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**B 20 Systems
Editor**

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Manual**

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Editor**

(Relative to Release Level 5.0)
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INTRODUCTION

This manual contains descriptive and operational information for the display-based Editor utility used with the B 20 Microcomputer System.

With the Editor, you can perform simple text entry and editing by using the Insert and Overtyping modes (refer to section 3). In the Selection mode, you can select large portions of text and use commands to perform desired operations (refer to section 4).

The information is presented in five sections and three appendixes, as follows:

Section 1:	Overview
Section 2:	Positioning Text and Cursor for Editing
Section 3:	Simple Text Editing
Section 4:	Selecting Text for Editing
Section 5:	Commands
Appendix A:	Status Messages
Appendix B:	Replay
Appendix C:	Installation Instructions

For additional information, refer to the *B 20 Systems Programmer's Guide, Part 1*.



SECTION 1

OVERVIEW

The Burroughs Editor is an application that allows you to edit text using the keyboard. The text appears on the screen as it would on a typewritten page.

You activate the Editor by typing the command **EDIT**, pressing the **RETURN** key, and filling in the form:

```
Edit
  File
    [Your name]
```

You enter the name of the file you want in the **File** field and press the **GO** key to execute the command. To cancel the command, you press the **CANCEL** key.

(You can also activate the Editor with the **REPLAY** command, as described in appendix B. This is primarily valuable after a system crash.)

You use the **File** field to specify the name of the file you want to edit or create. If no file exists with the name you specify, the system creates a new file with that name.

Once you activate the Editor and specify a file for editing (for example, **MAIN**), the system does the following:

1. The Editor displays the contents of the file **MAIN**.
2. As you make changes to the file, the Editor displays edited contents on the screen.
3. When you save the file and exit successfully from the Editor, the system stores your changes permanently in a file named **MAIN** and automatically places the former contents of the file in a system-created file named **MAIN-Old**.
4. If you end the editing session by specifying in the **FINISH** command (refer to section 5) that you do not want to save your changes, the Editor retains the original contents of the file **MAIN**.

To make use of all Editor commands and operations, it is frequently necessary for you to use one key in conjunction with another key. For example, to activate the **VISIBLE** command, you would be instructed to press **CODE-V**. You should not try to press both keys simultaneously. Rather, you should hold down the first key (**CODE**) while you press the second (**V**).

SECTION 2

POSITIONING THE TEXT AND CURSOR FOR EDITING

When the Editor is running, the screen is divided into two parts: the status frame and the text frame.

The status frame consists of the top line of the screen; status messages and other information display here.

The text frame consists of the rest of the screen; the text you are editing displays here. One line of displayed text can contain up to 80 characters. A file line containing more than 80 characters wraps around to the next line.

The end-of-file symbol (a hollow square) displays at the end of a file.

MOVING TEXT

To move the text up or down in the text frame one line at a time, you use the **SCROLL UP** or **SCROLL DOWN** key.

You can quickly scroll through the text in multi-line increments by pressing the **SHIFT** key while you hold down the **SCROLL UP** or **SCROLL DOWN** key.

To adjust the view of the visible text one full page at a time, you press the **NEXT PAGE** or **PREV PAGE** key.

If you press **NEXT PAGE**, the displayed text shifts so that the previous bottom two lines become the new top two lines on the screen.

Likewise, if you press **PREV PAGE**, the previous top two lines become the new bottom two lines on the screen.

MOVING THE CURSOR

To mark the location where editing will occur, use the four cursor keys. They are referred to as **Up Arrow**, **Down Arrow**, **Left Arrow**, and **Right Arrow**.

The **Up Arrow** and **Down Arrow** keys move the cursor up and down, respectively, one line at a time. The **Left Arrow** and **Right Arrow** keys move the cursor left and right, respectively, one character at a time. If you press the **SHIFT** key while holding down an arrow key, the cursor moves several lines or characters at a time.

When left or right movement takes the cursor beyond the specified margin, it reappears at the opposite side of the same line. Similarly, when up or down motion takes the cursor beyond either end of the screen, the cursor reappears at the opposite end of the screen.

If you press **CODE-Left Arrow**, the cursor moves to the leftmost edge of the typed line. If you press **CODE-Right Arrow**, the cursor moves to the rightmost edge of the typed line.

You can move the cursor to positions that do not correspond to existing characters in the file. If you insert new characters in such positions, the space between the preceding characters and the new ones is automatically filled with spaces or end-of-line characters (line feeds), as appropriate.

SECTION 3

PERFORMING SIMPLE TEXT EDITING OPERATIONS

You can make changes to text by inserting, deleting, or overtyping anywhere in the file you are editing. This section discusses how you make simple text changes by using the Overtyping or Insert mode, or by using the **DELETE** or **BACKSPACE** key.

