some of our crops with the months when we utilize the greenhouses. We have more details on our computer such as required temperatures and humidity settings for these crops. Having the computer monitor the environment within the greenhouses would really be a boon to our business.

[E08]

```
Command: show lines  
[E08]
```

Figure 5-1  
Sample SHOW COMMAND Response

You use the same procedure to see the **SHOW** commands as you do with the **SET** commands. For example, to check the number of lines EDT displays on your screen, do the following:

1. Press **GOLD** and **COMMAND**.
2. At the **Command:** prompt, type the following:

```
Command: SHOW LINES <ENTER>
```

EDT displays the answer below the **Command:** prompt.

To return to your editing session, press **ENTER**.

If you want to see whether EDT is performing an exact search, enter the command **SHOW SEARCH**.

For each **SET** command listed in the previous section, there is a corresponding **SHOW** command. **SHOW** commands are entered with the same syntax as **SET** commands except that **SHOW** is used in place of **SET**. The shortest abbreviations necessary to use the **SHOW** commands are identical to the corresponding **SET** commands. The word **SHOW**'s shortest abbreviation is **SH**.

Four **SHOW** commands (**SHOW BUFFER**, **SHOW FILES**, **SHOW KEY**, and **SHOW VERSION**) have no corresponding **SET** commands. The following section lists the four **SHOW** commands that have no corresponding **SET** commands.

### **SHOW BUFFER**

Lists all buffers currently in use during your EDT session. Also lists the number of lines in each buffer. An = (equal sign) indicates the current buffer. An \* (asterisk) next to **MAIN** indicates that there are more lines in the **MAIN** buffer.

### **SHOW FILES**

Displays the name of the input file and the output file for your EDT session.

### **SHOW KEY** key-name

Prints the definition of the specified keypad editing key. Key-name must use the special Line Mode conventions and keypad key numbers. (See Figures 5-2 and 5-3 for the keypad key numbers.)

### **SHOW VERSION**

Displays the current EDT version number and copyright information.

**P/OS DEFAULT KEYS**

The Professional keyboard has some default function keys defined for P/OS. These same default keys also work with PRO/EDT. To view these defaults, type in the following at the DCL prompt:

```
$ TYPE LB:[1,2]EDTSYS.EDT <RETURN>
```

This file is displayed on the screen. If you want a hardcopy of it for future use, do the following:

1. Set your printer to the ON position.
2. Press PRINT SCREEN.

**MAINTAINING FILES**

Most users of PRO/EDT edit the same file repeatedly. This activity creates many versions of the same document. The Professional stores these versions, using up valuable space on the storage medium. We suggest that you clean up old file versions and delete files using the File Services Menu on the Professional. You can also use the File Services Menu to rename a file or change a file type.

For instructions on how to use this facility, refer to the *Hard Disk System User's Guide*.

**CREATING START-UP COMMAND FILES**

A start-up command file contains EDT Line Mode commands that execute when you invoke PRO/EDT—before you receive control of the editor. You can use start-up command files to customize your PRO/EDT sessions. You can create start-up command files in either your current or main directory. Some of the Line Mode commands that a start-up command file might contain are:

- DEFINE KEY commands—to redefine the function invoked by a function key, a keypad key, or a control character while you are editing in Keypad Mode.
- DEFINE MACRO commands—to associate a name with a sequence of line editing commands stored in a *text buffer*. You can then invoke the sequence by entering the macro name in response to the Line editing asterisk prompt.

- INCLUDE commands—to bring text from a file into a text buffer. You might use them to load macros into a buffer, or to fill a buffer with text that you often use.
- SET commands—to establish EDT operating *parameters*. For example, SET TAB establishes the increment for structured tabs, and SET MODE CHANGE invokes Keypad Mode.

The following example demonstrates how to create a two-line start-up command file.

```
EDT>SETUP.EDT <RETURN>
Input file does not exist
[EOB]
<CTRL/Z>
*INSERT <RETURN>
SET MODE CHANGE <RETURN>
SET LINES 5 <RETURN>
<CTRL/Z>
[EOB]
*EXIT <RETURN>
```

In this example, the name of your start-up command file is SETUP.EDT. It contains two SET commands: SET MODE and SET LINES. SET MODE CHANGE causes PRO/EDT to begin your editing session in Keypad Mode and SET LINES 5 limits the display of text on your screen to five lines.

The following command line tells PRO/EDT to execute the Line Mode commands in the start-up command file named SETUP.EDT when you edit your file LETTER.TXT:

```
EDT>LETTER.TXT,SETUP.EDT <RETURN>
```

PRO/EDT uses a system start-up command file in LB:[1,2]EDTSYS.EDT. The last line in this file should be 'SET COMMAND EDTINI.' When you begin an editing session, PRO/EDT automatically searches your current directory to see if it contains a start-up command file named EDTINI.EDT. By default, if PRO/EDT finds that file, it executes the commands contained in the file before turning control over to you. Because EDTINI.EDT is the default start-up command file, you do not need to name it in the command line. For example, if you create an EDTINI.EDT file and enter the following Line Mode commands, PRO/EDT executes these commands the next time you log in:

```

EDT>EDTINI.EDT <RETURN>      (1)
Input file does not exist
[EOB]
<CTRL/Z>
*INSERT <RETURN>
SET QUIET <RETURN>          (2)
SET NONUMBERS <RETURN>     (3)
<CTRL/Z>
[EOB]
*EXIT <RETURN>
(system message appears here)
EDT>LIST.DAT <RETURN>      (4)

```

---

### Notes

- (1) You invoke PRO/EDT to create the file named EDTINI.EDT.
  - (2) SET QUIET suppresses the bell sound when PRO/EDT prints a message (in Keypad Mode).
  - (3) SET NONUMBERS suppresses line numbers in Line Mode.
  - (4) Now, when you invoke PRO/EDT to edit a file named LIST.DAT, the commands in EDTINI.EDT execute before you gain control of the editor.
- 

Notice that when PRO/EDT prints the message “Input file does not exist,” the bell does not sound.

The use of the system start-up command file makes PRO/EDT behave consistently, regardless of where the current directory happens to be. If you want PRO/EDT to start up differently depending on where the current directory is, then you should create an EDTINI.EDT in the chosen directory or directories. To tailor the start-up commands, type in the following at the DCL prompt:

```
$ EDIT LB:[1,2]EDTSYS.EDT <RETURN>
```

The following start-up command file is just an example showing how you can utilize different kinds of commands within a start-up command. This example contains two SET commands, three DEFINE KEY commands, and one DEFINE MACRO command:

```

<CTRL/Z>
*INSERT ^RETURN ^
SET WRAP 60 ^RETURN ^ (1)
SET SEARCH EXACT ^RETURN ^ (2)
DEFINE KEY GOLD W AS "CHGUW." ^RETURN ^ (3)
DEFINE KEY CONTROL B AS "EXT INCLUDE ?INCLUDE FILE: ." ^RETURN ^ (4)
DEFINE KEY CONTROL G AS "EXT FIND MAIN." ^RETURN ^ (5)
FIND ^GENERAL ^RETURN ^ (6)
INSERT;SET SEARCH GENERAL ^RETURN ^ (7)
DEFINE MACRO GENERAL ^RETURN ^ (8)
FIND ^MAIN ^RETURN ^ (9)
<CTRL/Z>
*EXIT ^RETURN ^

```

---

### Notes

- (1) Limits the line length for inserting text in Keypad Mode to 60 characters.
  - (2) Causes EDT to match the case and diacritical marks (for example, grave accent or circumflex) of letters in search strings exactly.
  - (3) Defines GOLD W to change all lowercase letters in a word to uppercase.
  - (4) Defines CTRL/B to extend the INCLUDE line command to Keypad Mode and issue a prompt.
  - (5) Defines CTRL/G to return to the MAIN buffer.
  - (6) Creates a buffer named GENERAL and moves there.
  - (7) Inserts the Line Mode command SET SEARCH GENERAL.
  - (8) Adds GENERAL to the list of valid Line Mode commands.
  - (9) Returns to the first line of the MAIN buffer.
-

## DEFINING KEYS

PRO/EDT provides two commands to define keys: CTRL/K and DEFINE KEY. The Line Mode command DEFINE KEY allows you to put key definitions in start-up command files and EDT macros, as well as create key definitions during your EDT session. You can only use CTRL/K when working in Keypad Mode.

Refer to the *EDT Editor Manual* for more information and examples.

### Using CTRL/K to Define a Key

Follow these steps to define a key in Keypad Mode:

1. Press CTRL/K.
2. Press the key (or key sequence) you want to define (for example, GOLD A or CTRL/H).
3. Type in the key definition. (You will enter a string of Nokeypad commands and/or press a sequence of keypad function keys.)
4. Type a period.
5. Press ENTER.

In order to define keys, you need to be familiar with Nokeypad commands. Refer to the *EDT Editor Manual* for detailed information.

**NOTE:** Use CTRL/U to cancel the definition process. CTRL/U causes the cursor to return to its former position in the text buffer. To resume your key definition, you must press CTRL/K and start over again.

The following example uses D and SEN. D is the delete command and SEN refers to a string of characters (a sentence) enclosed by delimiters (periods, question marks, exclamation points, etc.). This example defines CTRL/A to delete the sentence at the cursor position.

Use LETTER.TXT to practice defining keys.

To define a key, do the following:

1. Press CTRL/K.
2. EDT responds with the following:  
Press the key you wish to define

3. Press CTRL/A.
4. EDT responds with the following:  
Now enter the definition terminated by ENTER
5. Type the following:  
DSEN. <ENTER>
6. Press ADVANCE to set the delete direction to forward.
7. Position the cursor at the beginning of the first sentence.
8. Press CTRL/A.

Notice that *Thurman* is also deleted. The reason is that EDT defines a sentence as a string of characters between delimiters. In this case, the delimiters are the period before *Thurman* and the period ending the first sentence.

To return this deleted text to the letter you can either retype what was deleted; or you can do the following:

1. Press GOLD COMMAND.
2. Type the following:  
\*QUIT <ENTER>

This exits the file without saving the changes, and returns you to the EDT menu. When you edit LETTER.TXT again, notice that the deleted line is still in the text.

