

Text Editor Operation

SW11-506

**Implementation
Engineering Operations - 3**

Text Editor Operation

**SW11-506
Release 500
9/95**

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Revision 01 - September 1, 1995

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About This Publication

This publication provides instructions for the use of the Text Editor, one of the Engineering Personality's support functions. The Text Editor is used to create and to edit textual files for other Engineering Personality activities.

These publications tell you when you need to use the Text Editor:

- *Data Entity Builder Manual*, in the *Implementation/Engineering Operations - 1* binder
- *Control Language/Application Module Data Entry*, in the *Implementation/Application Module - 2* binder
- *Logic Block Data Entry*, in the *Implementation/Hiway Gateway - 1* binder
- *Command Processor Operation*, in the *Implementation/Engineering Operations - 1* binder

This publication supports TDC 3000^X software Release 500.

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INTRODUCTION

Section 1

This section defines the purpose and the major features of the Text Editor.

1.1 PURPOSE OF THE TEXT EDITOR

The Text Editor is a tool that is used to create and to edit textual files for other Engineering Personality activities. These files are:

- CL Source Files (suffix .CL). You can view the content of CL Listing Files (.LS) and CL error listings (.LE), but you can't edit these files.
- Execute Command Files (suffix .EC)
- DEB Command Files (suffixes begin with x, y, or z, e.g., .XX)
- DEB Selection Lists (suffixes .UL, .SL, .EL, or they begin with x, y, or z, e.g., .XX)
- DEB Exception Build Source Files (suffix .EB)
- Logic Block Files (suffixes .JS and .JL)

The publications that cover the other Engineering Personality activities tell you when to use the Text Editor to create or edit text in these text files, and they describe the use of the files.

In addition, you can use the Text Editor to create and to edit other user files for record-keeping purposes. Such files will probably never be used in other Engineering Personality activities.

1.2 TEXT EDITOR FEATURES

The Text Editor provides features that are similar to those of a word processor. You can use it to create brand new files or to change the content of existing files. You key in text, correct that text, and you can copy, cut, and paste blocks of text within a file or from one file to another. You can insert, delete, and move characters and lines, find (search for) character strings, set up tab stops and indents, and through the Utilities function, you can print the text files.

The Text Editor also features a macro function that lets you set up and store often-used strings of editing functions and commands. Once you identify a series of functions that you use repeatedly, you can store that series of functions as a macro for future use. You can have up to 10 such macros at any time, and you can easily modify or completely redefine any of them.

The Text Editor works with these text buffers:

- The **primary buffer**, which contains a working copy of the file in which you are entering or editing text. The text in this buffer appears as white characters on the screen.
- The **secondary buffer**, which can contain a copy of another text file. You can search for text in this buffer, and you can copy text from it, but you can't change its content. The text in this buffer is displayed as yellow characters on the screen.
- The **paste buffer**, which provides temporary storage for blocks of text that you copy or cut from the primary buffer or the secondary buffer, until you paste that text in the primary buffer. You can't see the content of the paste buffer.

1.2.1 Working with Cartridges and Floppy Disks

While you are editing a text file on a cartridge or floppy disk, if someone opens the latch on the drive, it is possible that data on the cartridge or floppy can be corrupted. To minimize the chance that data will be corrupted, this warning message appears in the prompter region when the Text Editor attempts to access the removable medium while the latch (door) is open:

```
Warning Floppy Door Has Been Opened!
```

At the same time, the CONTINUE, ALTERNATE, and ABORT picks appear at the top of the screen.

Close the latch (door) on the drive and select CONTINUE. You can now continue to use Text Editor.

