

# INed

Programming Family



Personal  
Computer  
Software

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Personal  
Computer  
Software

by **INTERACTIVE**  
SYSTEMS CORPORATION

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## About This Book

This book is a guide to assist you in using the INed<sup>1</sup> editor and the other facilities of the TEN/PLUS<sup>1</sup> user interface on the IBM RT Personal Computer<sup>2</sup>. The TEN/PLUS user interface consists of the INed editor, the File Manager, and the History Display. This book provides both operating instructions and reference material on the following information:

- Creating, accessing, and saving files and directories
- Moving, copying, and deleting files and directories
- Moving through files
- Editing text
- Formatting text and printing files
- Accessing the operating system from the editor
- Using special structured files
- Changing the editor profile
- Displaying the history of structured files.

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## Who Should Read This Book

This book is intended for IBM RT<sup>3</sup> PC users who need to create, enter, or edit files and directories on the IBM RT PC<sup>3</sup> system.

This book contains terms common to editor programs. Therefore, it is helpful to be familiar with an editor program or have done some file editing. If you are not familiar with editor terms, look in the glossary in the back of this book.

If you plan to run the AIX<sup>3</sup> or filter commands from INed, you should understand the AIX commands you plan to run.

## Before You Begin

Before you use this guide, you must have the following installed on the IBM RT PC:

- *IBM RT PC Virtual Resource Manager Licensed Program*
- *IBM RT PC AIX Operating System Licensed Program*
- *INed Program.*

You must know how to log in and out of your IBM RT PC. If you do not know how to log in or out, or you need to install INed, see *IBM RT PC Installing and Customizing the AIX Operating System*.

## How to Use This Book

The information is organized into tasks. The fundamental and the easier tasks are presented before the more difficult tasks.

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<sup>3</sup> RT, RT PC and AIX are trademarks of International Business Machines Corporation

## Organization

The chapters in this book are organized as follows:

- Chapter 1 contains an introduction to the editing functions, the File Manager screen, the editor screen, and three of the command keys you will use often.
- Chapter 2 presents the commands to create, access, print, and save a file. It also contains a brief tutorial to create and print a memo.
- Chapters 3 through 8 contain information you use to edit, format, and scroll text.
- Chapter 9 tells you how to use the File Manager to copy, move, and delete files and directories. It also tells you how to use directories, how to change file and directory permissions, and how to rename files.
- Chapter 10 tells you how to run AIX commands and filters from the editor. It also tells you how to access the help screens and help messages.
- Chapter 11 tells you how to change INed structured files such as the print menu and the help messages.
- Chapter 12 tells you how to display the history of structured files, how to create different versions of structured files, and how to remove the history of structured files.
- Appendix A contains system information such as instructions for changing terminal types and determining the maximum file length.
- Appendix B contains the INed commands in alphabetical order.
- Appendix C contains descriptions of INed files and directories.
- Appendix D lists ASCII control characters.
- Appendix E lists the INed functions for the RT PC keyboard.

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- Appendix F describes how INed operates when used with X-Windows.
  - A Reader's Comment Form and Book Evaluation Form are provided at the back of this book. Use the Reader's Comment at any time to give IBM information that may improve the book. After you become familiar with the book, use the Book Evaluation Form to give IBM specific feedback about the book.
  - The *INed Quick Reference* is packaged with this book. The *Quick Reference* lists the INed command keys contained in this guide and a brief description of the action of these keys. It also lists the INed commands contained in Appendix B. After you become familiar with the INed functions, use this card as a compact reference tool.
  - The *INed Keyboard Chart* is also packaged with this book. The charts show the editor commands for particular keyboards. One side of each chart shows the keyboard with the command names printed on the appropriate keys. The other side of the chart lists each command and the key or keys that you press to run the command. The keyboard charts can be used as a memory aid until you are familiar with the command keys.

Some of the error messages for the INed editor are listed in the *IBM RT PC Messages Reference*.

## How to Use Each Chapter

Chapters that explain key commands begin with a list of the command key names and a brief description of the action of the command. The command key names correspond to the command names located on the appropriate keyboard chart.

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Each major function, or set of tasks, performed by the command keys starts on a new page and begins with boxed instructions. The boxed instructions present only the necessary information. The boxed instructions are similar to this:

#### How to Use Boxed Instructions

- Use only the boxed instructions if you are experienced with editors.
- Use boxed instructions for a quick review.

In most cases, detailed information follows the boxed instructions. The detailed information supplements the boxed instructions and may include descriptions, examples, and illustrations.

## Highlighting

Text that appears on the screen is printed in color, for example:

^ Saving file "/u/jan/practice"...

Text that you are to type exactly as shown is printed in monospace and a contrasting color. For example, the text may read, "type q in the ENTER box, then press **EXIT**."

The command key names are shown in uppercase **BOLDFACE** type. New terms introduced in the text are shown in *boldface italics* type and variable names are shown in *italics*.

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## Related Publications

The following publications may be helpful to you:

- *IBM RT PC Messages Reference* lists messages displayed by the IBM RT PC and explains how to respond to the messages.
- *IBM RT PC Installing and Customizing the AIX Operating System* provides step-by-step instructions for installing and customizing the AIX Operating System, including how to add or delete devices from the system and how to define device characteristics. This book also explains how to create, delete, or change AIX and non-AIX minidisks.
- *IBM RT PC AIX Operating System Commands Reference* lists and describes the AIX Operating System commands.
- *IBM RT PC Using the AIX Operating System* describes using the AIX Operating System commands, working with file systems, and developing shell procedures.
- *IBM RT PC Managing the AIX Operating System* provides instructions for performing such system management tasks as adding and deleting user IDs, creating and mounting file systems, and repairing file system damage.
- *IBM RT PC Usability Services Guide* shows how to create and print text files, work with directories, start application programs, and do other basic tasks with Usability Services. (Packaged with *Usability Services Reference*)
- *IBM RT PC Usability Services Reference* supplements *IBM RT PC Usability Services Guide* by including information on using all of the Usability Services commands. (Packaged with *Usability Services Guide*)
- *IBM RT PC Guide to Operations* describes the IBM 6151 and IBM 6150 system units, the displays, keyboard, and other devices that can be attached. This guide also includes procedures for operating the hardware and moving the IBM 6151 and IBM 6150 system units.

- *IBM RT PC X-Windows Guide and Reference* lists steps to install X-Windows. It includes a set of introductory procedures that use some common X-Windows functions, detailed descriptions of X-Windows commands and library functions, a technical reference, and error correction techniques.

## Ordering Additional Copies of this Book

To order additional copies of the complete manual and this Technical News Letter (TNL) (without program diskettes), use either of the following sources:

- To order from your IBM representative, use Order Number SBOF-0160.
- To order from your IBM dealer, use Part Number 79X3890.

A binder, the Quick Reference, and the INed Keyboard Charts are included with the order. For information on ordering the binder, manual, and/or Quick Reference package separately, contact your IBM representative or your IBM dealer.



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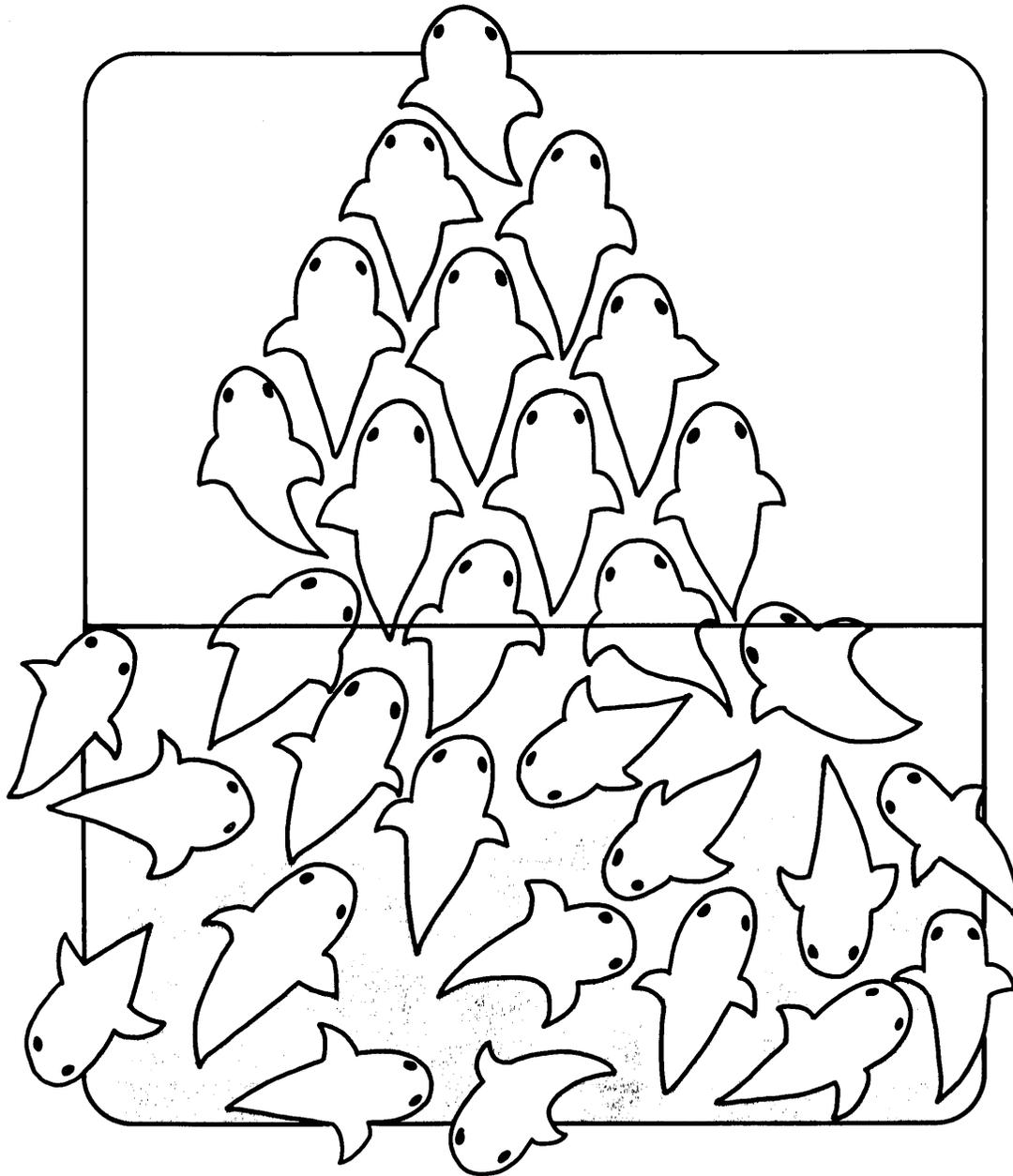
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## Chapter 1. Introduction



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## About This Chapter

This chapter is a brief overview of the INed editor and the TEN/PLUS File Manager. It includes illustrations that show how the editor screen is designed to give you information about the file you are editing and lists some of the functions of the editor command keys. It also shows the File Manager display.