Now move the cursor to the beginning of the third paragraph. Repeat Step 8 above and notice what happens. EDT deletes only the characters between the delimiters (two periods).

### Using the DEFINE KEY Command

To use a key you have defined with the DEFINE KEY command, you must be in Keypad Mode.

Use the following syntax with the DEFINE KEY command:

```
*DEFINE KEY key-name AS "string." <RETURN>
```

Key-name is the name of the key or its keypad number (for example, DEFINE KEY GOLD F or DEFINE KEY 3). (Refer to Figures 5-2 and 5-3 for key names)

and keypad numbers.) Type the string which is the actual definition, completely in Nokeypad syntax. Follow the Nokeypad commands with a period, and enclose the definition (and the period) with double or single quotes.

Use the following steps to define a key with the DEFINE KEY command.

1. Press CTRL/Z.
2. At the \* prompt, type the following:  
\*DEFINE KEY
3. Type the key-name you want to define followed by the word AS (for example, DEFINE KEY CONTROL B AS ...)
4. Enter a string of Nokeypad commands followed by a period. Enclose the string and the period in double quotes (for example, DEFINE KEY CONTROL B AS "D+NL.")
5. Press RETURN to send the command to the computer.

In the following example, the keypad key 5 is redefined to display the HELP screen.

```
*DEFINE KEY 5 AS HELP.
```

When you use the DEFINE KEY command to define control keys, for example, CTRL/A, type the word CONTROL:

```
*DEFINE KEY CONTROL A AS "string."
```

When you want to define the GOLD key, for example, GOLD 5, type the word GOLD:

```
*DEFINE KEY GOLD 5 AS "string."
```

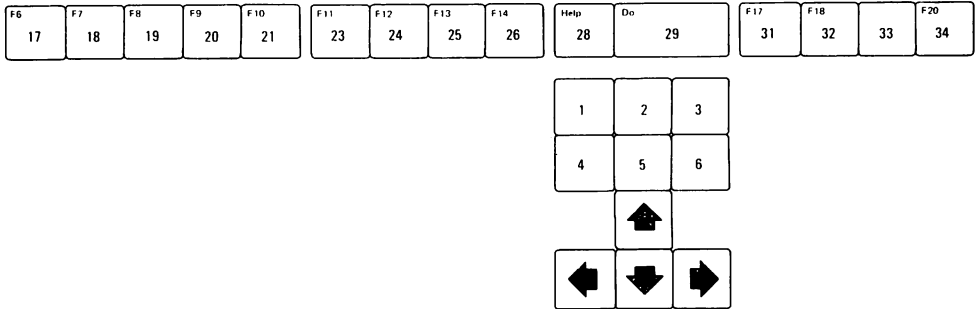
When you want to redefine a function key on the Professional keyboard, type the word FUNCTION:

```
*DEFINE KEY FUNCTION n AS "string."
```

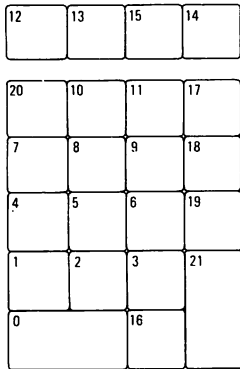
where n is any function key number from 1 to 34. FIND is FUNCTION 1. Thus, keys 1 through 21 are different from keys FUNCTION 1 through FUNCTION 21.

The FUNCTION key numbers for your Professional keyboard are used with both the upper six keys on the editing keypad and the function key row on the top of the keyboard.

To redefine function keys with the DEFINE KEY command, you must know their PRO/EDT key numbers. Figures 5-2 and 5-3 show these numbers for the Professional keyboard.



**Figure 5-2**  
Function Key Numbers for the Professional Keyboard



**Figure 5-3**  
Keypad Numbers for the Professional Keyboard

**Keys That Can Be Defined**

You can define all keypad keys, all function keys, and GOLD keys combined with either a keypad key or a function key. For example,

- \*DEFINE KEY 8 AS "string."
- \*DEFINE KEY GOLD 8 AS "string."
- \*DEFINE KEY FUNCTION 34 AS "string."

You can define GOLD keyboard keys. A GOLD keyboard key refers to the combination of GOLD with a key on the main keyboard.

```
*DEFINE KEY GOLD A AS "string."
```

When you define a GOLD keyboard key sequence, enclose the following symbols with double quotes:

! (exclamation point)

% (percent sign)

```
*DEFINE KEY GOLD "!" AS "string."
```

**NOTE:** When you define a " (double quote), surround it with ' (single quotes). For example, DEFINE KEY GOLD "' AS "string." And, when you define a ' (single quote), surround it with double quotes. For example, DEFINE KEY GOLD "' AS "string."

You can also define keys using the CTRL key with letter keys as well as with [] (brackets), a \ (backslash), a ~ (tilde), a ^ (circumflex), or an \_ (underscore).

```
*DEFINE KEY CONTROL A AS "string."
```

```
*DEFINE KEY CONTROL ^ AS "string."
```

You can also define GOLD CTRL keys (for example, DEFINE KEY GOLD CONTROL AS "string."). When you use GOLD and CTRL, press the GOLD key first, then hold down the CTRL key while you press the keyboard key.

### Saving Defined Keys

Once you define a key, it stays defined throughout your editing session until you type EXIT or QUIT, or redefine the key. You can save key definitions, however, by including them in your start-up command file or in a macro file. A sample section from a start-up command file follows:

```
DEFINE KEY CONTROL R AS "EXT INCLUDE ?'INCLUDE FILE: ' <RETURN>" (1)
DEFINE KEY CONTROL G AS "EXT FIND = MAIN." <RETURN> (2)
DEFINE KEY CONTROL L AS "EXT EXIT." <RETURN> (3)
DEFINE KEY CONTROL N AS "EXT QUIT." <RETURN> (4)
```

---

### Notes

- (1) When you press CTRL/R, EDT prompts you for a file to include.
-

- 
- (2) When you press CTRL/G, EDT puts you at the top of the MAIN buffer.
  - (3) When you press CTRL/L, EDT exits and saves your most current work.
  - (4) When you press CTRL/N, EDT exits and does not save your most current work.
- 

**NOTE:** Using the Nokeypad EXT (extend) command allows you to define keys to process Line Mode commands.

Refer to Appendix B for the list of Nokeypad editing commands.

### PROTECTING YOUR PRO/EDT SESSION

While you are editing or inserting text, PRO/EDT is keeping track of the keystrokes you enter at your terminal. PRO/EDT records this information in a file called a *journal file*. Unless you specify otherwise, this journal file disappears as soon as you give the EXIT or QUIT command. However, when you experience a system interruption, the journal file remains.

The journal file does not contain a version of your text. Rather, it contains a *record* of most of the keystrokes you entered during the session. By combining the journal file with the text that you had at the beginning of your session, you can recover your session to a point just before the interruption.

**NOTE:** Sometimes the last few keystrokes are missing. This is normal. However, work from earlier in your session will not be omitted.

The following example demonstrates how to recover a file after the editing session has been interrupted.

```
EDT>/RECOVER filename <RETURN>
```

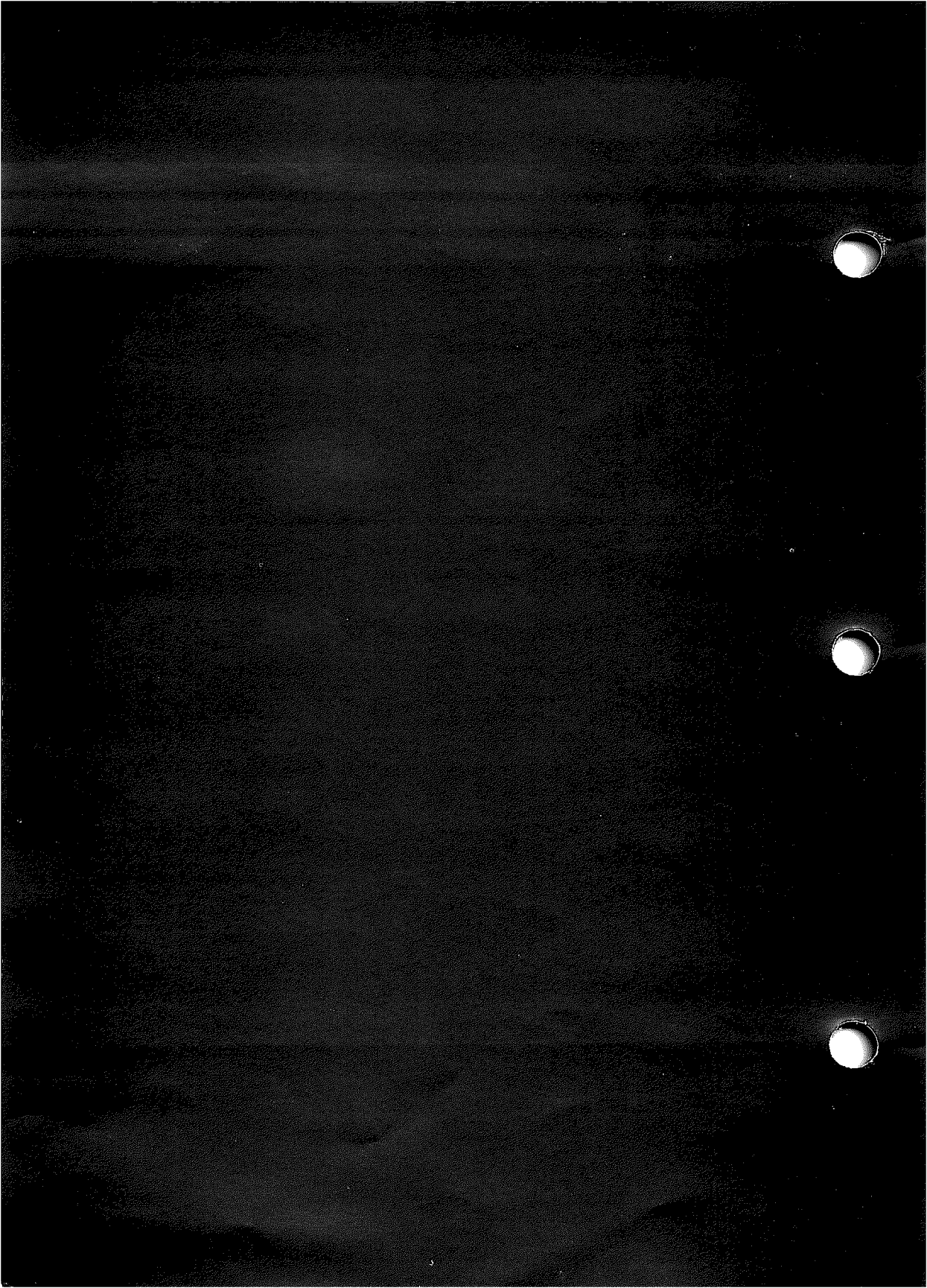
When working with journal files, you will notice that they have a file type of .JOU. The filename is the same as the file you were editing. If for some reason the system interrupted while you were working with LETTER.TXT, EDT would create a file called LETTER.JOU. Then, when you typed at the EDT> prompt, /RECOVER LETTER.TXT, EDT would display the editing session, scrolling the text on the screen as it processes most keystrokes. When it finishes, you can continue editing.