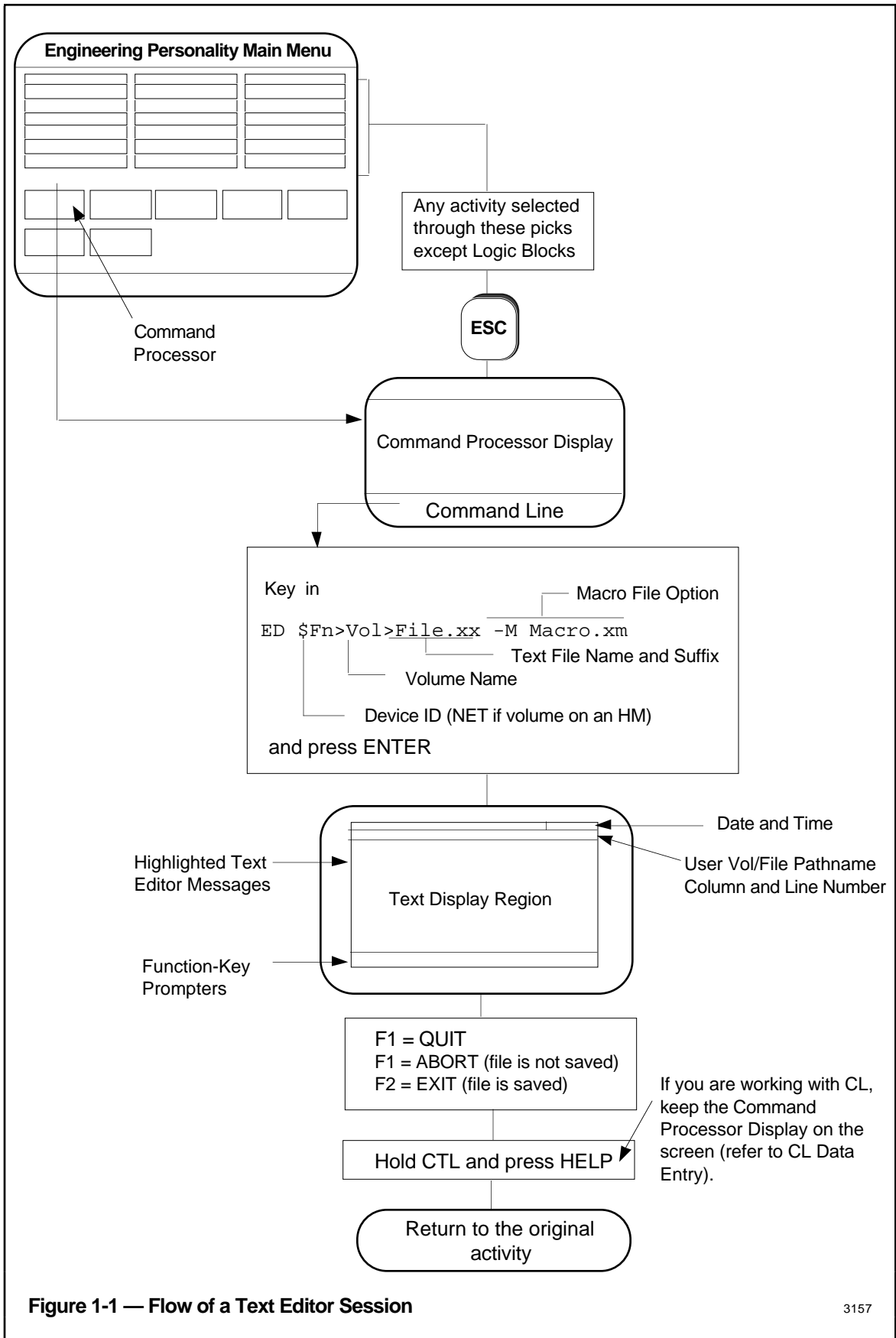


Figure 1-1 — Flow of a Text Editor Session

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A QUICK OVERVIEW OF THE TEXT EDITOR

Section 2

2.1 GETTING STARTED

The Text Editor is part of the Engineering Personality. You access it through the Command Processor display.

Figure 2-1 shows the flow of a typical Text Editor session. As the figure shows, you can call up the Command Processor display with the `COMMAND PROCESSOR` pick on the Engineering Main Menu or by pressing the `ESC` key when you are in any of the Engineering Personality activities selected by the picks in the three columns in the upper region of the Main Menu.

Once the Command Processor display is on the screen, do this to enter the Text Editor# (see Figure 2-1):

1. Key in `ED`, followed by a space, followed by the pathname of the file in which your text is stored, or in which it will be stored when you are finished with the Text Editor session (if you will store new macros in this session, include the macro pathname option).
2. Press `ENTER` on the Engineer's Keyboard.

Response: The Text Editor display appears.

If the pathname pointed to an existing text file, the first 23 lines of that file appear in the text area on the screen. If the pathname pointed to a nonexisting file, and pointed to a user volume that can be found on a mounted cartridge or floppy or on an HM, a message appears that indicates that the file will be created when you leave the Text Editor.

2.2 ENTERING AND EDITING TEXT

Now you can use the Engineer's Keyboard to enter new text in the file or to change the text in an existing file. You are not actually changing the content of the file at this time, but you are changing the content of a working copy of the file that is stored in the primary buffer. If you are a first-time Text Editor user, feel free at this time to try keying in and changing text. Most of the keys on the Engineer's Keyboard work as you would expect and you are working on the work file in the primary buffer, which can be discarded without affecting any existing file.

At the bottom of the Text Editor display, a set of function-key prompters appears. These prompters are used to execute Text Editor commands. These are the primary prompters.

F1	F2	F3	F4	F5	F6	F7	F8
QUIT	BLOCK	JUMP	MACRO	EDIT	SET	FILE	SBUFFER

You need these prompters to initiate most commands and to leave the Text Editor. If, somehow, you get another set of prompters, press the COMND key to return to these prompters.

2.3 HELP DISPLAY

To display the Text Editor's Help display, press HELP on the Engineer's Keyboard. To return to the text and message window, press HELP again. The help display is a multiple-page summary of the function-key (Fn) commands and the alternate, line feed (<LF>) commands. Use PAGE FWD and PAGE BACK to see the pages of this display.

2.4 LEAVING THE TEXT EDITOR

When you are ready to leave the Text Editor, hold the CLT key and press F1 at the top of the keyboard. These prompters appear:

```
    F1      F2      F3
  ABORT   EXIT   UPDATE
```

To leave (abort) the Text Editor without storing the work file in the file that your pathname pointed to

- Hold CTL and press F1.

Response: A message appears that asks if you really want to abort this session. If so, key in "y." The text/message region of the display goes blank.