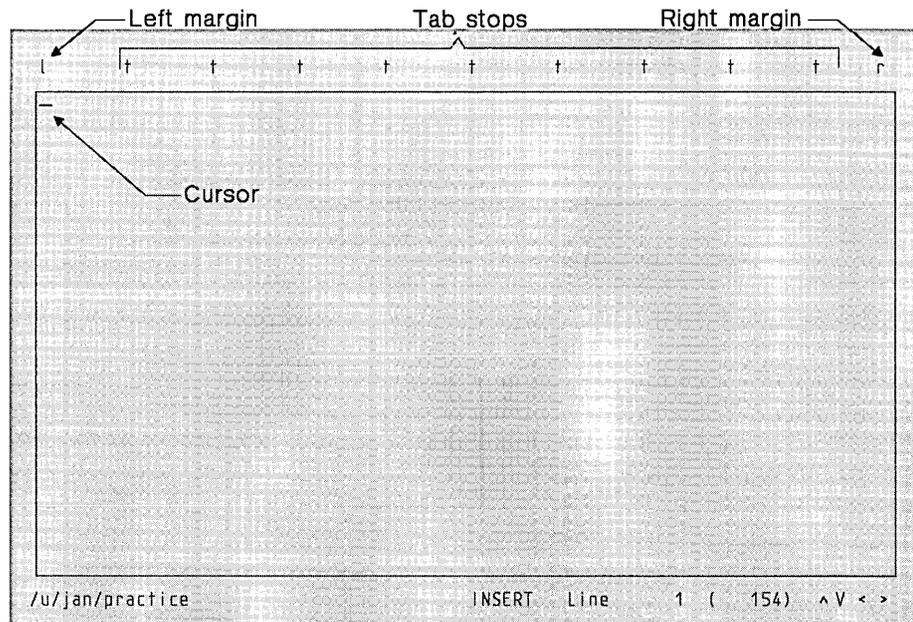
This chapter also describes three command keys you will use often. They are:

- The **CANCEL** command key that removes the editor messages from the window
- The **ENTER** command key that changes how the other command keys work
- The **REFRESH** command key that clears the screen and redraws the display.

---

## Overview

The INed editor is a full screen text editor. An editor allows you to enter text into a file. A full screen text editor means that you can view, enter, and revise (edit) text at any place in the editor *window*. (The window referred to in this book is the rectangular portion of the editor screen.) The editor screen looks like this:



You enter text with a keyboard in the same way you type text on a typewriter. As you type, the text displays on the window. You can edit or revise the text on the window by using the editor command keys. Command keys allow you to manipulate and format text by pressing the appropriate keys instead of typing and entering commands on a command line.

Command key names are always indicated by uppercase **BOLDFACE** type. You can use the chart that matches your keyboard to locate the appropriate command keys.

---

You can use the command keys to do the following text editing and text processing functions:

- Insert characters, lines, or blocks of text
- Delete characters, lines, or blocks of text
- Copy or move lines, and blocks of text
- Restore deleted lines and blocks of text
- Scroll text
- Divide a window into two or more windows and:
  - Edit the same file at two or more places
  - Edit two or more files at one time
  - Copy text from one file to another file
- Search for and replace specified text
- Reset margins and tabs
- Center lines
- Enter control characters.

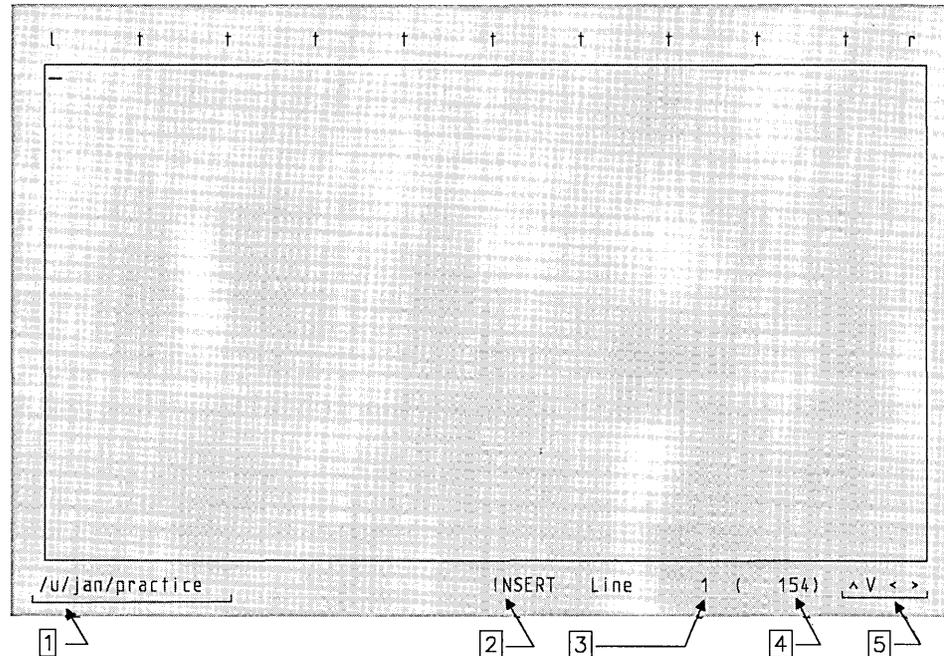
You can also use the command keys to:

- Print files
- Run AIX and INed commands from the editor
- Run filter commands
- Obtain help information
- Display the history of a structured file.

---

## The Editor Screen

The editor screen shows you more information than just margins and tabs:



The bottom of the screen gives the following information:

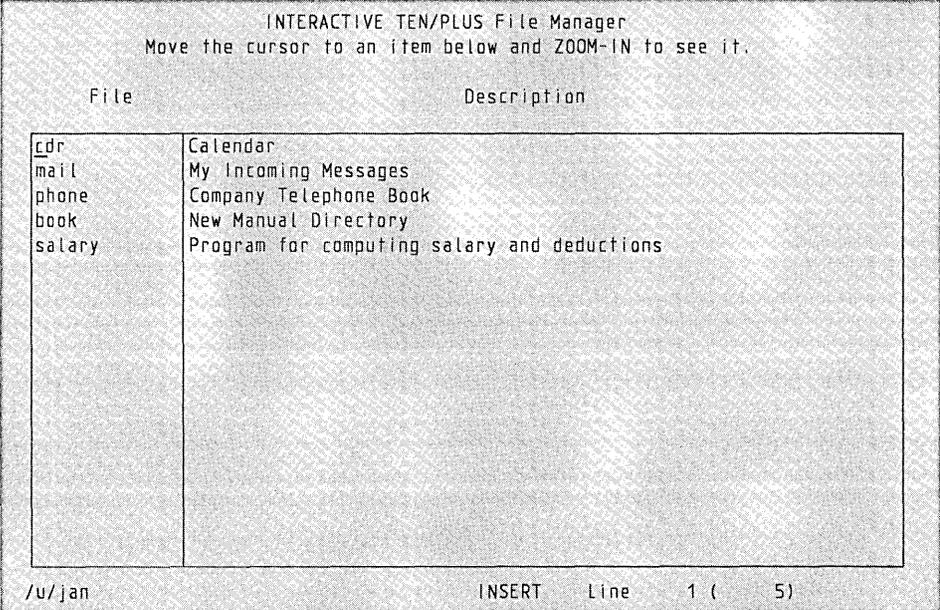
- 1** *Full path name*—The sequence of directories from the root directory (/) to the file name of the *current file*. (The current file is the file in the window.) In this example the file name is practice and it is in the directory /u/jan.
- 2** *Insert/overwrite indicator*—The mode of the typewriter keyboard. *INSERT* means the new text you type is inserted at the cursor position. *OVERWRITE* means the new text you type replaces the existing text. Chapter 5 contains more information on insert and overwrite modes.

- 
- 3 ***Line number***—The line number of the cursor's present position (the current line) counting from the top of the file.
  - 4 ***Total lines***—The total number of lines in the file.
  - 5 ***Text indicators***—The symbols show that the window does not completely contain all of the text in the file. For example, a V pointing down means there is text below the window; a > pointing right means there is text to the right of the window. Chapter 4 explains how to scroll this text into the window.