To see how the /RECOVER qualifier works, follow these steps:

1. Invoke EDT to create a file named EXERCISE.TXT.
2. Insert whatever text you want into EXERCISE.TXT and perform a number of edits.
3. Switch your Professional OFF. Wait a few seconds, then switch it ON again.
4. Use the menus to bring the EDT> prompt on the screen.
5. Type in the following:  
EDT>/RECOVER EXERCISE.TXT <RETURN>
6. Ensure that your last few keystrokes were recovered and continue to edit the file.
7. Press CTRL/Z when you are finished.
8. Type either one of the following:
  - \*EXIT <RETURN> (to leave EDT and save the file) or
  - \*QUIT <RETURN> (to leave EDT and not save the file).

---

# Appendix A



## Appendix A

---

### Line Mode Commands

Press CTRL/Z to enter Line Mode from PRO/EDT's default Keypad Mode.

(To return to PRO/EDT's default Keypad Mode from Line Mode, type C and press RETURN.)

The Line Mode prompt appears on the screen. You can now enter Line Mode commands. Line Mode uses the line as the unit of text. Whenever you see the Line Mode asterisk prompt, you can type a Line Mode command.

Line Mode commands use qualifiers and specifiers in addition to command words. Qualifiers, which modify the way PRO/EDT processes the command, are always optional. You must precede a qualifier with a slash (for example, /QUERY).

Specifiers tell PRO/EDT which part of the text to edit. Optional specifiers are enclosed in square brackets (for example, [=buffer]). The main specifier is the *range*, which specifies the line or lines affected by the command.

The select range is commonly used in EDT. You use select ranges to copy, move, or delete large sections of text. You first set up the select range; then tell EDT what to do with it.

To set up a select range, you must mark one end of that range with the **SELECT** editing key in Keypad Mode, or the **SEL** command in Nokeypad Mode. As you move the cursor to the other end of the text you want selected, EDT highlights this range in reverse video. Now you are ready to have EDT perform an operation on this marked text. Using the Line Mode select range specifier, you can use select ranges with Line Mode commands such as **COPY**, **MOVE**, **DELETE**, and **WRITE**.

This section contains brief descriptions of the Line Mode commands, then the qualifiers, and finally the specifiers. The bold letters in the commands indicate the shortest abbreviations for both command words and qualifiers.

For more detailed information and examples of use, refer to the *EDT Editor Manual*.

**CHANGE** [=buffer] [range] [;nokeypad-command(s)]

Shifts EDT to Keypad or Nokeypad Mode. To shift to Keypad Mode, simply type **CHANGE**. To shift to Nokeypad Mode, precede the command **CHANGE** with the command **SET NOKEYPAD**. Whenever **SET NOKEYPAD** is in effect, you must issue the command **SET KEYPAD** before typing **CHANGE** to shift to Keypad Mode.

**CLEAR** buffer

Deletes the entire specified buffer from your EDT session. The name of the cleared buffer no longer appears in the **SHOW BUFFER** list unless the cleared buffer is **MAIN** or **PASTE**. Do not precede the buffer name with an equal sign or the word "BUFFER."

**COPY** [=buffer-1] [range-1] **TO** [=buffer-2] [range-2]  
[/QUERY] [/DUPLICATE:n]

Makes a copy of the text specified by range-1 and puts the copy in range-2. The text remains in range-1 as well. The default for range-1 and range-2 is the current line.

**CTRL/C**

Aborts certain EDT operations such as **WRITE**, **PRINT**, and **TYPE**. If the operation is aborted, EDT prints "Aborted by CTRL/C." If the operation is not aborted, EDT prints "CTRL/C ignored."

**CTRL/R**

Refreshes the current line, leaving EDT at the end of the line, enabling you to type additional characters on that line.

**CTRL/Z**

Causes EDT to exit from the insert state. Use after INSERT and REPLACE.

**DEFINE KEY** key-name AS "string"

Defines a keypad editing key. You must use the Line Mode command DEFINE KEY in start-up command files and EDT macros. Key-name is the spelled out version, which uses CONTROL for the CTRL key and the PRO/EDT keypad numbers for keypad keys. (See Figures 5-2 and 5-3 for PRO/EDT's keypad numbers.) "String" is one or more Nokeypad commands, enclosed in quotation marks. (See the Defining Keys section in Chapter 5.)

**DEFINE MACRO** macro-name

Defines the name of an EDT buffer containing the macro to be a new Line Mode command for the duration of your EDT session. (See Defining Macros section in Chapter 4.)

**DELETE** [=buffer] [range] [/QUERY]COMMAND: **DM SEL**

Deletes the specified text. If you supply no specifiers, EDT deletes the current line.

**EXIT** [file-spec] [/SEQUENCE[:initial[:increment]]] [/SAVE]

Ends the EDT session, saving a copy of the MAIN buffer text in an external file. If you supply a *file specification*, EDT creates a file with that name and copies the contents of the MAIN buffer into that file.

**FILL** [=buffer] [range]

Reformats lines of text so as many whole words as possible are included within the current EDT SET SCREEN width or SET WRAP value. If SET WRAP is in effect, FILL uses that value rather than the SET SCREEN width. If you supply no specifiers, EDT assumes that a screen mode select range is active.

**FIND** [=buffer] [range]

Moves EDT to the specified buffer or range. It does not display text. If you supply no specifiers, EDT remains at the current line.

**HELP** [topic [subtopic ... ]]

Prints information on various EDT topics at your terminal. If you supply no topic, HELP gives information on how to use the EDT HELP facility.

**INCLUDE** file-spec [=buffer] [range]

Copies the specified file into the specified buffer or range. If you give no range specifiers, it places the copy above the current line.

**INSERT** [=buffer] [range] <RETURN> text ... <CTRL/Z>  
or

**INSERT** [=buffer] [range] ;line-to-be-inserted

Inserts text at the specified range. If you give no range, EDT inserts the text above the current line. The first form enables you to insert as many lines as you need. The second form can accommodate only one line of text at a time.

**MOVE** [=buffer-1] [range-1] **TO** [=buffer-2] [range-2] [/QUERY]

Deletes the text from range-1 and inserts it at range-2. The default for range-1 and range-2 is the current line.

{null} (implied TYPE)

[=buffer] [range]

The {null} command is an implied TYPE command. Both {null} and TYPE have the same function, but use slightly different syntax. The {null} command consists simply of a buffer and/or range specifier with no command word. To avoid confusing EDT, you must use a percent sign (%) before range specifiers that are words, for example, %BEGIN or %END, whenever the word is the first element in the {null} command. However, if your {null} command is .THRU END, you do not need the percent sign before the word END. The TYPE command takes two qualifiers; {null} has none.

**PRINT** file-spec [=buffer] [range]

Puts a copy of the specified buffer in an external file in the current or specified directory. EDT adds a form feed and two blank lines for every 60 lines it copies to the external file. Also, the EDT line numbers become part of the text in the external file. EDT does not resequence the lines when it processes the PRINT command. The line numbers remain exactly as they were before you issued the PRINT command.

**QUIT** [/SAVE]

Ends your EDT session without saving a copy of your editing work. The /SAVE qualifier saves only a copy of the journal file, not the edited text.

**REPLACE** [=buffer] [range] <RETURN> text ... <CTRL/Z>  
or

**REPLACE** [=buffer] [range] ;line-to-be-inserted

Deletes the text specified by buffer or range and shifts to the insert state. If you give no range specifiers, EDT deletes the current line. The first form enables you to insert as many lines as you need. The second form can accommodate only one line of text at a time.

**RESEQUENCE** [=buffer] [range]

[/SEQUENCE [:initial [:increment]]]

Renumbers the EDT line numbers for the specified range. If you supply no range, EDT renumbers the entire current buffer. The default values for :initial and :increment are 1. If you omit the /SEQUENCE qualifier, EDT uses those default values.

**SUBSTITUTE**[/string-1/string-2/ [=buffer] [range]

[/BRIEF[:n]] [/QUERY] [/NOTYPE]

Replaces string-1 with string-2. If you omit string-1, EDT uses the current search string. If you supply no range specifiers, the substitution takes place on the current line. You can replace the slashes surrounding the strings with any punctuation mark (except % and \_) that does not occur in either string. You must always use the / (slash) to indicate any qualifiers in the command line.

[SUBSTITUTE] NEXT[/string-1/string-2/]

Replaces the next occurrence of string-1 with string-2. If the string to be deleted is the current search string and the replacement string is the current substitute string, you do not have to include either the strings or the delimiters with the command. If you choose to use the word or abbreviation for SUBSTITUTE, you must separate it from NEXT (or N) with a space. You can replace the slashes surrounding the strings with any punctuation mark (except % or \_) that does not occur in either string.