To leave (exit) the Text Editor and store the content of the work file in the file that your pathname pointed to

- Hold CTL and press F2.

Response: The text disappears and a message appears that indicated how many lines of text were stored in the file.

Hold CTL and press HELP (MENU). This returns you to the Engineering Personality activity that you were using when you called up the Command Processor display, with the last display you used in that activity on the screen. If you called the Command Processor display from the Engineering Main Menu, the Main Menu reappears.

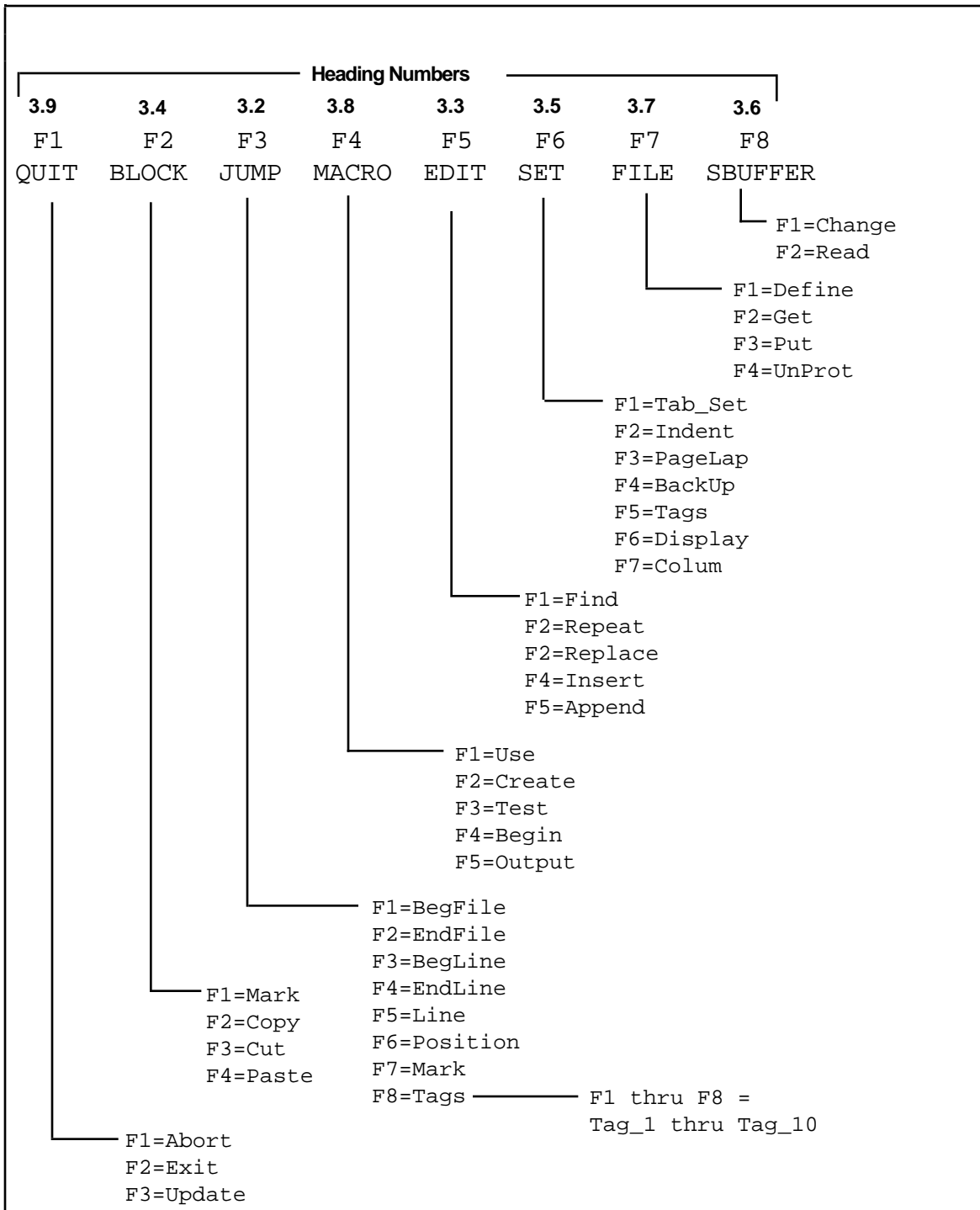


Figure 2-1 — Summary of Function-Key Commands

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EDITING AND COMMAND FUNCTIONS

Section 3

This section describes the editing functions and the editor commands that are available through function-key prompts. An alternate, similar set of commands is described in Section 4.

3.1 ENTERING AND CORRECTING TEXT

The Engineering Keyboard is used with the Text Editor. Most of the keys work just as you would expect them to with the exception of the TAB key. The **TAB keys function as cursor movement keys**, that is, they don't move the cursor from tab to tab, but from one character to the next (left or right) and from one line to the next (up or down). If you hold CTL and then press a TAB key, it moves to the next tab stop.

The Text Editor does not have automatic line wraparound, as most word processors do. **To continue text from one line to the next**, you must press RETURN before you reach the end of the present line, or just as you reach the end of the line (column 80).

If your file is longer than can be displayed in the 23-line text area on the display, you can use the PAGE BACK and PAGE FWD keys to display other portions of the file.