---

## The File Manager Screen

The File Manager screen is a list of the files in your current directory. A File Manager screen with descriptions added looks similar to this:



The screenshot shows a terminal window titled "INTERACTIVE TEN/PLUS File Manager". Below the title is the instruction "Move the cursor to an item below and ZOOM-IN to see it." The main content is a table with two columns: "File" and "Description". The "File" column contains the following entries: "cdr", "mail", "phone", "book", and "salary". The "Description" column contains the following entries: "Calendar", "My Incoming Messages", "Company Telephone Book", "New Manual Directory", and "Program for computing salary and deductions". At the bottom left of the window, the path "/u/jan" is displayed. At the bottom right, the status "INSERT Line 1 ( 5)" is shown.

File	Description
<u>c</u> dr	Calendar
mail	My Incoming Messages
phone	Company Telephone Book
book	New Manual Directory
salary	Program for computing salary and deductions

You can use the File Manager screen and the command keys to:

- Create new files and directories
- Access or copy one of the displayed files or directories
- Move a directory
- Move a file to a different directory
- Rename a file or directory
- Delete a file or remove a directory.

---

## Commands Used in This Chapter

These are the commands described in this chapter. Use the command name to locate the proper command keys on your *INed Keyboard Chart*.

<b>Command</b>	<b>Action</b>
<b>CANCEL</b>	Removes an error message or pop-up box from the window.
<b>REFRESH</b>	Clears and then redraws the screen.
<b>ENTER</b>	Creates an ENTER box to change the function of a command.

---

## Using the CANCEL Key

Use the **CANCEL** command key to remove an editor box from the window so you can continue to edit. For example, the box may be a message. (Messages can be caused by accidentally pressing the wrong key. You cannot continue to edit until you remove the message.)

### How to Remove a Box

Press **CANCEL**.

## Additional Information

There are several kinds of editor boxes. For example:

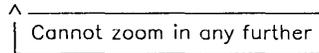
- **Menu boxes.** Menus are lists of items from which you can make a selection. This is an example of the create file menu:

```
^
| You are attempting to create file "/u/jan/practice"
|
| Move the cursor to the type of file you want and touch EXECUTE.
| Touch CANCEL to do nothing, HELP for Help.
|
| Create an ASCII file (without history)
| Create a structured file (with history)
| Create a directory
```

- **The ENTER box.** See “Using the ENTER Command Key” on page 1-13 for more information on the ENTER box.

```
^
| ENTER: _
```

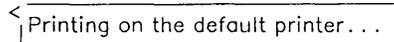
- 
- **Message boxes.** Message boxes are pop-up boxes containing a comment, error message, or an instruction from the system. This is an example of a message displayed when you press **ZOOM IN**, and are not in a menu:



Cannot zoom in any further

To remove editor boxes from the window, press **CANCEL**.

Information boxes are another type of pop-up box you will see. These boxes contain processing notes such as:



Printing on the default printer . . .

When processing completes, they disappear.

---

## Refreshing the Screen

The REFRESH command keys allow you to erase (clear) the screen and redraw the display. You can use the REFRESH command keys if a system message appears on the screen, or if the display becomes garbled for some reason.

### How to Clear and Redraw the Screen

Press **REFRESH**.

## Additional Information

Pressing **REFRESH** clears the screen and redraws the display as it was before the message or problem occurred. It does not erase or delete any text in the window.

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## Using the ENTER Command Key

You use the **ENTER** command key to change the action of other command keys.

### Ways to Use the ENTER Key

- To change the function of command keys:
  1. Press the **ENTER** command key.
  2. Press the appropriate command key.
- To create an ENTER box to enter an argument.
  1. Press the **ENTER** command key.
  2. Enter an argument.
  3. Press the appropriate command key.

## Creating an ENTER Box

When you press the **ENTER** command key, the editor creates an ENTER box.

^  
| ENTER: \_

The **ENTER** command key toggles the ENTER box on and off. (If you press the **ENTER** command key more than one time, the ENTER box continues to appear and disappear.) You can either leave the ENTER box blank or enter an *argument*. Arguments consist of numbers, letters, or words that expand or change the way the commands work.

**Note:** Some keyboards have **Enter** engraved on the top of a key. This key is not necessarily the ENTER command key. See your keyboard chart to locate the INed **ENTER** key.

---

## Changing a Command Key Function

For some editor commands you press the **ENTER** key and then press the command key without entering anything in the **ENTER** box. Pressing the **ENTER** key before pressing the command key changes the way the command works.

For example, if you press **DELETE CHAR**, the editor deletes the character at the cursor position. If you first press the **ENTER** key and then press **DELETE CHAR**, the editor deletes the rest of the line beginning at the cursor position.

You can also use the **ENTER** key with the cursor motion keys to define a block or lines of text. For more information on how to do this, see “Marking Blocks of Text” on page 6-5 and the *Quick Reference*.

## Typing an Argument in the **ENTER** Box

Many of the editor commands allow you to type an argument in the **ENTER** box. The argument can be a number or a character string that changes a command key function.

For example, if you press **INSERT LINE**, the editor inserts a blank line above the cursor. If you want to insert 10 blank lines, you can press **INSERT LINE** 10 times. However, you can insert 10 blank lines at once by:

1. Pressing the **ENTER** key
2. Typing 10 in the **ENTER** box
3. Pressing **INSERT LINE**.

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## Chapter 2. Beginning and Ending Editing Sessions



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## About This Chapter

The editor stores information (programs, memos, and other text documents) as files. When you are working with a file or directory, it is called an editing session.

This chapter explains how to access the editor to start an editing session. You can start an editing session by either creating a new file or by accessing an existing file or directory.

While you are editing the file, you can save changes without ending an editing session. You can also make a copy of the file you are editing by saving it in a different file or use the Print Menu to either print the file or append it to another file.

When you end the session, you store the file. You can either store the file with your new changes or store the original file with no changes.

At the end of this chapter is a brief tutorial. This tutorial shows you how to create a file, enter text, print the file, and then exit the editor. If you wish, you can go directly to the tutorial before you read the rest of the chapter.

---

## Commands Used in This Chapter

The following commands are described in this chapter in the sequence they appear below. Use the command name to locate the command keys on your *INed Keyboard Chart*.

<b>Command</b>	<b>Action</b>
<b>e . RETURN</b>	Accesses the File Manager screen in the current directory.
<b>ZOOM IN</b>	Displays the option at the cursor position.
<b>ZOOM OUT</b>	Moves to the next level up.
<b>e <i>filename</i> RETURN</b>	Begins editing <i>filename</i> at the top of the file. If <i>filename</i> does not exist, the editor presents the create file menu.
<b>EXECUTE</b>	Selects a menu item.
<b>EXIT</b>	Saves the file changes and then exits the editor.
<b>ENTER q EXIT</b>	Ignores changes made to the file, restores original file, and then exits the editor.
<b>QUIT</b>	Attempts to save all files and cancels the editor program. (You should only use this command if no other command works.)
<b>e RETURN</b>	Returns to the file and cursor position of the last file you exited.
<b>SAVE</b>	Stores the changes made to the file, but does not exit the editor.
<b>ENTER <i>filename</i> SAVE</b>	Stores a copy of the file under the file name <i>filename</i> .
<b>PRINT</b>	Displays the Print Menu.

---

## Accessing the File Manager Screen

The File Manager screen contains all of the files in a directory.

### How to Access the File Manager

- From the AIX prompt:
  1. Go to the system prompt (\$).
  2. Type `e .` or type `e $HOME`.
  3. Press **RETURN**.
  4. The editor displays the File Manager screen.  
Press **EXIT** to return to the system prompt (\$).
- From Usability Services:
  1. Select a file from the FILES window.
  2. Select **OPEN** from the command bar.
  3. Press **ZOOM OUT**
  4. The editor displays the File Manager screen.

## Additional Information

You must change the default editor in Usability Services to access the File Manager from Usability Services. To change the default editor, see “Specifying the INEd Editor for Usability Services” on page A-2.



---

## Creating a File

When you want to type new information such as a letter, memo, or program on AIX, you must create a file. The INed editor can edit two types of files, *text* and *structured*. Text files are files coded in the American Standard Code for Information Interchange (ASCII). Most of the files you create will probably be in ASCII format.

Structured files store specialized data and contain a history. You can use the history of a structured file to recover past versions of the file. However, this also means that a structured file may become quite large after several changes. Structured files are discussed in Chapter 12 and in commands such as **ghost**, **newfile**, and **rmhist**. These commands are discussed in Appendix B.

### How to Create a File

1. Access the File Manager screen and move the cursor to the beginning of the first blank line of the File field.
2. Type a *filename*.
3. Press **TAB** to move the cursor to the Description field and type a brief description of the file.
4. Press **ZOOM IN**.

The Create File menu appears.

5. Press **RETURN** to move the cursor to the file option you want.
6. Press **EXECUTE**.  
Edit the file.
7. Press **ZOOM OUT** to return to the File Manager screen.

---

## More Detailed Information

Use the following steps if you need more information about creating a file:

1. Access the File Manager screen.

See “Accessing the File Manager Screen” on page 2-5 if you do not know how to access the File Manager screen. After you access the File Manager screen, press the **RETURN** key to move to the first blank line.

2. Type a name (*filename*) for your new file.

Use the following guidelines when you name a file:

- Give each file a unique name.
- Choose names that are easy to remember. For example, the file name `memo_form` may mean more to you than `form_12`.
- Make file names 1 to 10 characters long. (If necessary, file names may be as long as 14 characters. However, the INed editor uses 4 characters to create the backup file, *filename.bak*.)
- Use letters, numbers, underscores and other characters that do not have a special meaning to the operating system. In general you should avoid using:
  - \* (asterisk)
  - \ (backslash)
  - (space)
  - (minus sign)
  - & (ampersand)
  - ; (semicolon)
  - ? (question mark)
- Use capitalization and characters carefully. Each time you want to use a file, you must type the file name exactly as you created it. These would all be unique file names:  
`chapter1`, `CHAPTER1`, `Chapter1`, and `chapter_1`.