INSERTING TEXT

To insert new text into the file, the light on the **OVERTYPE** key must be off; this means the system is in Insert mode. As you type, the system inserts characters just before the cursor, while the cursor moves to the right one character at a time.

Any characters on the line to the right of the insertion shift right as you type to make room for the insertion. The text in the line automatically wraps around to the next line, if necessary.

OVERTYPING TEXT

To replace rather than insert text in the file, you activate the Overtyping mode by pressing the **OVERTYPE** key; the light on that key goes on. Characters you type now replace existing ones.

To deactivate the Overtyping mode and thus activate the Insert mode, you press the **OVERTYPE** key again; the light on that key goes off.

DELETING TEXT

You can delete characters or spaces by pressing either the **DELETE** key or the **BACKSPACE** key.

Delete Key

When you press the **DELETE** key, you delete text at the cursor location one character or space at a time. If you hold the **DELETE** key down, the system deletes successive characters.

Backspace Key

In the Overtyping mode, when you press the **BACKSPACE** key, it works like the **Left Arrow** key; the cursor moves left without deleting characters.

In the Insert mode, when you press the **BACKSPACE** key, you delete characters. The cursor moves to the left one position at a time, and the character or space previously in that position is deleted. Backspacing at the left edge of the text frame deletes the last character on the preceding line.

SECTION 4

SELECTING TEXT FOR EDITING

Using the Selection mode is the easiest way to perform many large editing operations. You can move, copy, or delete selected text in a single operation.

MAKING A TEXT SELECTION

To make a text selection, you move the cursor to the first character of the text you want to select, and then you press the **MARK** key to highlight the selection. There are three types of marks:

- Simple mark
- Word mark
- Line mark

You make a simple mark when you press only the **MARK** key. You select all the characters from the cursor position through the end of the line.

You make a word mark when you press the **MARK** key along with the **Up Arrow** key. You select all the characters in the word containing the cursor.

You make a line mark when you press the **MARK** key along with the **Right Arrow** key. You select all the characters in the line containing the cursor.

CHANGING A SELECTION

If you want to expand or reduce your selection after the system highlights it, you move the cursor to the ending position you want and press the **BOUND** key. This changes your selection in one of three ways:

- If you originally made a simple mark, then the new selection stops at the exact character position.
- If you originally made a word mark, then the new selection includes the word containing the cursor.
- If you originally made a line mark, then the new selection includes the entire line containing the cursor.

CANCELING A SELECTION

To cancel a selection after you make it, you move the cursor into the highlighted selection area and press the **MARK** and **BOUND** keys; one character remains highlighted. To remove the remaining highlight, you press the **OVERTYPE** key and retype the highlighted character or space.

DELETING, MOVING, OR COPYING A SELECTION

To delete selected text, use the following procedure:

1. Select the text you want to delete.
2. Press the **CODE-DELETE** keys.

To move or copy selected text, use the following procedure:

1. Select the text you want to move or copy.
2. Move the cursor to the new text location.
3. Press the **MOVE** or **COPY** key.

Sometimes, it is more convenient to move the cursor to the new location before you select text. To do so, use the following procedure:

1. Move the cursor to the new text location.
2. Press the **MOVE** or **COPY** key, but do not release it.
3. Make a text selection in the usual way.
4. Release the **MOVE** or **COPY** key. The system moves or copies the newly selected text to the place you chose in step 1.

CANCELING AN OPERATION

You use the **CANCEL** key to cancel the last editing operation.

For example, if you press the **CODE-DELETE** keys and accidentally delete a selection, you can press the **CANCEL** key to restore the deleted text.

If you press the **CODE-DELETE** keys and then insert new text at the same place, the Cancel function treats the combination as a single editing operation.



SECTION 5

COMMANDS

You can perform additional editing operations with the commands described in this section.

You activate most of these commands by pressing the **CODE** key along with the first letter of the desired command.

You activate other commands by pressing specified keys. For example, you press the **HELP** key to display a list of all Editor commands.

When you activate certain commands, a command form appears at the bottom of the screen, with the cursor positioned at the beginning of the first field of that form. The form temporarily hides the text located there.

You can move the cursor from one field of the form to another field by pressing the **NEXT** key. Within the form, you fill in fields enclosed in angle brackets (<>).

Responses to fields enclosed in square brackets ([]) are optional. Fields ending in question marks require a response of **YES** or **NO** (entered as **Y** or **N**).

When you complete the form, you press the **GO** key to execute the command. If you change your mind before pressing the **GO** key, you can press the **CANCEL** key to cancel the command and remove the command form.

EVERYTHING

The **EVERYTHING** command allows you to select an entire file. You press **CODE-E** to activate the command.