To **delete a line**, place the cursor on the line to be deleted and press DEL LINE. The line disappears, and the succeeding lines move up one line. To put back the line just deleted, press INS LINE.

To **insert a line**, place the cursor on the line that occupies the space where you want the new line to be and press INS LINE. The line the cursor was on and all succeeding lines move down one line. Now you can key in characters on the new line.

To **mark text** for cutting and pasting, position the cursor at the beginning of the text and press CTRL DEL LINE. Move the cursor to the end of the text block you want marked, and press DEL LINE. The marked text disappears, and is now in the text buffer. It reappears when you press INS LINE. The marked text remains in the text buffer and is recalled each time you press INS LINE until you mark a different block of text.

To **delete a character**, place the cursor on that character and press DEL CHAR. The character disappears and succeeding characters on the line move one place to the left.

To **insert one or more characters**, place the cursor one character to the right of the point where the new characters are to be entered and press INS CHAR. The INS CHAR key locks down, indicating that the Text Editor is in the insert-character mode. Now you can key in one or more characters. Succeeding characters on that line move to the right as you key in each new character. After they are all keyed in, press the INS CHAR key to release it.

3.2 CURSOR MOVEMENT COMMANDS

To begin, these prompters (the primary prompters) should be at the bottom of the display (if not, press COMND to get them back):

```

  F1      F2      F3      F4      F5      F6      F7      F8
QUIT    BLOCK  JUMP    MACRO   EDIT    SET    FILE    SBUFFER

```

Hold CTL and press F3. These prompters appear:

```

  F1      F2      F3      F4      F5      F6      F7      F8
BegFile  EndFile  BegLine  EndLine  Line    Position  Mark    Tags

```

To execute one of these commands, hold CTL and press the appropriate function (Fn) key. The action that results is as follows:

F1=BegFile—Moves the cursor to the first character position in the work file—If the beginning of the file isn't in the text-display area, it is scrolled into that area.

F2=EndFile—Moves the cursor to the last character position in the work file—If the end of the file isn't in the text-display area, it is scrolled into that area.

F3=BegLine—Moves the cursor to the first character position on the line the cursor is on.

F4=EndLine—Moves the cursor to the last character position on the line the cursor is on.

F5=Line—Moves the cursor to the first character position on a designated line—When you execute this command, a prompter appears that requests the line number. Key in the number you want and press ENTER. The cursor goes to that line. If that line was not in the text-display area, it scrolls onto the display.

F6=Position—Moves the cursor to the designated column position on the current line—When you execute this command, a prompter appears that indicates the current column position and asks for the position you want the cursor to go to. Key in a number from 1 to 80 and press ENTER. The cursor goes to that position.

F7=Mark—Moves the cursor to the position last marked using F2=Block and then F1=Mark (see 3.4).

F8=Tags—Moves the cursor to the designated tag position—The tag positions are designated by using F6=Set and then F5=Tags (see 3.5).

3.3 EDITING COMMANDS

To begin, these prompters (the primary prompters) should be at the bottom of the display (if not, press COMND to get them back):

```

  F1      F2      F3      F4      F5      F6      F7      F8
QUIT    BLOCK  JUMP    MACRO   EDIT    SET    FILE    SBUFFER

```

Hold CTL and press F5. These prompters appear:

F1	F2	F3	F4	F5
Find	Repeat	Replace	Insert	Append

To execute one of these commands, hold CTL and press the appropriate function (Fn) key. The action that results is as follows:

F1=Find—Searches for a designated character string—The search begins at the present cursor position and continues to the end of the file. When you execute this command, a prompter appears that asks for the character string. Key in the character string you want to find and press ENTER. The cursor stops at the end of the found character string, or if it isn't found, a message indicates that it wasn't found. Also, see 3.3.1.

F2=Repeat—Makes a repeat search for the last string entered under F1=Find—The search begins at the present cursor position and continues to the end of the work file. The cursor stops at the end of the found character string, or if it isn't found, a message indicates that it wasn't found.

F3=Replace—Replaces the designated character string with a new character string—Searches for the string to replace as in F1=Find. When you execute this command, a prompter asks for the string to be replaced, another asks for the new string, and a third asks for the number of items to replace. Key in your response to each of these prompters, and then press ENTER. If you want all instances of the string to be replaced, key in a number that is greater than the maximum number of instances that may be found. See 3.3.1, and F6=Display under 3.5.

F4=Insert—Places the Text Editor in the insert mode (as the INS CHAR key does)—When you execute this command, INSERT appears in the upper-right corner of the display to indicate that any characters keyed in will be inserted at the present cursor position. The primary prompters reappear. To get out of the insert mode hold CTL and press F5 again, then hold CTL and press F4 again.

F5=Append—Moves the characters at the beginning of the next line to any blank space at the end of the line the cursor is on—If the next line is blank, nothing happens.

3.3.1 Exclusive Searches

Special characters "<", "<", "#", and "!" are defined for the F1=Find and F3=Replace commands to let you specify columns on each line to be searched, excluding other columns from the search; and to search for the "nth" instance of a string.