**TAB ADJUST** [-]n [=buffer] [range]

Indents the specified line(s) by the current SET TAB value multiplied by the level count n. Use the minus sign to move indented text back toward the left margin. If you supply no range specifiers, EDT assumes that a screen mode select range is active.

**TYPE** [=buffer] [range] [/BRIEF[:n]] [/STAY]

Displays the specified lines at your terminal. If you supply no range specifiers, EDT displays the current line. If you specify a buffer without a range, EDT displays the entire buffer.

**WRITE** file-spec [=buffer] [range]

[/SEQUENCE [:initial [:increment]]]

Puts a copy of the lines specified by range into the specified file. If you supply no range specifiers, EDT copies the entire current buffer.

**LINE MODE QUALIFIERS**

Line Mode qualifiers affect the way EDT processes a command. You can only use certain qualifiers with certain commands. Whenever you use a qualifier, you must type the / (slash) before the qualifier name to signal EDT that the following letters refer to a qualifier, not a command word or string. Qualifiers are always the last element in a Line Mode command line.

**/BRIEF[:n]**

EDT displays only the first n characters of a line or lines. The default value for n is 10. Use with **SUBSTITUTE** and **TYPE**.

**/DUPLICATE:n**

EDT copies the text n times in the same range. Use with **COPY**.

**/NOTYPE**

EDT displays only the substitution message, not the lines in which substitutions took place. Use with **SUBSTITUTE**.

**/QUERY**

EDT prompts with a ? (question mark) to verify if you want the operation performed on the particular line it has just displayed. Use with **COPY**, **DELETE**, **MOVE**, and **SUBSTITUTE**. The responses are:

- Y (YES) Perform the command on this line.
- N (NO) Do not perform the command on this line.
- A (ALL) Perform the command on all remaining lines.
- Q (QUIT) Do not perform the command on any remaining lines.

**/SAVE**

EDT saves a copy of the journal file in the current directory. Use with **EXIT** and **QUIT**.

**/SEQUENCE [:increment [:initial]]**

With **RESEQUENCE**, assigns new line numbers to the specified lines. The default values for :increment and :initial are 1.

With **EXIT** and **WRITE**, **/SEQUENCE** causes the EDT line numbers to be retained as sequence numbers in the external file. EDT uses these sequence numbers as EDT line numbers when you next edit the file. If :increment and :initial are omitted, EDT uses the EDT line numbers as the sequence numbers. (See the *EDT Editor Manual* for details.)

**/STAY**

Maintains EDT's current position in the text regardless of which lines you have asked EDT to display. Use with **TYPE**.

## LINE MODE SPECIFIERS

Line Mode specifiers refer to information that you supply to EDT. In place of the specifier name, type the name of a buffer, key, or macro (for example, CLEAR PASTE).

### buffer

The name of an EDT buffer (additional storage area). When you use buffer with the CLEAR command, do not precede it with a buffer signal. With all other commands, use either the = (equal sign) immediately before the buffer name (for example, =MAIN) or the word BUFFER followed by a space before the buffer name (for example, BUFFER MAIN). If the buffer does not exist, EDT creates one, except in the case of CLEAR. EDT moves to the named buffer, except for CLEAR, WRITE, and PRINT.

### file-specification

The specification for an external file can include a directory specification. With INCLUDE, tells EDT which file to copy into your editing session. With EXIT, PRINT, and WRITE, tells EDT which file to create to hold text from your editing session. If you include directory information, the directory must exist and you must have access to it. The three-character (.XXX) file types must be used in file specifications. PRO/EDT doesn't understand P/OS file types, which are words spelled out, like "text" or "document." File types are .TXT and .DOC, respectively.

### key-name

The name of the key you want to define with the command DEFINE KEY. Use the special EDT key-name, (for example, CONTROL B for CTRL/B) or keypad key number to designate the key. (See Figures 5-2 and 5-3.)

### macro-name

The name of the macro you are defining, which must be the name of the buffer containing the macro.

### nokeypad-command(s)

One or more Nokeypad commands joined together on a single line. Separate the Nokeypad commands from the CHANGE command with a semicolon.

**range**

The range specifier is used with these Line Mode commands:

CHANGE	{null}
COPY	PRINT
DELETE	REPLACE
FIND	RESEQUENCE
INCLUDE	SUBSTITUTE
INSERT	TYPE
MOVE	WRITE

The range specifier can reference one line or a group of lines, depending on your needs or the command with which you use the range. When you use the string specifier with most Line Mode commands, EDT considers that you are referencing the entire line. For example, if you issue the command DELETE "string", EDT deletes the entire line that contains the quoted string.

**string**

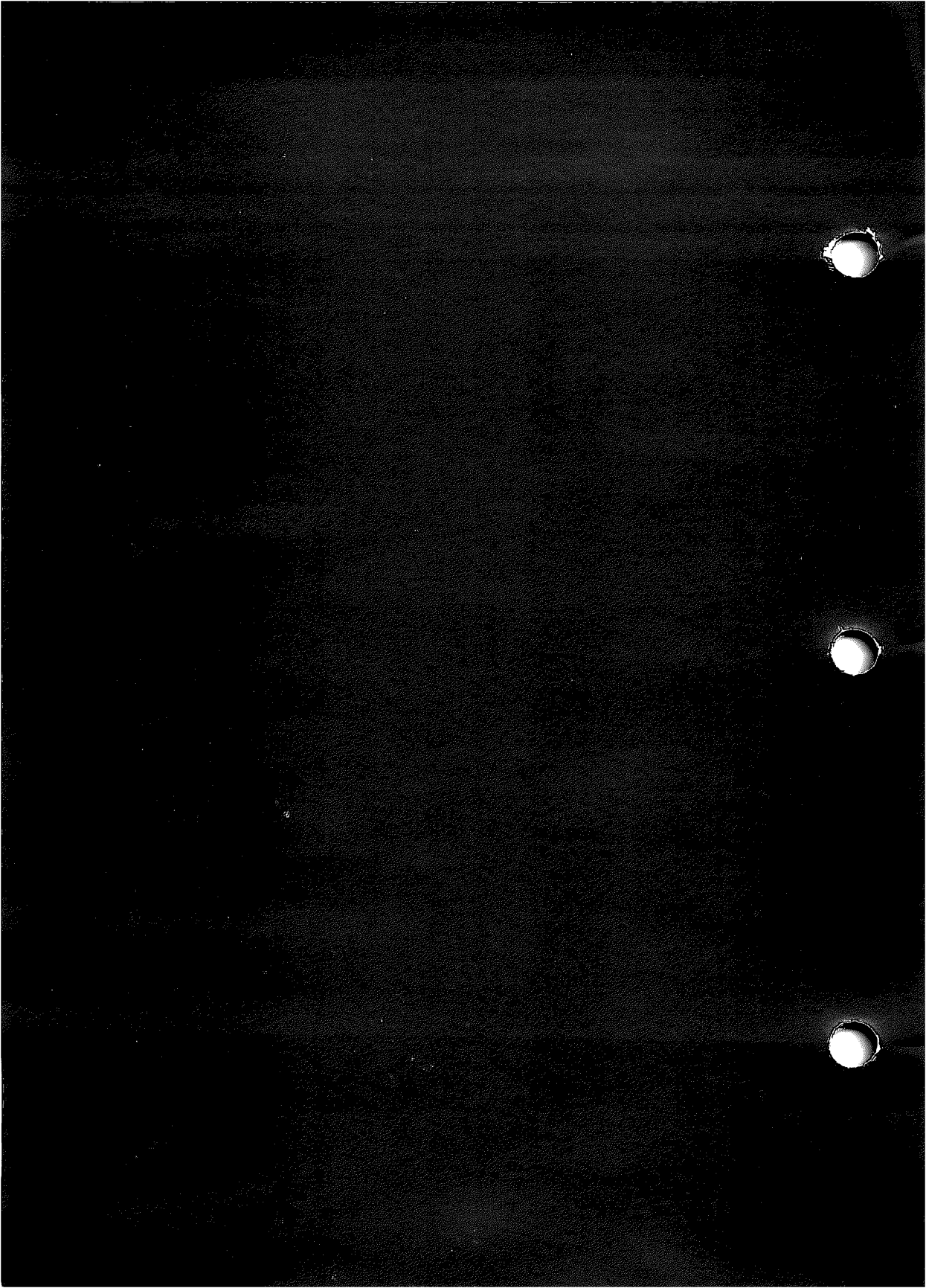
A group of contiguous characters. In Line Mode, the string specifier is the nokeypad definition used with DEFINE KEY.

**string-1, string-2**

String-1 is always the search string; string-2 is always the substitute string. In SUBSTITUTE commands, EDT always replaces string-1 with string-2.

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Appendix B



## Appendix B

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### Nokeypad Mode Commands

To use Nokeypad Mode to create a new document, at the EDT> prompt, do the following:

1. Type the document's filename and press RETURN. PRO/EDT displays the [EOB] symbol.
2. Press CTRL/Z. The Line Mode \* prompt appears. Type in the following:

```
*set nokeypad <RETURN>  
*c <RETURN>
```

PRO/EDT shows you the [EOB] symbol again. You can now use Nokeypad commands to create your document.

To return to Line Mode from Nokeypad Mode, type the following:

```
ex <RETURN>
```

PRO/EDT displays the Line Mode \* prompt.

To change from Line Mode to Keypad Mode, type the following:

```
*set keypad <RETURN>  
*c <RETURN>
```

This allows you to use the keypad keys to edit your document.

Nokeypad Mode is a screen editor for use with terminals equipped with a CRT or monitor (as opposed to a hardcopy or printer type of terminal). It does not use the numeric keypad, such as the one on the Professional keyboard. Text appears on the upper lines of the screen. Nokeypad commands appear at the bottom of the screen as you type them. When you press RETURN, EDT processes the commands.

Nokeypad commands are the basis for Keypad Mode key definitions. (Refer to Defining Keys section in Chapter 5.) Nokeypad commands consist of English words and abbreviations. A number of commands take the *entity* specifier to determine which part of the text will be affected by the command. For more information on Nokeypad editing, refer to the *EDT Editor Manual*.