- 
3. Press **TAB** to move the cursor to the Description field and type a brief description of the file.

The description is to help you locate files quickly and easily from the File Manager screen. The editor does not require a description of the file.

4. Press **ZOOM IN**.

A menu similar to this menu appears:

```
^
| You are attempting to create file "/u/jan/practice"
|
| Move the cursor to the type of file you want and touch EXECUTE.
| Touch CANCEL to do nothing, HELP for Help.
|
| Create an ASCII file (without history)
| Create a structured file (with history)
| Create a directory
```

The name of the file you are creating is at the end of the first line of this menu. In this menu, practice is the file name. If you typed the wrong file name or want to change this file request:

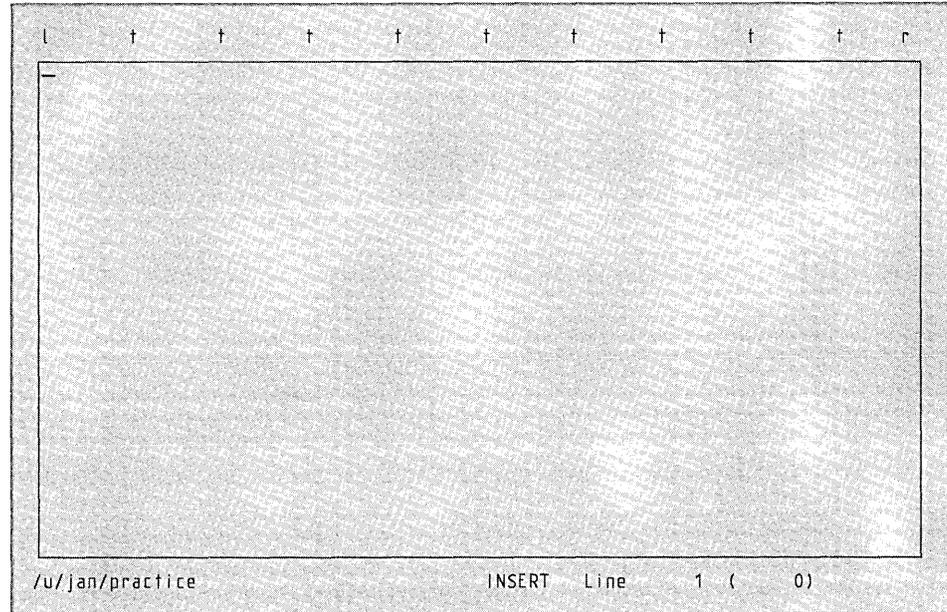
- a. Press **CANCEL**.
  - b. Return to step 2 on page 2-8.
5. Move the cursor to the type of file you want to create. You can move the cursor by pressing **RETURN**.

**Note:** Unless you have a special need for a structured file, select Create an ASCII file (without history). (ASCII files are text files.)

---

6. Press **EXECUTE**.

The editor displays a window similar to this:



Type whatever you want. You can correct mistakes and make changes by using the editor commands described in Chapter 3 through Chapter 7.

7. To return to the File Manager screen, press **ZOOM OUT**.

**Note:** To make sure the files you edit are saved, use the **SAVE** command or end the editing session with the **EXIT** command.

---

## Ending an Editing Session

You end an editing session by storing the files you are editing. You can store the files with changes you made during the editing session, or you can store the original files.

### Ways to End an Editing Session

- To save file changes, store the updated files, and exit the editor program:
  1. Press **EXIT**.
  2. The editor saves the files and returns to the system prompt.
- To ignore editing changes, restore the original files, and exit the editor:
  1. Press **ENTER**.
  2. Type q in the ENTER box.
  3. Press **EXIT**.
  4. The editor does not save the editing changes and returns to the system prompt.
- To cancel the editor program if no other method works:
  1. Press **QUIT**.
  2. The editor attempts to save all files and returns to the system prompt.

---

## Storing the Updated File and Exiting the Editor

Usually when you create or revise files, you want to store the latest versions. To do that, press **EXIT**. While the editor is saving a text file, it displays a message similar to this:

```
^ Saving file "/u/jan/practice" . . .
```

After the files are stored, the editing session ends and the previous screen appears. (If you entered the editor or the File Manager screen from the system prompt, the system prompt displays.)

The next time you use the files, you will see the updated versions, exactly as you stored them.

If no changes were made to the file, the file is not rewritten.

**Note:** To save space when the editor stores a text file, it may replace multiple blanks at the beginning of the line with ASCII tab characters. Some programs can not process files that contain tab characters. Before you use these programs with INed text files, you should run the **untab** command.

## Discarding Editing Changes and Exiting the Editor

Sometimes when you create or revise a text file you may want to start over and not store anything you just typed. To do that, type **q** in the ENTER box, then press **EXIT**.

```
< ENTER: q_ EXIT
```

**Warning:** When you use this command, the editor does not save any of the changes you made to text files during this editing session and returns you to the previous screen.

The next time you use the files, you will see the original versions exactly as they appeared when you began your last editing session.

---

If you are editing structured files, the changes are saved. (See “Saving a Version of a Structured File” on page 12-8 to reconstruct the previous version of a structured file.)

## **Canceling the Editor Program**

Use the **QUIT** key command if you cannot end the editing session in any other way. The editor attempts to save any changes you made to the files.

---

## Accessing a File

You can access files from either the File Manager screen or the system prompt. From the system prompt, you can either return to the last file you edited, or enter the name of another file you want to edit.

### Ways to Access a File

- To access a file from the File Manager screen:
  1. Access the File Manager screen.
  2. Move the cursor to the file you want to edit.
  3. Press **ZOOM IN**.
- To access the last file edited:
  1. Go to the system prompt (\$).
  2. Type e.
  3. Press **RETURN**.
- To access a specific file:
  1. Go to the system prompt (\$).
  2. Type e then a space.
  3. Type the name of the file you want to edit.
  4. Optionally, specify where you want to begin editing.
  5. Press **RETURN**.

## Going to a File From the File Manager Screen

See “Accessing the File Manager Screen” on page 2-5 if you do not know how to access the File Manager screen.

---

## Going to the Last File Edited

Typing `e` and pressing **RETURN** is a quick way to return to the last file you edited. This command is helpful if you accidentally exit your file, because the editor returns to the same location of the cursor when you last stored the file.

## Going to a Specific File

To go to a specific file, follow these steps:

1. Type `e` then a space.
2. Type the name of the file you want to edit.

Remember to type the file name exactly as you created it.

3. Begin editing by doing one of the following:
  - If you want to start editing at the beginning of the file, go to step 4 on page 2-16.
  - If you want to begin editing somewhere else in the file, enter a space and then type one of the following choices:
    - The beginning line number.

For example, to go to line 55 of the file `NYexpenses`, type:

```
$ e NYexpenses 55
```

- The beginning line number and column number. (A column is a horizontal position in the file. Columns are numbered starting from the left most position of the file.)

If you want to go to the same line of the same file, but start in column 25, type:

```
$ e NYexpenses 55 25
```

---

The beginning line number, the beginning column number, and a search key.

If you want to go to the file NYexpenses and begin editing at the first occurrence of dinner, type:

```
$ e NYexpenses 0 0 dinner
```

4. Press **RETURN** and the file appears with the cursor located where you specified it should be.

---

## Saving Changes to a File

You can save changes you make to a file, or you can make a copy of the file you are editing, without ending the editing session.

### Ways to Save a File

- Save changes made to the file you are editing:
  1. Press **SAVE**.
  2. The editor stores the changes and does not exit the file.
- Copy the file to a different file:
  1. Press **ENTER**.
  2. Type *filename* in the ENTER box.
  3. Press **SAVE**.
  4. The editor copies the file to *filename*, but does not exit the file you are editing.

## Saving Changes As You Edit

Each time you press **SAVE**, the changes you made are written to a file. As the changes are written, the editor also makes a copy of the file without the current changes. The editor stores the copy of the file without changes in a **.bak** file. The **.bak** file is the name of the original file with **.bak** at the end. If no changes were made to the file, the file is not rewritten and the **.bak** file remains at the previous level.

**Note:** The **.bak** files are only for text files.

The editor displays a pop-up message similar to this while it saves the files:

```
^ Saving file "/u/jan/practice" . . .
```

---

## Making a Copy of the File

You can copy the file you are editing into an existing file, or you can copy the file into a new file.

**Note:** If you copy a file into an existing file, the file *overwrites* the existing file. Overwrite means the text in the file you save replaces the text that is in the file.

To copy the file you are editing:

1. Press **ENTER**.

An ENTER box pops up on your window.

2. In the ENTER box, type the name of the file in which you want to store the copy of the file.

If you specify a new file name in the ENTER box, the editor creates the new file for you.

3. Press **SAVE**.

The editor saves your current file and then copies it into the file you specify. As the editor copies the file, two pop-up messages appear. The first message says:

```
^
| Copying from "filename"...
```

second message says:

```
^
| Copying to "filename"...
```

---

## Printing a File

You can use the **PRINT** command keys to print a copy of a file on a printer or into another file.

### How to Print a File

1. Be sure your printer is turned on and ready to print.
2. Access the file you want to print.
3. Press **PRINT**.
4. Follow the prompts on the Print Menu.

## More Detailed Information

Use the following steps if you need more information about printing a file:

1. Prepare your printer by turning it on and following the printer instructions that came with your printer.
2. The file you want to print with the Print Menu must be the file currently in the editor window.
3. When you press **PRINT**, the editor displays a print menu similar to this:

Move the cursor to a print option and touch EXECUTE.  
Touch CANCEL to do nothing, HELP for help.

Print on default printer  
Print (ask for options)  
Print to file (overwrite)  
Print to file (append)

- 
4. Move the cursor to an option and press **EXECUTE**. The next sections explain the four options on this menu.