To search beginning with column n, then to the end of each line: when the prompter asks for the character string, key in the desired string in this form:

```
<n>string
```

For example, <10>vratio means, "search each line beginning with column ten to the end of the line." If the string "vratio" appears before column ten, it is not found, but the first instance of "vratio" from column ten, on to the end of the line is found.

To search beginning with column n and ending with column m: when the prompter asks for the character string, key in the desired string in this form:

```
<n,m>string
```

For example, <10,50>vlratio means, "search each line beginning with column ten through column 50." If "vlratio" appears before column ten or after column 50, it is not found, but the first instance of "vlratio" from column ten through column 50 is found.

To find the "nth" occurrence of a character string: when the prompter asks for the character string, key in the desired string in this form:

```
#n#string
```

For example, #9#vlratio means, "search for the ninth instance of 'vlratio'."

To nullify the meaning of an exclusive-search character, precede it with "!" For example, this character string

```
abc!>def
```

means, "Don't use ">" as an exclusive-search character, but search for "abc>def". "!" **must precede ">", "<", "#", and "!" if they are to be treated as part of the character string to be found.**

3.4 MARK, COPY, CUT, AND PASTE

To begin, these prompters (the primary prompters) should be at the bottom of the display (if not, press COMND to get them back):

```

F1      F2      F3      F4      F5      F6      F7      F8
QUIT   BLOCK  JUMP   MACRO  EDIT   SET    FILE   SBUFFER

```

Hold CTL and press F2. These prompters appear:

```

F1      F2      F3      F4
Mark    Copy    Cut     Paste

```

To execute one of these commands, hold CTL and press the appropriate function (Fn) key. The action that results is as follows:

F1=Mark—Tells the Text Editor to remember the current cursor position as the marked position—This indicates the beginning of a block of text that is to be copied (F2=Copy) or cut (F3=Cut). It also marks the point that the cursor moves to when F7=Mark under F3=JUMP is executed.

F2=Copy—Copies the block of text, from the position marked by F1=Mark to the present cursor position, into a buffer—You can use the F4=Paste to place (paste) this copy at another position in the file.

F3=Cut - Cuts (moves) the block of text, from the position marked by F1=Mark to the present cursor position, into a buffer. You can use F4=Paste to place (paste) this block of text into another position in the file.

F4=Paste—Pastes (inserts) the last block of text that was copied (F2=Copy) or cut (F3=Cut) just before the current cursor position.

3.5 EDITOR SET-UP COMMANDS

To begin, these prompters (the primary prompters) should be at the bottom of the display (if not, press COMND to get them back):

```

F1      F2      F3      F4      F5      F6      F7      F8
QUIT   BLOCK  JUMP   MACRO  EDIT   SET    FILE   SBUFFER

```

Hold CTL and press F6. These prompters appear:

```

F1      F2      F3      F4      F5      F6      F7
Tab_Set Indent PageLap BackUp Tags  Display Colum

```

To execute one of these commands, hold CTL and press the appropriate function key (Fn).

F1=Tab_Set—Brings up this third level of prompters:

```

F1      F2      F3
Tab_Set Tabs  Reset

```

When you enter the Text Editor, default tab stops are set at columns 9, 17, 25, 33, 41, 57, 65, and 73, for all text lines. When you hold CTL and press TAB (left) or TAB (right), the cursor moves to the next left or right tab stop. You can use F1=Tab_Set to set one or more additional tab stops, or you can use F2=Tabs to reset all tab stops and then define new tab stops. You can also use F3=Reset to clear individual tab stops. The tab stops apply to the entire file, not just the line the cursor is on.

F1=Tab_Set—Sets a tab stop at the current cursor position—Any existing tab stops remain in place.

F2=Tabs—Resets all existing tab stops and displays a prompter that asks you to define a new set of tab stops—Key in the stops you want, each pair separated by a comma (for example, "5 , 10 , 15") and press ENTER. The new tab stops are established.

F3=Reset—Resets the tab stop, if any, at the current cursor position.

F2=Indent—Establishes the column where the line following each subsequent carriage return begins—To set up an indent, place the cursor on any line at the column where you want the first line after each carriage return to begin, and hold CTL and press F2. The new indent position is established. Indentation is useful in CL source files and DEB exception-build files to indicate the structure and hierarchy of the items in the files.

F3=PageLap—Establishes the number of lines that overlap on each page of the display—A prompter asks for the number of lines. Key in the number of lines you want to be shared by each subsequent page of the file, and press ENTER. The overlap is established. When you enter the Text Editor, the overlap is zero lines. If you designate three lines, and then press PAGE FWD, the last three lines on the previous page appear at the top of the next page.

F4=BackUp—This is an alternate action command that specifies if a backup file is to be created when you exit the Text Editor—When you enter the Text Editor, the backup status is "backup." The first time you execute this command the status goes to "no backup." Each time you execute the command, the status alternates. If you exit the Text Editor with "backup" status, your file is stored where your pathname is pointing, and a backup copy is stored in a file whose pathname is dev>vol>name.BU, where "dev" and "vol" are the same as in your pathname, and the suffix .BU means "back up."