Nokeypad specifiers are described after the Nokeypad commands.

#### **ADV**

Advance sets EDT's current direction to forward. ADV is the proper syntax.

#### **APPEND**

**[+ -] [count] APPEND [+ -] [count] entity [=buffer]**

Deletes the specified entity from the current buffer and places it at the end of either the paste buffer or the specified buffer.

#### **ASC**

**[number]ASC**

ASCII uses a character's decimal equivalent value to insert that character into the text. Valid decimal values range from 0 to 255. If you supply no number, EDT inserts the null character (decimal 0). (See Appendix D for ASCII values.)

#### **BACK**

Backup sets EDT's current direction to backward. BACK is the proper syntax.

#### **BELL**

Sounds the terminal bell.

#### **CHGC**

**[+ -] [count] CHGC [+ -] [count] entity**

Change case changes the case of ALL letters in the specified entity. All uppercase letters are changed to lowercase, and all lowercase letters become uppercase.

**CHGL**

**[ + - ][count]CHGL[ + - ][count]entity**

Change case lower changes all uppercase letters in the specified entity to lowercase.

**CHGU**

**[ + - ][count]CHGU[ + - ][count]entity**

Change case upper changes all lowercase letters in the specified entity to uppercase.

**[count]^[character]**

Circumflex allows you to insert ASCII control characters (decimal values 0 through 31) in text or command lines. If you supply no character, EDT inserts the null character (decimal 0). (See Appendix D for ASCII values.)

**CLSS**

Clear search string deletes the contents of the search buffer.

**CTRL/C**

Aborts certain EDT operations, such as searches.

**CTRL/Z**

Causes EDT to exit from the Insert Mode. Use with I (insert) and R (replace).

**CUT**

**[ + - ][count]CUT[ + - ][count]entity[ = buffer]**

Deletes the specified entity from the current buffer and places it in either the paste buffer or the specified buffer.

**D**

**[ + - ][count]D[ + - ][count]entity**

Delete removes the specified entity. If the entity is a character, word or part of a word, or line or part of a line, EDT stores the text in one of its special buffers: delete character buffer, delete word buffer, or delete line buffer.

**DATE**

Inserts the current date and time into your text.

**DEFK**

Define key assigns a keypad editing key for key definition.

**DESEL**

Deactivate select cancels the select range.

## **DLWC**

Default lowercase changes EDT's default move state so that wherever the cursor moves, all uppercase letters change to lowercase.

## **DMOV**

Default move changes EDT's default move state from either DLWC or DUPC back to the normal state, in which the case of letters is unaffected by cursor movement.

## **↓** (down arrow)

The down arrow key moves the cursor down to the corresponding column position on the line below the current line.

## **DUPC**

Default uppercase changes EDT's default move state so that wherever the cursor moves, all lowercase letters change to uppercase.

## **EX**

Exit to Line Mode shifts EDT from Nokeypad Mode to Line Mode.

## **EXT**

### **EXT line mode command**

Extend enables you to use a Line Mode command without leaving Nokeypad Mode. It cannot be used with parentheses and a repeat count.

## **FILL**

### **[ + - ][count]FILL[ + - ][count]entity**

Reformats text so that as many whole words as possible are fit within the current EDT SET SCREEN width (80 or 132) or SET WRAP value. If SET WRAP is in effect, FILL uses that value rather than the SET SCREEN width.

## **HELP**

Used only to define a keypad editing key to access Keypad Mode HELP information.

## **I**

**I**text<CTRL/Z>

or

**I** <RETURN> text <CTRL/Z>

Insert allows you to insert text at the current cursor location. The first form inserts the text that is typed on the command line. There is no space between the insert command (I) and the text to insert. CTRL/Z follows the text. Use the second form to insert more than one line of text. EDT shifts the cursor back to its former position in the text displayed on your screen. When you finish inserting the text, press CTRL/Z to exit from the insert state.

**KS**

Used directly after the PASTE command to have EDT position the cursor on the last character of the inserted text if EDT's direction is forward, or the first character in the inserted text if EDT's direction is backward.

← (left arrow)

The left arrow key moves the cursor one character to the left.

**“move”**

[ + - ][count]entity

The “move” command consists simply of the entity specifier with or without a sign or count specifier. Moves the cursor by the specified entity. If you specify a string, EDT moves the cursor to that string.

**PASTE**

[count]PASTE[ = buffer]

Inserts the entire contents of the paste buffer or the specified buffer into the text to the left of the cursor.

**QUIT**

Ends your EDT session without saving a copy of any editing work.

**R**

[ + - ][count]R[ + - ][count]entity

Replace deletes the specified entity and shifts to the insert state. EDT returns the cursor to the screen so you can enter new text. Use CTRL/Z to exit from the insert state.

**REF**

Refreshes the screen.

→ (right arrow)

The right arrow key moves the cursor one character to the right.

**S**

[ + - ][count]S/[string-1]/string-2/

Substitute moves to the next occurrence of string-1 and replaces it with string-2. The slashes surrounding the strings can be replaced by any other punctuation mark that does not occur in either string, but all three delimiters must be identical.

**SEL**

Select marks one end of a select range. When you move the cursor again, the characters that the cursor passes over become an active select range.

**SHL****[count]SHL**

Shift left shifts the screen image one tab stop (eight columns) to the left. It has no effect on the text.

**SHR****[count]SHR**

Shift right shifts the screen image one tab stop (eight columns) to the right if the text has already been shifted to the left. It has no effect on the text.

**SN****[+ -][count]SN**

Substitute next uses the current search and substitute strings, locating the next occurrence of the search string and replacing it with the substitute string.

**SSEL****SSEL“string”**

Search and select locates the quoted string and makes it an active select range.

**TAB****[count]TAB**

Moves the text to the right of the cursor (including the cursor character) over to the nearest preset EDT tab stop. If SET TAB is in effect and the cursor is in column one of a line, EDT indents the line by the current SET TAB value multiplied by the current tab level count.

**TADJ****[+ -][level-count]TADJ[+ -][entity-count]entity**

Tab adjust indents lines of text using the current SET TAB value. Use L, PAR, or PAGE for entity.

**TC**

Tab compute resets the indentation level to the current cursor position if that position is a multiple of the current SET TAB value.

**TD****[count]TD**

Tab decrement decreases the current indentation level count. The indentation level count is generally set by the TC (tab compute) command. It can be altered by a subsequent TC command, TD command, or TI (tab increment) command. The TD command only resets the indentation level count. You must use the TAB command to move the text. TD has no effect on EDT if SET NOTAB is in effect. Use the Line Mode SET TAB command to establish a SET TAB value.

**TGSEL**

Toggle select cancels a select range if the select range is active. If no select range is active, TGSEL sets one end of the new select range.

**TI**

**[count]TI**

Tab increment increases the current tab level count by one.

**TOP**

Moves the current cursor line to the top of the screen if there are more than 22 lines between the cursor line and the beginning of the buffer. If there are less than 22 lines to the end of the buffer, TOP has no effect on the screen image.

**UNDC**

**[count]UNDC**

Undelete character inserts the contents of the delete character buffer to the left of the cursor.

**UNDL**

**[count]UNDL**

Undelete line inserts the contents of the delete line buffer to the left of the cursor.

**UNDW**

**[count]UNDW**

Undelete word inserts the contents of the delete word buffer to the left of the cursor.

**↑ (up arrow)**

The up arrow key moves the cursor up to the corresponding column position on the line above the current line.

**NOKEYPAD MODE SPECIFIERS**

No keypad specifiers refer to information that you supply to EDT. In place of “buffer” and “entity,” for example, you type the name of the buffer or entity. Note the difference between the string entity and the string specifier used with commands such as S, SN, and SSEL.

**+ -**

Determines the direction for the individual command, but does not change EDT’s current direction.

+ is to the right, toward the bottom of the buffer;

- is to the left, toward the top of the buffer.

**= buffer**

When used with CUT or APPEND, determines which storage area to use for the deleted text. With PASTE, tells EDT where to find the text to insert in the current buffer.

**count**

When count precedes the command, it determines how many times to repeat the command. When count precedes the entity, it determines how many entities the command affects. Generally, a repeat count has the same effect as an entity count (for example, 2DC is the same as D2C).

**entity**

The portion of text which the command affects.

**line-mode-command**

The Line Mode command line that you type with EXT. EDT performs the Line Mode command(s) without leaving Nokeypad Mode.