To cancel the command, you press the **CANCEL** key.

FIND

The **FIND** command allows you to search the file for specified text, starting at the cursor position.

You press **CODE-F**; the following form appears:

```
Find
String < >
```

After you enter the text you want to find in the **String** field, you press the **GO** key to execute the command; the system highlights the text. Once you find an occurrence, you can find the next occurrence by pressing the **f1** key. To eliminate the highlight, you must make a correction to the highlighted text, even if you retype only what is already there.

To cancel the command before you press the **GO** key, you press the **CANCEL** key.

FINISH

The **FINISH** command allows you to end an editing session. When you press the **FINISH** key, the following form appears:

```
Finish
Save? < >
```

If you fill in the **Save?** field with the letter **N**, the system does not save the editing from the current session. If you enter the letter **Y** or press the **GO** key, the system saves the editing as described in section 1.

After completing the form, you press the **GO** key to execute the command. To cancel the command, you press the **CANCEL** key.

HELP

The **HELP** command displays a list of all Editor commands; you activate it by pressing the **HELP** key.

To cancel the command, you press the **CANCEL** key.

INSERT

The **INSERT** command allows you to insert a byte whose code is a specified hexadecimal value.

You position the cursor where you want to make the insertion; you then press **CODE-I**. The following form appears:

```
Insert  
Code < >
```

You insert the hexadecimal value for the byte in the **Code** field; you then press the **GO** key to execute the command. You press the **CANCEL** key to cancel the command.

JUMP

The **JUMP** command moves the cursor to a specified location in the file.

You press **CODE-J**; the following form appears:

```
Jump  
Percent: < >
```

In the **Percent:** field, you must enter a number from 0 through 99, indicating the approximate percentage of text you want the cursor to move through. For example, if you enter 0, the cursor moves to the beginning of the text. If you enter 50, the cursor moves to the middle. If you enter 99, the cursor moves near the end.

After completing the form, you press the **GO** key to execute the command. You press the **CANCEL** key to cancel the command.

NORMALIZE

The **NORMALIZE** command moves selected text close to the middle of the screen.

You press **CODE-N** to activate the command.

If you have not selected any text, the cursor moves near the middle of the screen.

READ

The **READ** command copies characters from another file and inserts them into the file you are editing, starting at the cursor position.

You press **CODE-R**; the following form appears:

```
Read
  File: < >
  Number of characters: < >
  Position: < >
```

In the corresponding fields, you enter the name of the file from which you want to copy text, the total number of characters you want to copy, and a starting character position.

The system copies the number of characters you specify, starting at the character position you specify. The characters in the other file are numbered from 0 (position 0 being the first character in the file). You must manually count the number of characters and the starting position.

If you do not specify the number of characters, the system copies all characters from the specified starting position through the end of the file. If you do not specify a starting position, the characters you want copied start from the beginning of the other file.

After completing the form, you press the **GO** key to execute the command. You press the **CANCEL** key to cancel the command.

CAUTION

When you activate the **READ** command, the Editor opens the other file and sets up a pointer to the new text. Therefore, if that file is on a floppy disk, you cannot remove it from the drive until you finish the Editor session. Also, because the file remains open, you cannot write to it with a **WRITE** command during the same Editor session.

REDO

The **REDO** command, activated when you press the **f1** key, repeats the previous editing operation.

For example, if you use the **FIND** command to locate some text, you can next use the **REDO** command to find succeeding occurrences of the same text.

If you press the **CODE-DELETE** keys and then insert new text at the same place, the system treats it as a single Redo operation.

SUBSTITUTE

The **SUBSTITUTE** command changes all occurrences of old text to new text. The substitution occurs only within selected text.

You press **CODE-S**; the following form appears:

```
Substitute
New:  < >
Old:  < >
```

You enter the text you want inserted in the **New** field and the text you want deleted in the **Old** field.

After completing the form, you press the **GO** key to execute the command. You press the **CANCEL** key to cancel the command.

VISIBLE

The **VISIBLE** command displays formatting code symbols that do not print, such as symbols for spaces and line feeds. This helps you to see exactly what formatting is in your file.

You press **CODE-V** to display the symbols; you press **CODE-V** again to remove them.

WRITE

The **WRITE** command appends selected text to another file.

You press **CODE-W**; the following form appears:

```
Write
File: < >
```

You enter the name of the file you want the selected text to be appended to.

After completing the form, you press the **GO** key to execute the command. You press the **CANCEL** key to cancel the command.

ZOOM

The **ZOOM** command changes the screen size from 80 to 132 columns or vice versa (if your system has this capability).

You press **CODE-Z**; the command is executed immediately. To return to the previous screen size, you press **CODE-Z** again.