## Printing on the Default Printer

If you selected the Print on default printer option, the editor displays a message similar to this:

```
< Printing on the default printer. . .
```

The editor then prints the file on the default printer. This option prints the file name and the page number at the top of each page unless your print profile has been changed. (“Creating Your Print Profile” on page 11-17 tells you how you can change your print profile.)

## Specifying Print Options

If you selected the Print (ask for options) option, the editor displays a message prompt similar to this:

```
^ Print options: ..
```

Type the print options (flags) you want in the Print options box and then press **ENTER**. The editor then prints the file on the line printer using the options you specified.

For example, to print a file that is wider than 80 columns, enter the flag **-cdp** in the message prompt. The **-cdp** flag is the AIX **pio** command flag to condense the print. (When you finish printing the file you should turn the condensed print off by entering the **-nocdp** flag.)

For information about the other available print options, see the **print** and the **pio** commands in *AIX Operating System Commands Reference*.

---

## Printing to a File (Overwriting)

To *print to a file* means to copy (write) the contents of the file you are editing to another file. To overwrite a file means that the file you are printing replaces any text in the file you are printing to.

If you selected the Print to file (overwrite) option, the editor displays a message similar to this:

```
^
| File for printing ("print.tmp"): _
```

1. If you want to write the file into a specific file, type the file name or full path name, and press **EXECUTE**.

If you want to write the file into the default file **print.tmp**, press **EXECUTE**.

2. If the file does not exist, the editor displays a prompt similar to this:

```
^
| File "/u/jan/prac.print" does not exist.
| Touch EXECUTE to create it.
| Touch CANCEL to return to editing, HELP for help.
```

3. Press **EXECUTE** to create the file.
4. While it prints the file, the editor displays this message:

```
^
| Printing to file "filename"...
```

---

## Printing to File (Appending)

To *append a file* means to write a file to the end of a second file without overwriting the second file. If you selected the Print to file (append) option, the editor displays a message similar to this:

```
^ _____  
| File for printing ("print.tmp"): _
```

1. If you want to write the file into a specific file, type the file name or full path name, and press **EXECUTE**.

If you want to write the file into the default file **print.tmp**, press **EXECUTE**.

You can print more than one file into the file. Each file you print into this file is added to the end of the previous file.

2. If the file does not exist, the editor displays a prompt similar to this:

```
^ _____  
| File "/u/jan/prac.print" does not exist.  
| Touch EXECUTE to create it.  
| Touch CANCEL to return to editing, HELP for help.
```

3. Press **EXECUTE** to create the file.
4. While it prints the file, the editor displays this message:

```
^ _____  
| Printing to file "filename"...
```

---

# Tutorial: Creating and Printing a Memo

This section includes four basic lessons to show you how to create a text file, enter text, print the file, and then exit the file.

## Lesson 1. Creating a File

1. At the system prompt, type the following:

```
e practice
```

2. Press **RETURN**.

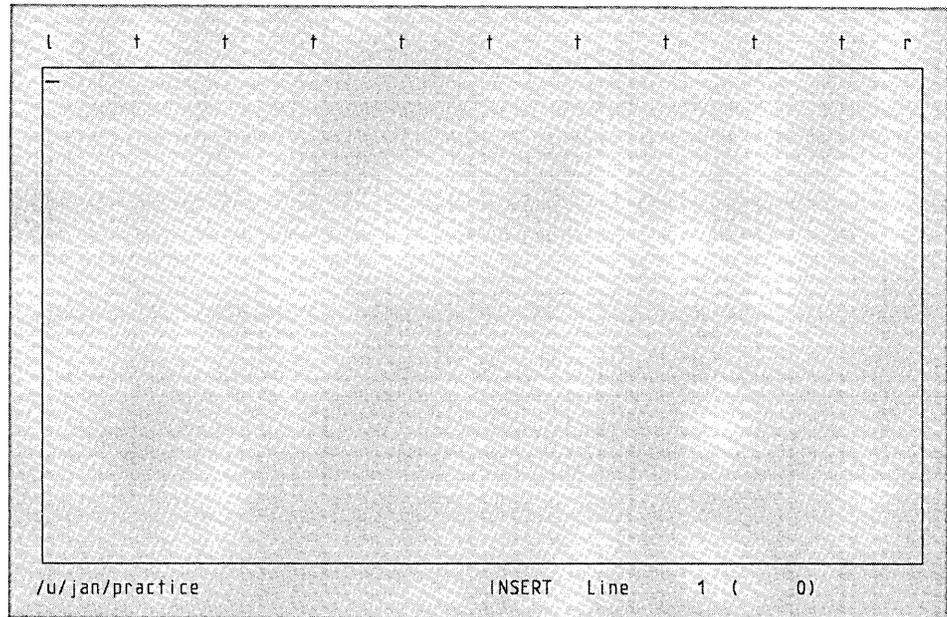
3. The editor displays a menu similar to this:

```
^-----  
You are attempting to create file "/u/jan/practice"  
  
Move the cursor to the type of file you want and touch EXECUTE.  
Touch CANCEL to do nothing, HELP for Help.  
  
C_reate an ASCII file (without history)  
C_reate a structured file (with history)  
C_reate a directory
```

The name of the file you are creating is at the end of the first line of this menu. In this menu, `practice` is the file name. If you typed the wrong file name or want to change this file:

- a. Press **CANCEL**.
  - b. Return to step 1.
4. If the cursor is on the ASCII file option, press **EXECUTE**. Otherwise, press **RETURN** to move the cursor to the ASCII file option, and then press **EXECUTE**.

- 
5. When you press **EXECUTE**, the editor displays the following window on your screen:



---

## Lesson 2. Entering Text

The INed editor has automatic *word wrap*. This means that you do not have to press **RETURN** at the end of each line. When you reach the right margin, the editor automatically moves the cursor to the next line.

Type this memo, or one of your own:

To: Facilities Committee

Subject: Improvements for the Company Cafeteria

Please look into the new cafeteria management. Although the menu has not changed very much, the quality of sandwiches and salad bar is drastically different.

The salad bar only offers lettuce and imitation bacon bits. It no longer offers tomatoes, onions, cucumbers, radishes or croutons. The sandwiches are hard and dry.

Please add this item to tomorrow's Employee Facilities Committee Agenda.

---

## Lesson 3. Printing the File

1. Be sure your printer is turned on and ready to print.
2. Press **PRINT**.

The editor displays a print menu similar to this:

```
^ Move the cursor to a print option and touch EXECUTE.  
  Touch CANCEL to do nothing, HELP for help.  
  
  Print on default printer  
  Print (ask for options)  
  Print to file (overwrite)  
  Print to file (append)
```

3. The cursor should be on the Print on default printer option. If it is not, press **RETURN** to move the cursor to the default printer option.
4. Press **EXECUTE**.
5. The editor displays this message and then prints your memo on your default printer:

```
< Printing on the default printer...
```

---

## Lesson 4. Exiting the File

1. Press **EXIT**.
2. The editor saves your memo and returns to the system prompt. While the file is being saved, the editor displays a message similar to this:

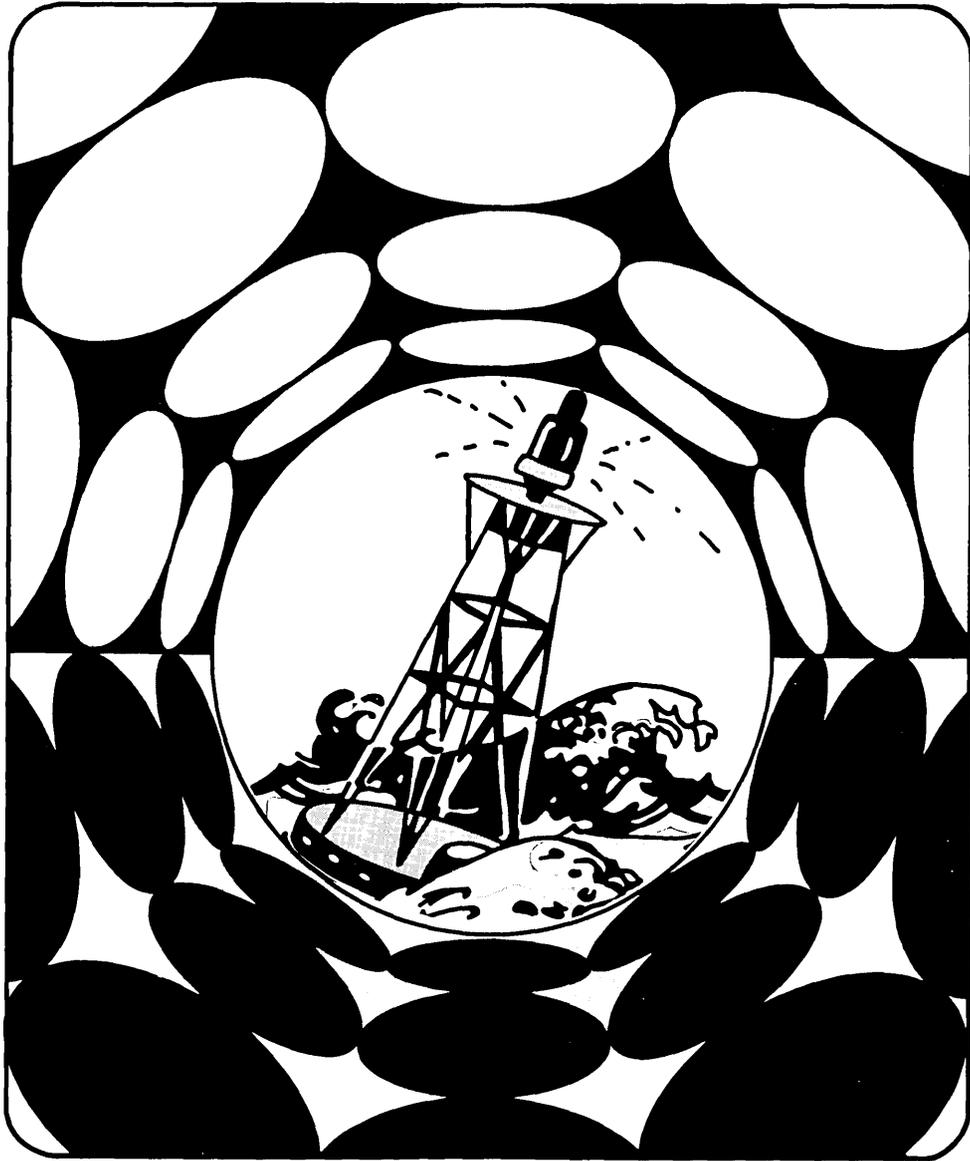
```
^ Saving file "/u/jan/practice"...
```

3. If you want to access this file again, type e then press **RETURN**. (The editor returns to the last cursor position of last file you edited.)