F5=Tags—Establishes up-to-10 tag points in the file—The tag points are points in the file that the cursor moves to when F3=JUMP is executed, followed by F8=Tags, followed by one of the ten (F1 - F10) tag subcommands (see 3.2). When you hold CTL and press F3, this third level of prompters appears:

```

    F1      F2      F3      F4      F5      - -      F8      F9      F10
Tag_1  Tag_2  Tag_3  Tag_4  Tag_5  - -      Tag_8   Tag_9  Tag_10

```

Place the cursor where you want to establish a tag, hold CTL and press the appropriate Fn key. The tag is established. Repeat up-to-10 times, using a different number each time.

F6=Display—This alternate action command specifies whether the screen is to be updated as a Replace command (see 3.3) is executed; or is updated once, after all replacements are complete. When you enter the Text Editor, the display status is "off" (update after all replacements). The first time you execute this command the display status goes to "on" (update as each item is replaced). The status alternates each time you execute this command.

F7=Column—Displays in the upper-right corner of the screen the number of the column (character position on the line) where the cursor is. The column number remains on the screen until you push any other key.

3.6 PRIMARY AND SECONDARY FILES

To begin, these prompts (the primary prompts) should be at the bottom of the display (if not, press COMND to get them back):

```

F1      F2      F3      F4      F5      F6      F7      F8
QUIT   BLOCK  JUMP   MACRO  EDIT   SET    FILE   SBUFFER

```

Hold CTL and press F8. These prompts appear:

```

F1      F2
Change  Read

```

To execute one of these commands, hold CTL and press the appropriate function (Fn) key. The action that results is as follows:

F1=Change—Changes the displayed text from that in the primary buffer (white characters) to that of the secondary buffer (yellow characters), or if the secondary buffer is on the screen, this command changes the screen back to the content of the primary buffer—If nothing has yet been read into the secondary buffer, a prompt asks for a pathname. If the device ID and volume are the same as you used to enter the Text Editor, key in only a file name and a suffix (for example JOHN.XC), then press ENTER. The file is read into the secondary buffer and the first 23 lines appear as yellow characters. You can copy text (see 3.4) from the secondary buffer into the primary buffer, but you can't alter the content of the secondary buffer.

F2=Read—Reads the content of a file into the secondary buffer—A prompt asks for a pathname. If the device ID and volume are the same as you used to enter the Text Editor, key in only a file name and a suffix (for example JOHN.XC), then press ENTER. The file is read into the secondary buffer and the first 23 lines appear as yellow characters. The file will be read only if the secondary buffer is on the screen. You can copy text (see 3.4) from the secondary buffer into the primary buffer, but you can't alter the content of the secondary buffer.

NOTE

You cannot read the contents of a file into the secondary buffer if you already are in the secondary buffer.

3.7 File Management

To begin, these prompts (the primary prompts) should be at the bottom of the display (if not, press COMND to get them back):

```

F1      F2      F3      F4      F5      F6      F7      F8
QUIT   BLOCK  JUMP   MACRO  EDIT   SET    FILE   SBUFFER

```

Hold CTL and press F7. These prompts appear:

```

F1      F2      F3      F4
Define  Get    Put    UnProt

```

To execute one of these commands, hold CTL and press the appropriate function (Fn) key. The action that results is as follows:

F1=Define—Defines a pathname for use by F2=Get, and F3=Put—A prompter appears that asks for a pathname. If the device ID and volume are the same as you used to enter the Text Editor, you need to key in only a file name and a suffix (for example JOHN.YY), then press ENTER. The filename is accepted. If there is something wrong with the file name, it will be apparent when you next execute F2=Get or F3=Put.

F2=Get—Inserts the content of the file defined the last time F1=Define was executed, at the current cursor position—This lets you merge the content of two files. If you used F3=Put to store text in a file, F2=Get inserts that text in the text file at the current cursor position.

F2=Put—Stores text in the primary buffer (white characters on the screen) in the file defined the last time F1=Define was executed—A prompter asks how many lines to output. Key in the number of lines desired, and press ENTER. Text from the cursor position through the number of lines specified is stored in the file. You can use this command to store all or part of an edited file in a new file, so that you have both the file you named when entering the Text Editor and a new, and different file. For example, you might want to edit an existing exception-build source file and store the results of that editing in a new file, so that you have both the original version and a modified version.

F4=UnProt—If you attempt to access a protected file through the Text Editor, a prompter says that it is protected. When you execute this command this prompter appears: File Unprotected and the file can be updated. The Text Editor can't protect the file again—use the Utilities' Protect command (5.14 in *Command Processor Operation*) to do so.

3.8 MACROS

Macros contain stored keystrokes, through which you define sequences of commands and functions that you repeatedly use, so that they can be recalled quickly and easily. You can define and store up-to-10 such macros (command/function sequences). Any of the Text Editor commands and function-key strokes can be included in a macro. Whenever you recognize that you are repeatedly using command and function-key sequences, you should consider creating a macro.