APPENDIX A

STATUS MESSAGES

If an error occurs during an editing session, a status message displays on the screen. The most common status messages are listed below, along with information on how to correct the problem.

Bad length

In the **READ** command form, the number of characters plus the position specified exceeds the length of the file. Check the number of characters and the position in the file. Then repeat the command with correct parameters.

Bad position

The position specified in the **READ** command form is beyond the end of the file. Check the length of the file. Then repeat the command with a new position.

Cannot edit there Cannot select there

The only areas of the screen that you can edit are the text frame and the fields of the forms. These messages indicate that you tried to edit or select outside these areas. Move the cursor to a valid position on the screen and repeat the operation.

Cannot open file

You cannot open the specified file for reading or writing. Either the file is already open or it does not exist. Check the file status of the file that you could not open. If you used **CODE-R** on the file, you cannot use **CODE-W** because the file is still open.

Cannot put

Both the file you are editing and its old version are already open. Try writing the entire file to a new file name (remember to use the **EVERYTHING** command first) and then renaming it.

Cannot write on that file

You cannot write in the file named in the **WRITE** command form. It may be write protected or the disk may be full. Try specifying a different file or clearing some disk space.

Choose a frame

You pressed a key (such as **SCROLL UP** or **NEXT PAGE**) that requires the cursor to be in the text frame. Move the cursor to the text frame.

Disk full, please finish

Disk storage space is running low. You should immediately save your file to preserve your editing session. If this fails, you can recover by deleting unneeded files and using the **REPLAY** command.

Illegal action

You pressed one or more keys that have no meaning at this time.

Memory low, please finish

Temporary storage for edits is running low. You can reclaim it by saving the file and reentering the Editor. This message can also arise during a Substitute operation that uses a large text selection. You may have to substitute a sequence of smaller selections to achieve the desired results.

Next not legal

You pressed the **NEXT** key when the cursor was not in a field on a form. Move the cursor to a valid field.

No form

You pressed the **GO** key without completing a command form.

No such command

You pressed one or more keys having no meaning at this time.

Not found

The system could not find the text supplied in the Find form between the cursor and the end of the file. Either the text does not exist or it is located before the cursor.

Nothing selected

You specified a command (such as MOVE or COPY) that requires a text selection, and none exists. Select the text and repeat the command.

Nothing to write

No text selection exists; the WRITE command has nothing to write. Select the text and repeat the command.

Replay complete

The end of the Replay operation was reached and normal editing resumed.

Replay suspended

You pressed the CANCEL key during a Replay operation. Press the GO key to continue the Replay operation, or press the CANCEL key again to stop it and resume normal editing. Remember, once you begin normal editing, the remainder of the Replay operation is lost.



APPENDIX B

REPLAY

During each editing session, the Editor creates a .ts file that contains the typescript of that session. The system creates it in the directory you are currently logged into. This file is then available for replay in a subsequent session.

To replay an editing session, you type **REPLAY**, press the **GO** key, and fill in the following form:

```
Replay
File
[Your name]
```

If you make an entry for **Your name**, the .ts file uses that name as a prefix. The system uses a default of **EDITOR.ts** when you leave this field blank.

You can interrupt replay at any time by pressing the **CANCEL** key. The message **Replay suspended** is displayed. To continue replay, you press the **GO** key. To stop replay and resume normal editing, you press the **CANCEL** key again. In the latter case, the remainder of the replay session is lost.

The Editor crashes if the disk becomes full, or for other reasons, such as a power failure. If this happens, you should save the file you were editing and the edited typescript by making a copy of each.

If the crash was caused by the disk being full, you can recover by making additional space on the volume and then replaying the edited typescript.



APPENDIX C

INSTALLATION INSTRUCTIONS

Use the following procedure to install the Editor on a hard disk. It is assumed that you are using the Burroughs B 20 Operating System (BTOS).

1. If you have a clustered system, turn off power to all cluster workstations, but leave the master workstation powered on.
2. Insert the diskette labeled Standard Software Diskette 5 in drive f0. Do not press the RESET button.
3. Install the Editor from the Burroughs Standard Software Diskette 5 into the B 20 as follows:
 - Enter Software Installation in the command form.
 - Press the GO key.
4. Follow the directions displayed on the screen.
5. When the Editor is installed, the message Installation of Editor Complete displays. Remove the Burroughs B 20 Standard Software Diskette 5.

CAUTION

Do not write-enable this diskette or use it as a working copy.

6. If you have a clustered system, you can now power on all cluster workstations.

7. To confirm the successful installation of the Editor, do the following:
 - Enter Editor in the command form.
 - Enter a file name in the File field.
 - Press the GO key.

If control then transfers to the Editor and a file is displayed or created; installation is complete.

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