---

## Chapter 3. Moving the Cursor



---

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---

## About This Chapter

This chapter describes the cursor movement keys. Cursor movement keys let you move the cursor within the editor window, without changing any text. You can move the cursor in these directions:

- Horizontally or vertically
- To the beginning of the next line
- To the top left of the editor window
- To the beginning or end of a line.

---

## Commands Used in This Chapter

These are the commands described in this chapter. The commands are listed in the same sequence as they appear in the chapter. Use the command name to locate the proper command keys on your *INed Keyboard Chart*.

<b>Command</b>	<b>Action</b>
↑ ↓ ← →	Moves the cursor in the direction of the arrow.
<b>HOME</b>	Moves the cursor to the top left column in the editor window.
<b>RETURN</b>	Moves the cursor to the first nonblank character on the next line.
<b>BEGIN LINE</b>	Moves the cursor to the first nonblank character in the line.
<b>END LINE</b>	Moves the cursor to the space following the last character in the line.
<b>TAB</b>	Moves the cursor one tab stop to the right.

---

## Moving Horizontally and Vertically

The four arrow (cursor movement) keys (↑, ↓, ←, and →) move the cursor in the direction of the arrow engraved on the key.

### Ways to Move the Cursor

- Move horizontally:

Press → to move to the right.

**Or**

Press ← to move to the left.

- Move vertically:

Press ↑ to move up in the window.

**Or**

Press ↓ to move down in the window.

## Additional Information

You can move the cursor past the text window. However, you cannot type in any area of the screen except the text window (the area within the box). If you continue to press the cursor movement key, the cursor moves to the opposite edge of the same line or column.

---

## Moving to the Top of the Window

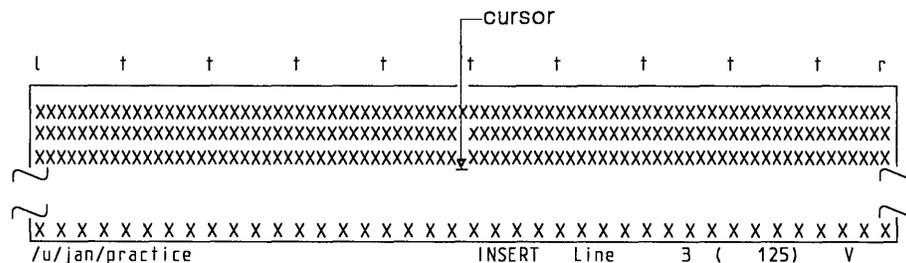
The **HOME** command key lets you move the cursor to the top left corner of the window.

### How to Move to the Top of the Window

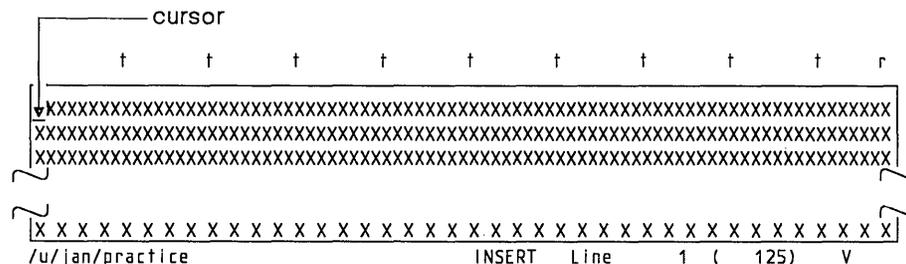
Press **HOME**.

## Additional Information

In the following example, the cursor is on the third line:



If you press **HOME**, the cursor appears on the first line:



---

## Moving to the Beginning of the Next Line

The **RETURN** command key lets you move the cursor to the beginning of the next line.

### How to Move to the Beginning of the Next Line

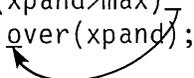
Press **RETURN**.

## Additional Information

The **RETURN** command key action is similar to the action of a carriage return on a typewriter. However, **RETURN** does not always place the cursor at the left margin of the next line. Pressing **RETURN** places the cursor as follows:

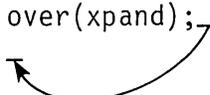
- If the next line of the file is a text line, the editor places the cursor under the first nonblank character of that line.

```
if (xpan>max)
  over(xpan);
```

A curved arrow starts at the end of the second line, `over(xpan);`, and points to the first non-blank character of the first line, `if`.

- If the next line of the file is a blank line, the editor places the cursor on the line underneath the first nonblank character of the previous line.

```
if (xpan>max)
  over(xpan);
```

A curved arrow starts at the end of the second line, `over(xpan);`, and points to the first non-blank character of the first line, `if`.

- If the cursor is on the last line of a window, the editor scrolls the window up one line.

---

## Moving to the Beginning or End of the Line

The **BEGIN LINE** and the **END LINE** command keys let you move the cursor to the beginning and to the end of the current line of text.

### How to Go to the Beginning and End of Lines

- Move to the beginning of a line:

Press **BEGIN LINE**.

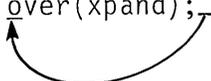
- Move to the end of a line:

Press **END LINE**.

## Moving to the Beginning of a Line

To move the cursor to the first nonblank character on the current line, press **BEGIN LINE**. If the line is blank, the cursor moves to the left edge of the screen. If the line is indented, pressing **BEGIN LINE** does not move the cursor to the left margin. For example:

```
if (xpan>max)
  over(xpan);
```

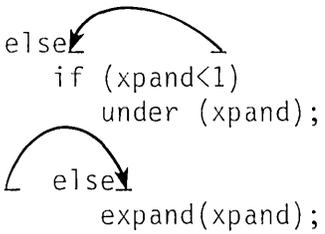


---

## Moving to the End of a Line

To move the cursor one space to the right of the last character on the current line, press **END LINE**. Pressing **END LINE** does not move the cursor to the right margin. For example:

```
else┘  
  if (xpan<1)  
    under (xpan);  
┘ else┘  
  expand(xpan);
```



---

## Using the TAB Key

The **TAB** command key lets you move the cursor to the next tab stop and to the previous tab stop.

### How to Move the Cursor to a Tab Stop

- Press **TAB** to move the cursor to the next tab stop.
- Or
- Press **SHIFT-TAB** to move the cursor to the previous tab stop.

## Additional Information

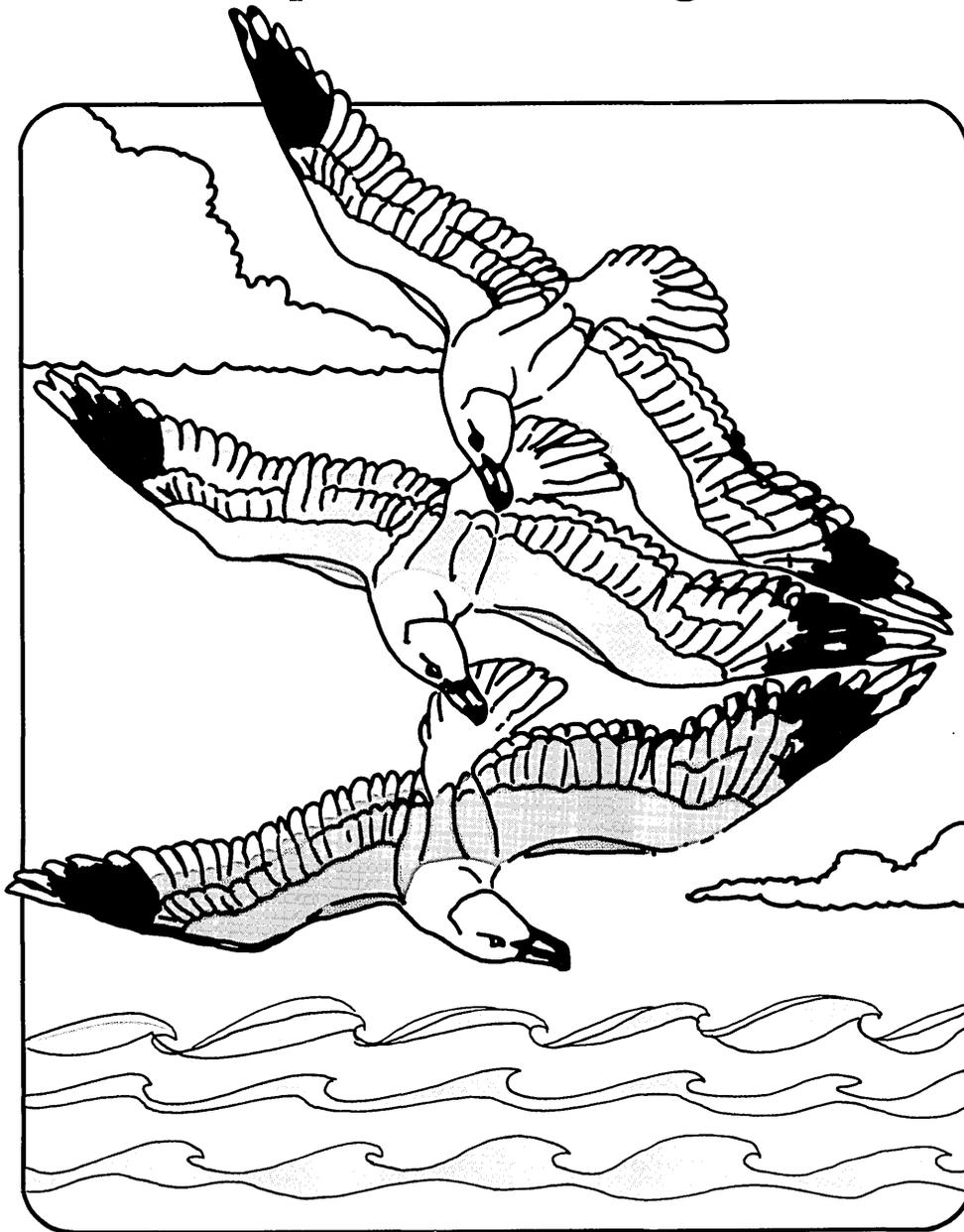
The editor sets tab stops for you. (The t's at the top of the editor screen are tab markers.) To change the tab stop settings see "Changing Tab Stops" on page 7-5.