If you intend to use macros stored in a macro file, or to store new macros for use in future Text Editor sessions, you should use the **macro file option** (`-m filename.xx`) in the command line you use to enter the Text Editor. For example, if you want to use macros stored in a file on the same user volume as the file you will be editing, you could key in a command line like this

```
ed net>myvol1>source.EC -m macro.xml
```

To name a macro file on another volume, use a full pathname for the macro file options, as in this example

```
ed net>myvol1>source.EC -m $f1>myvol2>macro.xml
```

To begin a macro operation, these prompters (the primary prompters) should be at the bottom of the display (if not, press COMND to get them back):

```

F1      F2      F3      F4      F5      F6      F7      F8
QUIT   BLOCK  JUMP   MACRO  EDIT   SET    FILE   SBUFFER

```

Hold CTL and press F4. These prompters appear:

```

F1      F2      F3      F4      F5
Use     Create  Test   Begin  Output

```

To execute one of these commands, hold CTL and press the appropriate function (Fn) key. The action that results is as follows:

F1=Use—Specifies which of the stored macros should be executed next or will be created next—A prompter asks for the macro number. Key in a number from 1 to 10 and press ENTER. The number is accepted for use with subsequent F2=Create, F3=Test, and F4=Begin commands.

F2=Create—Used to create a macro—The macro number is defined by the last F1=Use command that was executed. When you execute this command, a message appears that says macro definition is in progress. All commands and function keystrokes thereafter, until F4=MACRO is next executed, are recorded in the macro. When you have finished defining the macro content, hold CTL and press F4. You can now execute F4=MACRO again to test or store the new macro.

F3=Test—Tests the macro defined by the last F1=Use command by executing the macro once.

F4=Begin—Executes the macro defined by the last F1=User command, one or more times—A prompter asks how many times to execute the macro. Key in the number you want and press ENTER. The macro is executed as requested. To stop execution of a repeated macro, hold CTL and press BREAK.

F5=Output—Stores the current macro definitions in the file named by the macro file option (-m filename.xx) in the command line you used to enter the Text Editor.

NOTE

You can execute defined macros or macros available in a macro file, by holding CTL and pressing one of the keys on the numeric keypad. For example, to execute macro number three, hold CTL and press 3 in the numeric keypad. If the macro isn't defined, a prompter says so.

You can stop the execution of macros repeated two or more times by holding CTL and pressing BREAK.

3.9 UPDATING (STORING TO) TEXT FILE

With the primary prompters at the bottom of the screen

F1	F2	F3	F4	F5	F6	F7	F8
QUIT	BLOCK	JUMP	MACRO	EDIT	SET	FILE	SBUFFER

hold CTL and press F1. These prompters appear:

F1	F2	F3
ABORT	EXIT	UPDATE

To **update** the copy of the **text file** you are editing that is on your user volume, with the changes you have made so far in this session, hold CTL and press F3. The text disappears from the screen and the content of the primary (work) file overwrites the content of the file on your user volume. If that file has not yet been created on your user volume, it is created and the primary file is copied into it. When the update is complete, the white text characters return to the screen with the cursor at the beginning of the work file.

3.10 ENDING THE TEXT EDITOR SESSION

With the primary prompters at the bottom of the screen

F1	F2	F3	F4	F5	F6	F7	F8
QUIT	BLOCK	JUMP	MACRO	EDIT	SET	FILE	SBUFFER

hold CTL and press F1. These prompters appear:

F1	F2	F3
ABORT	EXIT	UPDATE

To store the text you have entered or edited in your user file (the file you named when entering the Text Editor), hold CTL and press F2. The text and Text Editor messages disappear from the Command Processor display and a message appears that indicates how many lines of text were stored in the file.

If you want to leave the Text Editor without storing the text you have entered or edited in your user file, hold CTL and press F1. A prompter appears asking if you really want to abort this edit. If so, press "y" (if not, press any key but "y"). If you pressed "y," the text and Text Editor messages disappear from the Command Processor Display.

If you called for the Command Processor display from one of the picks in the upper region of the Engineering Main Menu, hold CTL and press HELP to return to the display you were using in the original activity. If you called for the Command Processor display from the COMMAND PROCESSOR pick on the Engineering Main Menu, holding CTL and pressing HELP returns you to the Engineering Main Menu.

ALTERNATE, LINE FEED <LF> COMMANDS Section 4

This section defines the functions of the alternate set of Text Editor commands. These commands are executed by pressing the LF (line feed) key followed by one or more keystrokes. These were the only commands available in early releases of the Text Editor, and they may be referred to in other publications, they may be preferred by people who are familiar with them, and they may be used in existing macros and command files.

In the following descriptions, "<LF>" represents the LF (line feed) key on the Engineer's Keyboard, "n" represents a numeric value to be keyed in, and "<RETURN>" represents the RETURN key on the Engineer's Keyboard.

4.1 ASCII-CHARACTER NUMBER

<LF>N—The decimal value of the ASCII character currently under the cursor is displayed, followed by a request for a new value—To change the character, key in a new decimal value and press <RETURN>. For example, if "a" is under the cursor, its value is displayed as 97. Key in 98, press <RETURN>, and the character changes to "b."

<LF>#—A prompter asks for the decimal value of an ASCII character to be entered at the current cursor position—Key in an integer from 0 to 127, and press <RETURN>. The corresponding character appears. For example, key in 88, and press <RETURN>; "X" appears at the cursor position.

4.2 KILL (DELETE) LINES

<LF>k—A prompter asks for the number of lines to kill (delete)—Key in the number you want deleted and press <RETURN>. The lines specified are deleted and the lines below them move up to fill the space they occupied.