**string**

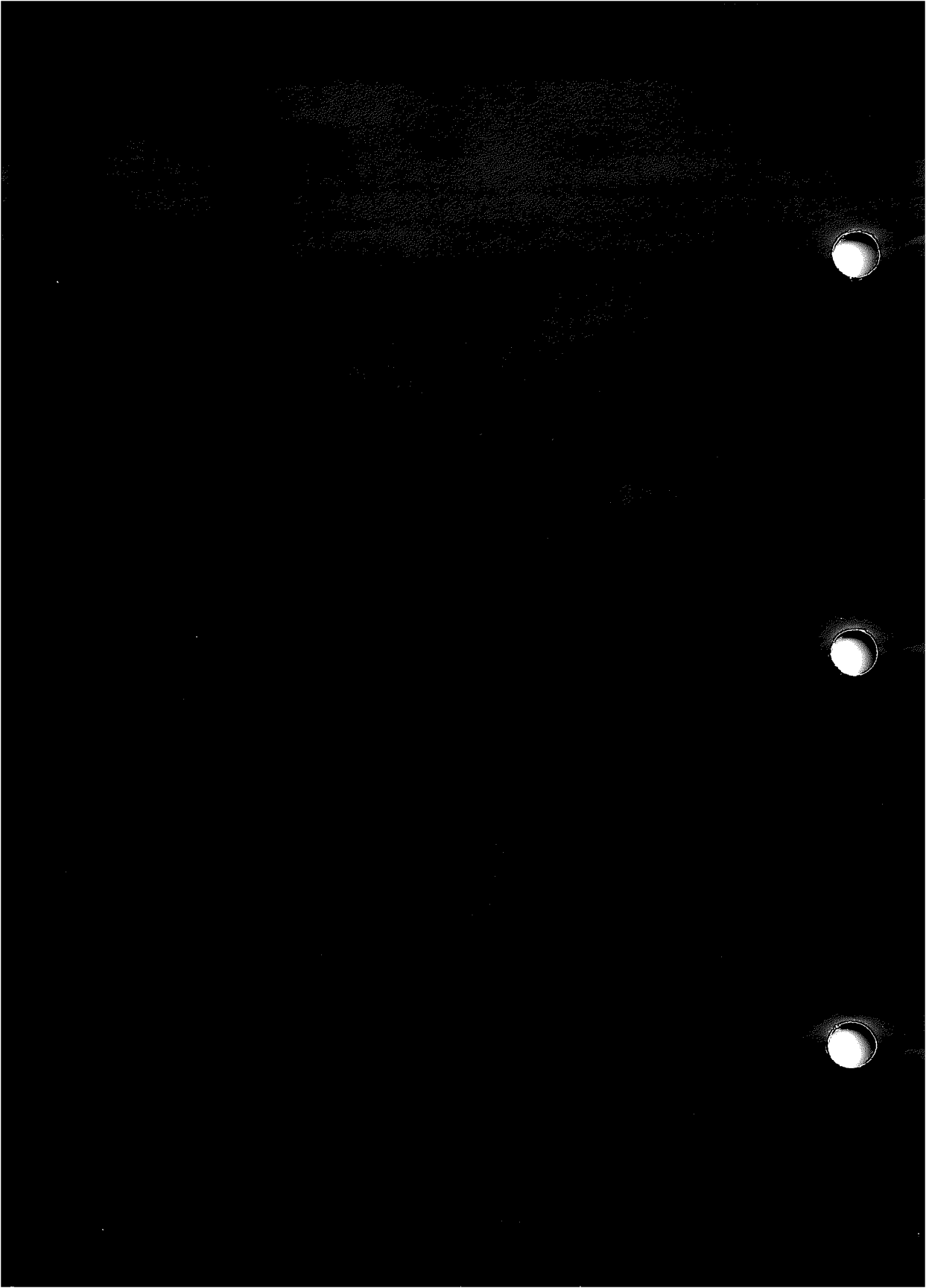
A search string with SSEL.

**string-1, string-2**

String-1 is always the search string; string-2 is always the substitute string. In substitute commands, EDT always replaces string-1 with string-2.

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# Appendix C



## Appendix C

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### PRO/EDT Messages

#### **PRO/EDT MESSAGES**

PRO/EDT contains a set of messages that identify problems and assist you to complete the present editing operation.

Most messages consist of a pointer line, which is a ^ (circumflex), and the message. The pointer indicates the position of the problem in the command.

The messages and their explanations follow.

#### **'.' required**

The command requires a period or other special character (shown enclosed in single quotes).

#### **Aborted by CTRL/C**

This message occurs when you are in Keypad Mode and enter a CTRL/C after entering a command.

#### **Advance past bottom of buffer**

The message indicates that you attempted to move the cursor past the end of the buffer.

#### **Attempt to CUT or APPEND to current buffer**

This message occurs when you have tried to perform a CUT or APPEND and have named the current text buffer as the destination text buffer. The default destination is the paste buffer.

**Attempt to PASTE the current buffer**

The PASTE command attempted to paste text into the same text buffer that contains the text to be pasted.

**Backup past top of buffer**

The command entered would move the cursor to a position preceding the first line (top) of the buffer.

**Change mode may be entered only from the terminal**

You cannot enter change mode when you run EDT from a batch command file or from your start-up command file. Because there is no terminal associated with this job, you cannot enter Change Mode.

**Command buffer exhausted**

The string of Change Mode commands exceeds 255 characters.

**Command file could not be opened**

The command file given in the command line cannot be opened. EDT will also display an associated file system message for the error.

**Command file does not exist**

The command-file parameter in the command line does not exist in the specified directory.

**Consistency check failed, please check your file**

There is a discrepancy between the number of lines and characters entered during the editing session and the number of lines and characters present when the editing session ends. You should check for possible errors in your output file. This message indicates that there is a problem in EDT.

**Could not align tabs with cursor**

The cursor is at a position that is not evenly divisible by the tab size when the tab compute function was used.

**Destination for MOVE or COPY not found**

The *range specification* in the command does not exist.

**Entity must be WORD, SENTENCE, PAGE, or PARAGRAPH**

The SET ENTITY command must include one of the four entity options listed.

**Error in command**

The command entered is invalid.

**Error in command option**

The command includes a /NAME where name is not a valid option.

**Error in range specification**

The command requires a range specification which must be complete.

**File specification required**

EDT requires a file specification as a part of the command (WRITE, PRINT, or INCLUDE). This message indicates that a command line using WRITE, PRINT, or INCLUDE did not contain the file specification needed to perform the action.

**Help file could not be opened**

The requested help file cannot be accessed. This indicates an error in system storage (for example, improper installation on the operating system).

**Input file could not be opened**

The command contains faulty syntax, or you specified a nonexistent directory.

**Input file does not exist**

The input file is not contained in the specified directory. (This is a normal message when creating a new file using EDT.)

**Input record too large, truncated to 255 characters**

A record in the input file exceeds 255 characters.

**Insufficient memory**

There is insufficient memory to complete the last command. (This message can occur when you define a new text buffer or use the DEFINE KEY command.)

**Invalid buffer name**

You have used improper syntax for the buffer name in the command.

**Invalid entity**

The entity portion of the Change Mode command is not recognized.

**Invalid option for that command**

You have used an /OPTION where it is not allowed for that command.

**Invalid parameter for SET or SHOW**

The SET or SHOW command does not accept one of the listed parameters (see Chapter 5).

**Invalid subcommand**

You have used an improper name for the Change Mode command.

**Invalid value in SET command**

The command has an invalid keyword.

**I/O error on work file**

EDT is unable to access its text storage area for the file. An additional message will explain the error further, such as "Device full" or "Device write locked."

**Journal file could not be opened**

The journal file is not within your defined access privilege.

**Line exceeded 255 characters, truncated**

The input for the line exceeds 255 characters. The excess was deleted.

**MACRO or KEY required**

The DEFINE command is incomplete. You must include either MACRO or KEY in the command.

**No definition**

You have requested a SHOW KEY definition for an undefined key.

**No output filename**

You have used the EXIT command without having specified a filename, either in the EXIT command or in the command line.

**No select range active**

You did not create a select range prior to entering the APPEND or CUT command.

**No such line**

There are no original line numbers for the specified range.

**Numeric value required**

The command must have a numeric value at the point of the ^ in the command.

**Output file could not be opened**

EDT will display another message describing the error.

**Parenthesis mismatch**

The number of right-hand parentheses [)] does not match the number of left-hand parentheses [(]. (This error occurs when you are entering a Change Mode command string.)

**Parsing stack overflow**

The command has caused the memory space for the parse data to be filled before the command could be validated. Check your *command string*. If it is valid, reenter the command in segments.

**Please answer Y(es), N(o), Q(uit), or A(ll)**

This prompt occurs when you have selected the query qualifier and have failed to respond to the ? prompt.

**Quoted string required**

The command requires a quoted string. The ^ indicates the position of the required quoted string.

**Range must be contiguous**

The range specification for the RESEQUENCE command must be contiguous lines.

**Range specified by /SEQUENCE would cause duplicate or nonsequential numbers**

You have range specifications in the RESEQUENCE command that would cause duplicate or nonsequential numbers.

**String was not found**

The string defined in the range specification cannot be found.

**That key is not definable**

The key selected for the DEFINE KEY command is not available for definition.

**Unexpected characters after end of command**

The command contains a string of one or more characters at the end of the command which are not part of the command. The rest of the command is valid.

**Unrecognized command**

EDT does not recognize or support the command entered. Most likely, you have incorrectly specified the command.

**Unrecognized command option**

The command includes an invalid option or qualifier.

**Work file overflow**

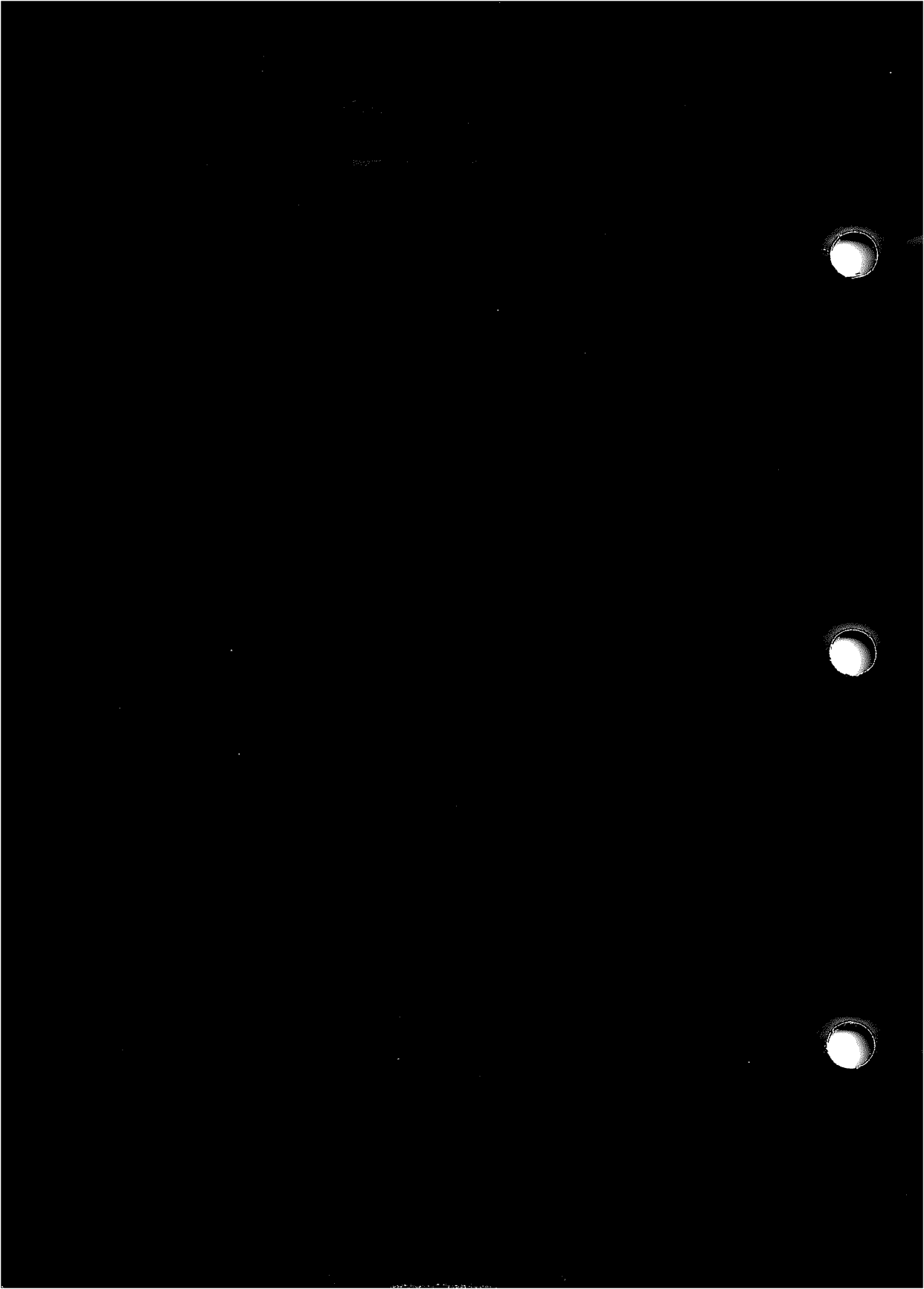
You have exceeded 65536 blocks of text in this editing session.