In a tree structured file, pressing the **TAB** key moves the cursor to the next field.

**Note:** With some keyboards, you cannot move to the previous tab stop by pressing **SHIFT-TAB**. Look at the *INed Keyboard Chart* to see how to shift to the previous tab stop.

---

## Chapter 4. Scrolling the Text Window



---

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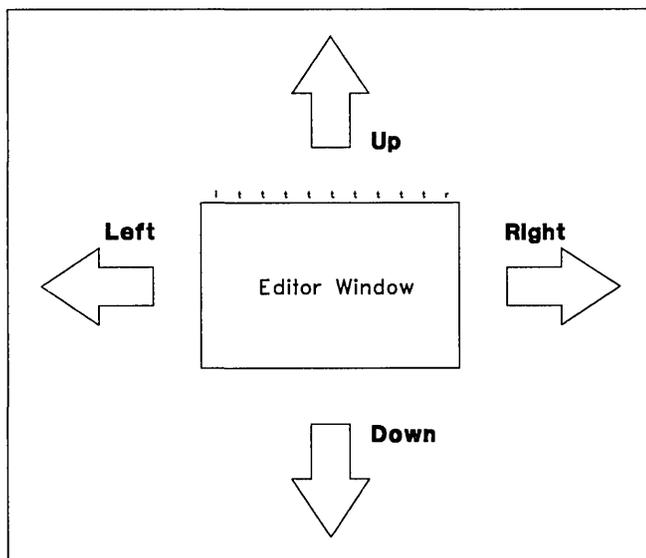
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---

## About This Chapter

This chapter describes different ways you can move (scroll) the window to view different parts of your file. For example, when you finish editing one window of text, you can easily scroll down to view the next window of text or scroll up to view the previous window of text. Refer to this example for the directions you can scroll a window:

File:



---

## Commands Used in This Chapter

These are the commands described in this chapter. The commands are listed in the same sequence as they appear in the chapter. Use the command name to locate the proper command keys on your *INed Keyboard Chart*.

<b>Command</b>	<b>Action</b>
<b>LINES DOWN</b> or <b>LINES UP</b>	Scrolls down or up approximately one-third of a <i>page</i> . (A page is the number of lines that can fit in the current window.)
<b>PAGE DOWN</b> or <b>PAGE UP</b>	Scrolls down or up one page.
<b>ENTER</b> <b>LINES DOWN</b>	Scrolls down to make the cursor line the first, or top, line in the window.
<b>ENTER</b> <b>LINES UP</b>	Scrolls up to make the cursor line the last, or bottom, line in the window.
<b>GO TO</b>	Scrolls to the first line of the file (line one), or if line one is already at the top of window, moves to the bottom of the file (the last line).
<b>ENTER</b> <i>number</i> <b>GO TO</b>	Scrolls to the specified line and places it in the middle of the window.
<b>RIGHT</b> or <b>LEFT</b>	Scrolls right or left (horizontally) one-third of the window width.
<b>ENTER</b> <i>char string</i> <b>SEARCH UP</b> or <b>SEARCH DOWN</b>	Searches up or down and places the cursor at the next occurrence of <i>char string</i> .
<b>SEARCH UP</b> or <b>SEARCH DOWN</b>	Searches up or down and places the cursor at the next occurrence of the current character string.

---

## Scrolling Text by Pages

The **LINES UP** and **LINES DOWN** command keys let you scroll up and down one-third of a page. The **PAGE UP** and **PAGE DOWN** command keys let you scroll a complete page, or more than one page.

### Ways to Scroll by Pages

- Scroll one-third of a page:

Press **LINES UP** to scroll up (toward the beginning of the file).

**Or**

Press **LINES DOWN** to scroll down (toward the end of the file).

- Scroll one page:

Press **PAGE UP** to scroll up (toward the beginning of the file).

**Or**

Press **PAGE DOWN** to scroll down (toward the end of the file).

- Scroll multiple pages:

1. Press **ENTER**.
2. Type the number of pages you want to scroll in the **ENTER** box.
3. Press **PAGE UP** to scroll up.  
**Or**  
Press **PAGE DOWN** to scroll down.

---

## Additional Information

When you press **PAGE UP**, the window moves toward the beginning of your file. **PAGE DOWN** moves the window towards the end of your file.

An editor page is equal to the number of lines in one window.

---

## Scrolling Text Vertically

The **LINES UP** and **LINES DOWN** command keys also let you move the current line to the top or bottom of the window. They also let you specify how many lines you want to scroll.

### Ways to Scroll Vertically

- Scroll a specific line to the top or bottom line of the window:
  1. Move the cursor to the line you want to place at the top or bottom of the window.
  2. Press **ENTER**.
  3. Press **LINES DOWN** to make the line the top line in the window.  
**Or**  
Press **LINES UP** to make the line the bottom line in the window.
- Scroll a specified number of lines:
  1. Press **ENTER**.
  2. Type the number of lines that you want to scroll in the **ENTER** box.
  3. Press **LINES UP** if you want to scroll up.  
**Or**  
Press **LINES DOWN** if you want to scroll down.

---

## Scrolling to the Top, Bottom, or a Specific Line of a File

The **GO TO** command key lets you scroll to the first line, to the last line, or to a specified line of a file.

### Ways to Use the GO TO Key

- Move to the first line of the file:
  1. Press **GO TO**.
  2. The editor scrolls to line 1.
- Move to the the last line of the file:
  1. Press **ENTER**, then press **GO TO**.
  2. The editor scrolls to the last line of the file.
- Scroll to a specific line:
  1. Press **ENTER**.
  2. Type the number of the line you want to move to in the **ENTER** box.
  3. Press **GO TO**.
  4. The editor scrolls to the line number you specified.

### Additional Information

If the cursor is on any line except the first line of the file when you press **GO TO**, the file scrolls to the first line. If the cursor is on the first line of the file and you press **GO TO**, the editor scrolls to the last line of the file.

If you type a line number in the **ENTER** box and press **GO TO**, the editor moves that line number to the center of the window.

---

## Scrolling Horizontally

The **RIGHT** command keys let you scroll the window to the right. The **LEFT** command keys let you scroll the window to the left. Scrolling right or left is necessary when you create or edit files with long horizontal lines.

### Ways to Scroll Horizontally

- Scroll one-third of a window:
  - Press **RIGHT** to scroll to the right.
  - Or**
  - Press **LEFT** to scroll to the left.
- Scroll a specified number of columns:
  1. Press **ENTER**.
  2. Type the number of columns you want to move in the **ENTER** box.
  3. Press **RIGHT** to scroll to the right.

**Or**

Press **LEFT** to scroll to the left.
- Scroll the cursor column to the left or right.
  1. Move the cursor to a character in the column you want to move to the left or right side of the window.
  2. Press **ENTER**.
  3. Press **LEFT** to scroll the cursor column to the right most position of the window.

**Or**

Press **RIGHT** to scroll the cursor column to the left most position of the window.

---

## Additional Information

You can use the **RIGHT** key to view the first 200 columns of text. If your file is wider than 200 columns you must split the text to see it. (See “Inserting and Splitting Lines” on page 5-13 for information on splitting single lines, and “Formatting a Paragraph” on page 7-8 for information on reformatting text.)

---

## Searching for Text

The **SEARCH DOWN** and **SEARCH UP** command keys let you search up and down a file for a *character string*. Character strings are words or text you specify.

### Ways to Search for Text

- Specify and search for a character string:
  1. Press **ENTER**.
  2. Type the character string you want to find in the **ENTER** box.
  3. Press **SEARCH DOWN** to search down the file for the character string.  
**Or**  
Press **SEARCH UP** to search up the file for the character string.
  4. Continue to press **SEARCH DOWN** or **SEARCH UP** to search for other occurrences of the character string.
  
- Search for another occurrence of a word:
  1. Move the cursor to the first character of the word to be used as the search character string.
  2. Press **ENTER**.
  3. Press **SEARCH DOWN** to move down to the next occurrence of the character string.  
**Or**  
Press **SEARCH UP** to move up to the previous occurrence of the character string.

---

## Additional Information

When the editor finds the character string, the editor scrolls the window to display the character string. (The cursor will be on the first character of the character string.)