4.3 EXCHANGE UPPER/LOWER CASE

<LF>q—Changes the character under the cursor to the opposite case—If it is a lower-case character, it changes to the upper-case character; and if it is an upper-case character, it changes to the lower-case character.

4.4 TEXT DISPLAY WINDOW

<LF>w—A prompter asks how many text lines to display in the text window—The default value is 23 lines. To change the number of lines, key in a number from 1 to 22 and press <RETURN>. Text is redisplayed with the new maximum number of lines.

4.5 REPEAT

<LF>i—Same as F2=Repeat under 3.3 Editing Commands—Searches for the next instance of the character string specified by the last Find command, F1=Find or <LF>f.

4.6 TEST MACRO

<LF>z—Same as F3=Test under 3.8 Macros—Executes a macro once. The macro executed is the one indicated by the last F1=Use command or <LF>u (Use) command.

4.7 APPEND LINE

<LF>a—Same as F5=Append under 3.3 Editing Commands—Moves the content of the next line to any blank space on the line the cursor is on.

4.8 BEGIN

<LF>b—Same as F1=BegFile under 3.2 Cursor Move commands—The cursor moves to the beginning of the text file.

4.9 DEFINE

<LF>d—Same as F1=Define under 3.7 File Management—Defines the pathname to be used for subsequent Get, Put, and Read commands.

4.10 END SESSION AND STORE IN FILE

<LF>e<RETURN>—Same as F2=Exit under 3.9 Ending a Text Editor Session—Leaves the Text Editor and stores the text in the file designated by the pathname used in entering the Text Editor.

4.11 END SESSION AND DON'T STORE IN FILE

<LF>e<d>—Same as F2=Exit under 3.9 Ending a Text Editor Session (key <LF> then "e," followed by "d")—After you key in "y" in response to the prompter, leaves the Text Editor and stores the text in the file designated by the pathname used in entering the Text Editor.

4.12 FIND TEXT STRING

<LF>f—Same as F1=Find under 3.3 Editing Commands—A prompter asks for the text string to be found. Key in a character string, followed by <RETURN>. The cursor stops at the end of the first instance of the string.

4.13 GET A FILE

<LF>g—Same as F2=Get under 3.7 File Management—Inserts the content of the file named by the last Define command, at the current cursor position.

4.14 INSERT MODE

<LF>i—Same as F1=Insert under 3.3 Editing Commands—Puts the Text Editor in the insert mode, where characters keyed in are inserted, beginning at the current cursor position. To go back to the normal mode, repeat the **<LF>i** key strokes.

4.15 OUTPUT (STORE) MACROS

<LF>o—Same as F5=Output under 3.8 Macros—Stores the currently defined macros in the file defined with the macro file option (`-M filename.xx`) in the command line used to enter the Text Editor.

4.16 PUT TEXT IN A FILE

<LF>p—Same as F2=Put under 3.7 File Management—Stores text from the current cursor position, through the number of lines specified, in the file specified by the last Define command.

4.17 RESET TAB

<LF>r—Same as F3=Reset under 3.5 Editor Set-Up Commands—Resets the tab stop, if any, at the current cursor position.

4.18 SET TAB

<LF>s—Same as F1=Tab_Set under 3.5 Editor Set-Up Commands—Sets a tab stop at the current cursor position.

4.19 SET TABS

<LF>t—Same as F2=Tabs under 3.5 Editor Set-Up Commands—Resets all existing tab stops and asks you to define new tab stops. Key in the tab stops you want, each pair separated by a comma (for example, "5 , 10 , 15"), and press **<RETURN>**. The new tab stops are established.

4.20 USE MACRO

<LF>u—Same as F1=Use under 3.8 Macros—A prompter asks for the macro number. Key in a number from 1 to 10 and press **<RETURN>**. The number is used for subsequent Create, Test, and Begin commands.

4.21 VIEW LINE NUMBER n

<LF>v—A prompter asks which line—Key in the text line number you want on the screen and press **<RETURN>**. That line appears at the top of the text area, with subsequent lines below it.

4.22 MOVE CURSOR TO COLUMN n

<LF>x—Same as F6=Position under 3.2 Cursor Movement Commands—A prompter asks which position to go to. Key in a number from 1 to 80 and press **<RETURN>**. The cursor moves to that position (column).

4.23 MOVE CURSOR TO LINE n

<LF>y—Same as F5=Line under 3.2 Cursor Movement Commands—A prompter asks for the line number. Key in the desired number and press **<RETURN>**. The cursor moves to the first column on that line.

4.24 REPEAT FIND (LOCATE)

<LF>i—Same as F2=Repeat under 3.3 Editing Commands—Makes a repeat search for the character string found by the last Find command.

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Publication Number: **SW11-506**
Writer: **Maria Nelson**

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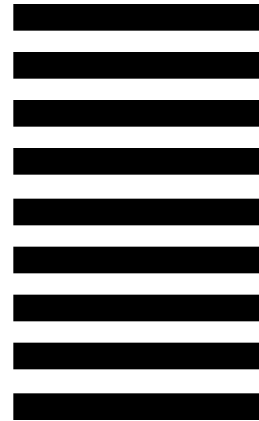
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