**Working**

This message is displayed when the command operation requires more than a minimum amount of time to complete. It tells you that EDT is responding to your command.

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# Appendix D



## Appendix D

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### ASCII Decimal Equivalents Table

#### ASCII DECIMAL EQUIVALENTS TABLE

The following table lists the decimal equivalents of ASCII characters.

<i>Decimal Value</i>	<i>ASCII Character</i>	<i>Decimal Value</i>	<i>ASCII Character</i>	<i>Decimal Value</i>	<i>ASCII Character</i>
0	NUL	22	SYN	43	+
1	SOH	23	ETB	44	,
2	STX	24	CAN	45	-
3	ETX	25	EM	46	.
4	EOT	26	SUB	47	/
5	ENQ	27	ESC	48	0
6	ACK	28	FS	49	1
7	BEL	29	GS	50	2
8	BS	30	RS	51	3
9	HT	31	US	52	4
10	LF	32	SP	53	5
11	VT	33	!	54	6
12	FF	34	"	55	7
13	CR	35	#	56	8
14	SO	36	\$	57	9
15	SI	37	%	58	:
16	DLE	38	&	59	;
17	DC1	39	'	60	<
18	DC2	40	(	61	=
19	DC3	41	)	62	>
20	DC4	42	*	63	?
21	NAK				

---

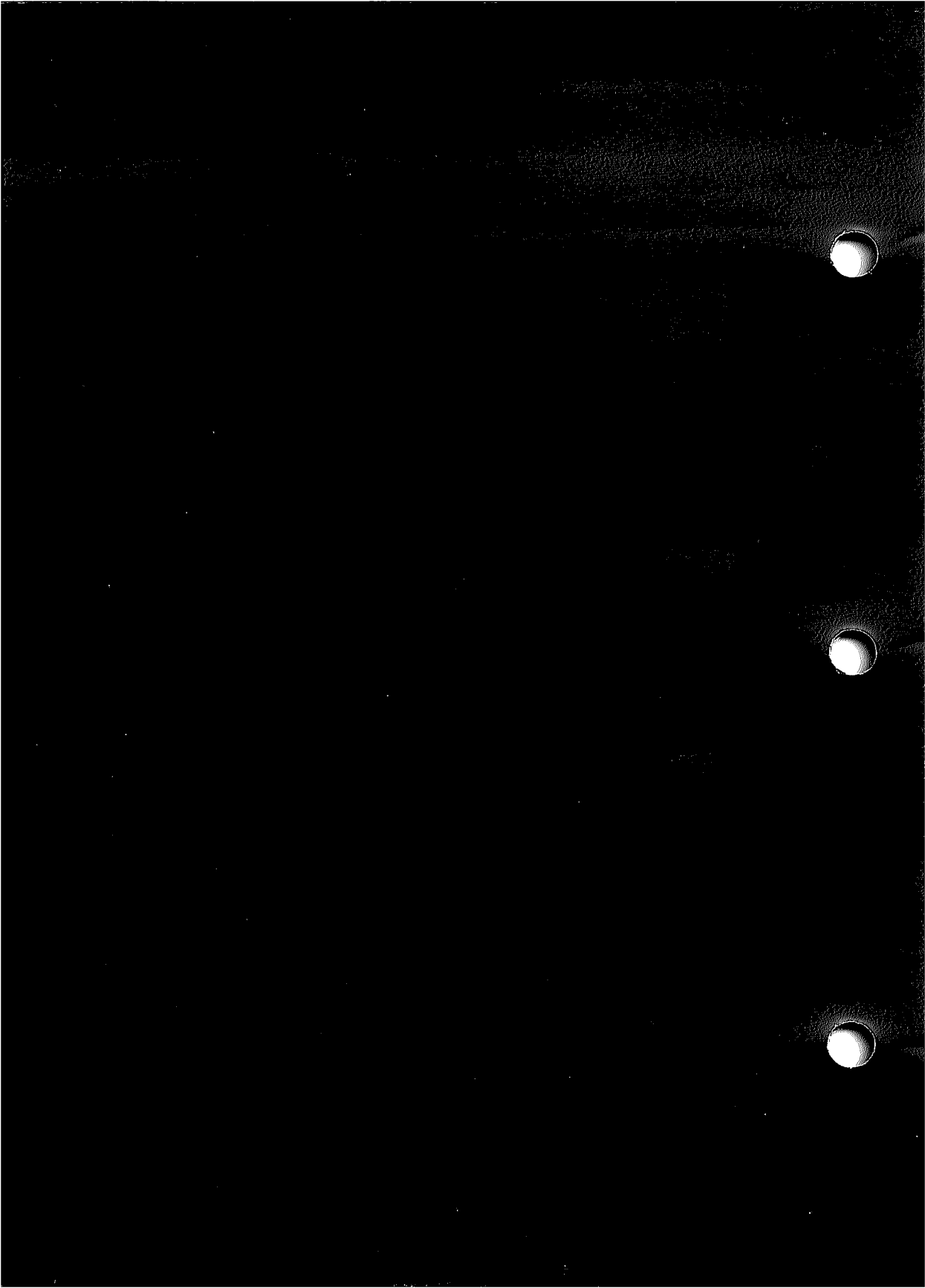
APPENDIX D | PRO/EDT USER'S GUIDE

<i>Decimal Value</i>	<i>ASCII Character</i>	<i>Decimal Value</i>	<i>ASCII Character</i>
64	@	96	`
65	A	97	a
66	B	98	b
67	C	99	c
68	D	100	d
69	E	101	e
70	F	102	f
71	G	103	g
72	H	104	h
73	I	105	i
74	J	106	j
75	K	107	k
76	L	108	l
77	M	109	m
78	N	110	n
79	O	111	o
80	P	112	p
81	Q	113	q
82	R	114	r
83	S	115	s
84	T	116	t
85	U	117	u
86	V	118	v
87	W	119	w
88	X	120	x
89	Y	121	y
90	Z	122	z
91	[	123	{
92	\	124	
93	]	125	}
94	^	126	~
95	_	127	DEL /RUBOUT

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# Glossary



# Glossary

---

**ASCII**

The acronym for American Standard Code for Information Interchange; a standardized code for the 128 characters that encode text. (The decimal values for the ASCII characters are contained in Appendix D.)

**buffer**

An EDT buffer resembles a file in that it occupies storage space in the computer system and contains text. The use of that space is temporary. Buffers exist only for the duration of your editing session. When you end your session, all buffers created during that session are discarded.

**case**

The state of alphabetic characters. Capital letters are uppercase; minuscule letters are lowercase.

**character buffer**

A temporary storage area used to store the last character deleted by an EDT delete character operation.

**command**

An instruction typed by the user at a terminal or included in a command file, which requests the operating system to perform a specified procedure.

**command file**

A file containing command strings.

**command string**

A line (or set of continued lines), normally terminated by pressing RETURN, preceded by a command or (optionally) information modifying the command. The fullest form of the command string contains a command, its qualifiers, its parameters (file specifications, for example), and their qualifiers.

**contiguous**

Contiguous lines or characters are those which are adjacent to one another and whose line numbers form a sequence that does not omit any existing line number.

**control key**

The keyboard character that causes a control action. A control key sequence is usually the combination of the CTRL key and an alphabetic key.

**delimiter**

A punctuation character used to set off strings in commands. In certain cases, strings require quotes (either single or double) as delimiters.

**directory**

A file, used to locate files on a mass storage device, that contains a list of complete filenames and their unique internal identification.

**entity**

A unit of text on which EDT commands operate; for example, character, word, or line.

**external file**

A file that is outside of your editing session. External files can be both input and output files. For example, when you instruct EDT to end the session and save your work with the EXIT command, EDT copies the main buffer text to an external file.

**filename**

The field preceding an extension in a file specification. This field contains a 1- to 9-character name for a file.

**file specification**

A unique name for a file on a mass storage device. It identifies the node, the device, the directory name, the filename, the file type, and the version number under which a file is stored.

**form feed <FF>**

A text code that moves the cursor position to the start of a new page. <FF> is the default page delimiter, and one of the default word delimiters.

**HELP**

A set of on-line messages describing the operation of EDT.

**journal file**

An output file created by EDT when you begin your editing session and expanded until you end the session (represented in your directory as filename.JOU). The journal file contains most of the keystrokes you use while editing a file. The /RECOVER command uses the journal file to re-create your editing session so you can resume working after a system interruption. When you exit from your editing session, EDT discards the journal file.

**line buffer**

A storage area used to store the last line deleted by an EDT delete line operation.

**line feed <LF>**

A text code that moves the cursor position to the start of a new line. <LF> is the default page delimiter, and one of the default word delimiters.

**macro**

A macro is a sequence of Line Mode commands that function as a single Line Mode operation. The macro name becomes an EDT Line Mode command for the remainder of your session. Typing the macro name instructs EDT to perform all operations included in that macro. Use the DEFINE MACRO command to add the macro name to the list of valid Line Mode commands.

**main buffer**

The buffer that contains the existing file you are editing.

**parameter**

The object of a command. A parameter can be a file specification or a keyword option.

**paste buffer**

The default text buffer for CUT and PASTE operations.

**range**

The number of lines in a range specification. The range can define single or multiple lines, and contiguous or noncontiguous lines.

**range specification**

A means for defining a string of text, such as TYPE 9 THRU END. This command instructs EDT to type the current buffer starting from line 9 to the end.

**record**

A collection of adjacent items of data treated as a unit. A logical record can be of any length determined by the programmer. A physical record is a device-dependent collection of contiguous bytes such as a block on a disk, or a collection of bytes sent to or received from a record-oriented device.

**search string**

A group of characters you define in a SEARCH command; the object of a search operation.

**start-up command file**

A type of input file that contains line mode commands that EDT processes as soon as you invoke it. Start-up command files can be placed in your current directory or in a central directory.

**string**

A set of contiguous items of a similar type; a connected sequence of characters.

**syntax**

The rules governing command structure in a computer language.

**text buffer**

An EDT storage area for text (either terminal input or file input).

**truncate**

To set a maximum limit on the number of characters per line. Characters entered after the limit is reached will start a new line.

**version number**

The field following the file type in a file specification. It is separated from file type by a period or semicolon, and consists of a number that differentiates it as one version among all files with identical file specifications.

**vertical tab <VT>**

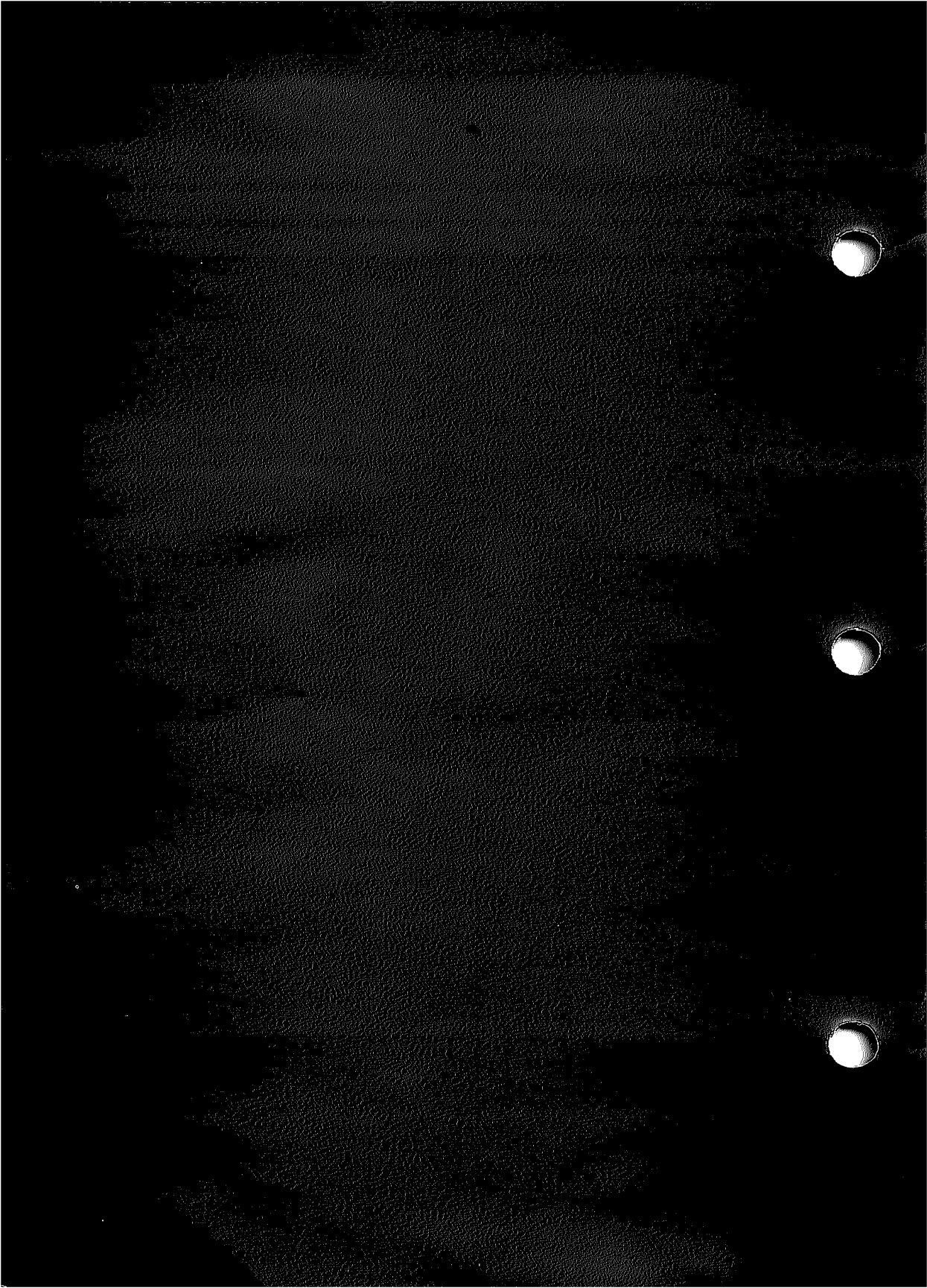
A command that appears in SET ENTITY WORD because it might appear in user text. When used in a print file, <VT> leaves a large amount of vertical white space. Vertical Tab is not used as an EDT command.

**word buffer**

A temporary storage area used to store the last word deleted by an EDT delete word operation.

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# Index



# Index

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Additional EDT features, 45  
ASCII Decimal Equivalents Table, 93

Buffer, 9  
  character, 22  
  line, 23  
  paste, 23  
  use of, 22  
  word, 23

Changing files, 52

Columns  
  creating, 29

Commands  
  SET, 45  
  SHOW, 50

Correcting mistakes, 21  
Creating a file, 19  
Creating a macro, 33  
Creating a table, 29  
Creating columns, 29  
Creating start-up files, 52

DEC Multinational Characters, 42

DEFINE KEY  
  saving, 60  
  use of, 57  
  with CTRL/K, 56  
Defining macros, 33

DELETE key  
  use of, 24  
  ⌞X⌟, 12  
Deleting files, 52  
Document file type  
  .DOC, 9  
  .TXT, 9

Editing a file, 31  
Editing commands  
  Keypad, 37  
  Line, 65  
  Nokeypad, 75

Editing Mode  
  Keypad, 7  
  Line, 7  
  Nokeypad, 8

EDT, iii  
  concepts, 7  
  HELP, 10  
  Keypad Mode, 7  
  leaving your session, 25  
  Line Mode, 7  
  Nokeypad Mode, 8  
  preset functions, 13  
  PRO to VAX,PDP-11, 7  
  using the Professional keyboard, 11  
  VAX, PDP-11 to PRO, 7  
EDT function keys, 59  
EDT or PROSE, 8  
EDT symbols, 9

Entering text, 20  
 [EOB], 9  
 EXIT, 25

F12 key, 12  
 F13 key, 12  
 Filenames, 9

Files  
   changing, 52  
   creating, 19  
   definition of, 8  
   deleting, 52  
   editing, 31  
   exiting, 25  
   maintaining, 52  
   purging, 52  
   renaming, 52  
   saving, 25  
 Function key numbers, 59

Hardware, 4  
 HELP  
   EDT, 10  
   Keypad Mode, 13  
   Nokeypad Mode, 75

INCLUDE command, 33  
 Inserting a macro, 34  
 Inserting text, 32  
 Installing PRO/EDT, 4

Keypad editing, 17  
   Advanced, 29  
 Keypad editing commands, 37  
 Keypad keys  
   diagram, 11  
   multiple functions, 12

Leaving EDT, 25  
 Line Mode prompt, 65  
 Line Mode qualifiers, 70  
 Line Mode specifiers, 71

Macro, 33  
   creating, 33  
   defining, 33  
   inserting, 34  
   saving, 35  
   with specifiers, 36  
 Maintaining files, 52

  deleting, 52  
   purging, 52  
 Messages  
   new document, 9  
 Mistakes, 21  
 Moving text, 23  
 Moving text with buffers, 22

New document messages, 9  
 Nokeypad Mode, 75  
   screen editor, 75  
 Nokeypad Mode specifiers, 81

Open line feature, 37

P/OS default keys, 52  
 Preset functions, 12  
 PRO/EDT messages, 85  
 Professional keyboard  
   diagram, 11  
   function key numbers, 59  
   layout, 11  
   use with EDT, 11  
 PROSE or EDT, 8  
 Protecting your PRO/EDT session, 61  
 Purging files, 52

QUIT, 25

Recover, 61  
 Renaming files, 52  
 Required software, 4  
 Running PRO/EDT, 4

Saving a file, 25  
 Saving a macro, 35  
 Saving a table, 31  
 Screen editor  
   Nokeypad Mode, 75  
 SET commands, 45  
 SHOW commands, 50  
 Software required, 4  
 Specifiers in a macro, 36  
 Start-up command files, 52

TAB key, 12  
 Table  
   creating, 29  
 .TXT, 9

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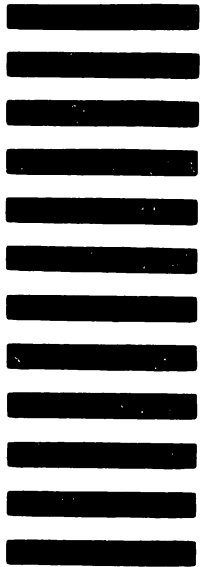


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