Use the following guidelines when you search for text:

- To stop a search command while it is processing, press **BREAK**.
- When the editor does not find any more occurrences of the character string in the direction you are searching, it displays a message similar to this:

```
< Search failed on string "character string"
```

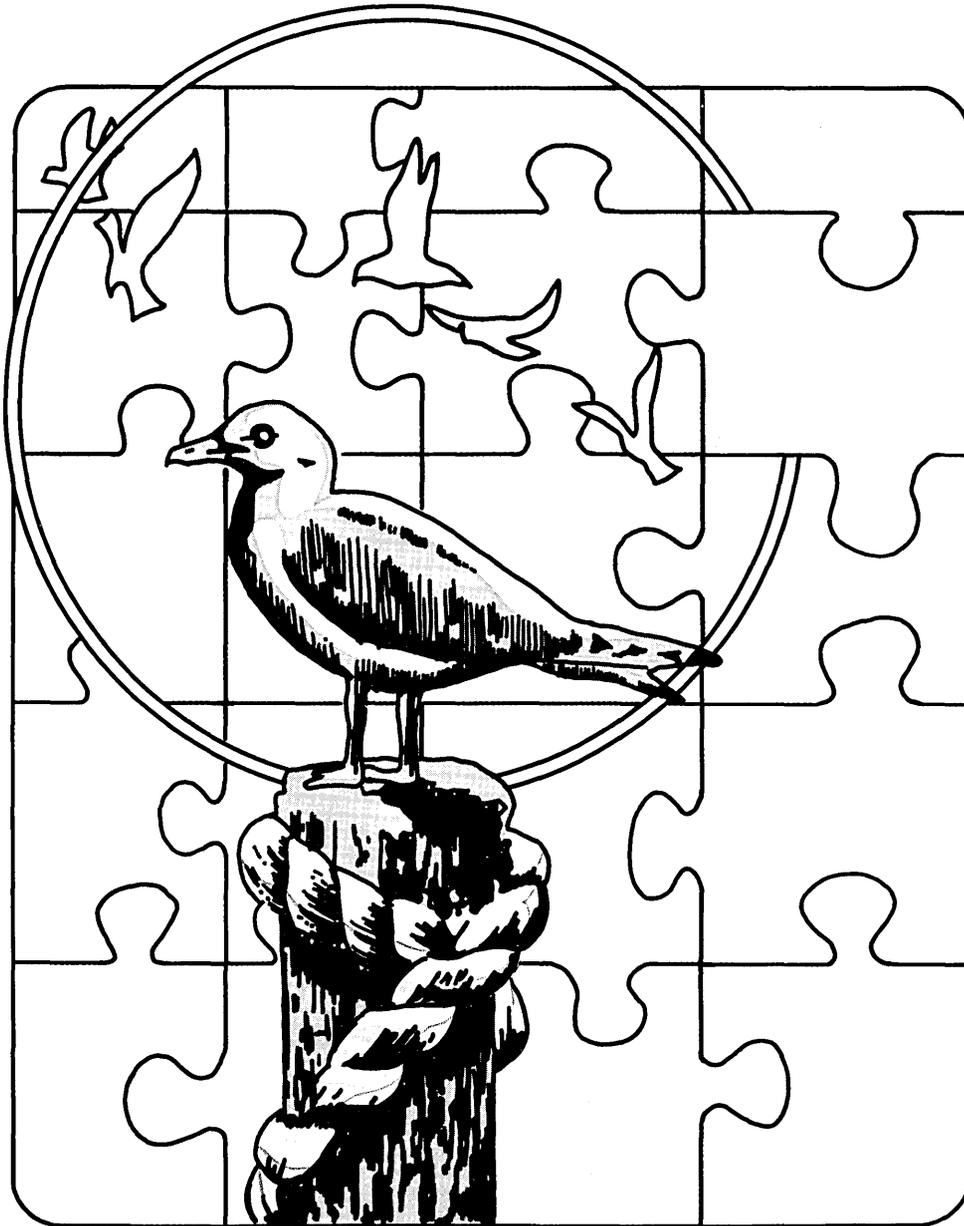
When you reach this message, you can press **CANCEL** to remove the message, and then press **SEARCH UP** or **SEARCH DOWN** to search in the opposite direction.

- The editor checks for upper and lower case letters. For example, if you type March, the editor does not locate either of the following: march or MARCH.
- The editor checks for blanks. For example, if you enter he (with a blank space before he) the editor would locate here, but would not locate the.
- When you search for an existing word, the search character string begins at the character the cursor is on and ends at the character in front of the next blank. For example, if the cursor is on the r in the word bright and you press **ENTER**, then **SEARCH DOWN**, the editor looks for the next occurrence of the character string right.

If you want to search for specific text and replace it with different text, see “Searching for and Replacing Text” on page 5-18.

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## Chapter 5. Manipulating Text



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---

## About This Chapter

This chapter explains how to use the editor command keys to manipulate text in an efficient way. For example, there are several ways to delete existing text. You can delete one character at a time, delete complete lines, delete several lines, or delete the remainder of a line. You can also restore any of the deleted lines and deleted portions of lines.

Other commands in this chapter let you manipulate text by inserting blank lines into the text, by inserting text or overwriting text, and by searching for specific text and replacing it with other text. This chapter also explains how to repeat the last argument, how to change fonts to underline text, and how to enter graphic characters.

---

## Commands Used in This Chapter

These are the commands described in this chapter. The commands are listed in the same sequence as they appear in the chapter. Use the command name to locate the proper command keys on your *INed Keyboard Chart*.

<b>Command</b>	<b>Action</b>
<b>DELETE CHAR</b>	Deletes one character at a time.
<b>BACKSPACE</b>	Moves the cursor backwards, deleting one character at a time.
<b>DELETE LINE</b>	Deletes the current line.
<b>ENTER <i>number</i> DELETE LINE</b>	Deletes the specified number of lines starting with the current line.
<b>ENTER DELETE CHAR</b>	Deletes the remainder of the current line, starting with the cursor position.
<b>ENTER DELETE LINE</b>	Deletes the remainder of the current line, starting with the cursor position. Moves text from the next line to replace the deleted text (join lines).
<b>RESTORE</b>	Restores the last deleted line or block of text above the cursor line.
<b>INSERT LINE</b>	Inserts a blank line above the current line.
<b>ENTER INSERT LINE</b>	Moves the remainder of the current line to a new next line (split text).
<b>ENTER <i>number</i> INSERT LINE</b>	Inserts the specified number of blank lines above the current line.
<b>INSERT MODE</b>	Switches between insert mode and overwrite mode.

---

<b>REPLACE</b>	If the cursor is at the beginning of the search text, replaces the search text with replacement text.
<b>ENTER REPLACE</b>	Sets the replacement text to <i>null</i> , and if cursor is at the beginning of the search text, deletes the text.
<b>ENTER <i>replacetext</i> REPLACE</b>	If the cursor is at the beginning of the search text, replaces the search text with the text <i>replacetext</i> .
<b>FONT</b>	Exchanges the current font with the alternate font. (Roman is the default font.)
<b>ENTER <i>font</i> FONT</b>	Sets the specified <i>font</i> as the current font. (The current font then becomes the alternate font.) Available fonts are named <b>c</b> , <b>w</b> , <b>g</b> and <b>r</b> (continuous-underline, word-underline, graphics, and Roman).
<b>ENTER FONT</b>	Sets the current font as the alternate font and sets Roman as the current font.
<b>LAST ARG</b>	Repeats the last argument typed in an ENTER box.

---

## Deleting Characters with the DELETE CHAR Key

The **DELETE CHAR** command key erases (deletes) the character at the cursor.

### How to Delete a Phrase

1. Move the cursor to the left of the phrase you want to delete.
2. Hold down **DELETE CHAR** until all characters in that phrase disappear.

## Additional Information

When you press **DELETE CHAR**, the cursor does not move. The character at the cursor position disappears. All characters located to the right of the cursor move left one position.

In the example below, the cursor is located in the space before either.

```
"Business will be_either better or worse."  
Calvin Coolidge
```

If you **DELETE CHAR** seven times, the result is:

```
"Business will be_better or worse."  
Calvin Coolidge
```

---

## Deleting Characters with the BACKSPACE Key

The **BACKSPACE** command key deletes characters located to the left of the cursor.

### How to Delete Characters Left of the Cursor

1. Move the cursor to the right of the character or phrase you want to delete.
2. Hold down **BACKSPACE** until all characters you want deleted disappear.

## Additional Information

When you press **BACKSPACE**, the cursor moves left one space and the character to the left of the cursor disappears.

**BACKSPACE** deletes text differently in insert mode than it does in overwrite mode.

### Backspace in Insert Mode

In insert mode, pressing **BACKSPACE** deletes one character to the left of the cursor. The rest of the line of text moves left one position. In the example below, the cursor is located in the space before worse.

```
"Business will be better or_worse."
```

If you delete ten characters with **BACKSPACE**, the result is:

```
"Business will be_worse."
```

---

## Backspace in Overwrite Mode

In overwrite mode, **BACKSPACE** deletes the character left of the cursor, but does not move any text to fill the deleted character's position. A space fills the deleted character's position.

In the example below, the cursor is located in the space before worse.

```
"Business will be better or_worse."
```

If you delete ten characters with **BACKSPACE**, while in overwrite mode, the result is:

```
"Business will be_       worse."
```

---

## Deleting and Joining Lines

The **DELETE LINE** command keys let you delete a complete line, delete multiple lines, or delete from the cursor to the end of a line and join the next line. The **DELETE CHAR** command key allows you to delete from the cursor to the end of the line.

### How to Delete Lines and Ends of Lines

- Delete one line:
  1. Move the cursor to the line you want to delete.
  2. Press **DELETE LINE**.
- Delete multiple lines:
  1. Move the cursor to the first line in a sequence of lines you want to delete.
  2. Press **ENTER**.
  3. Type the number of lines you want to delete in the **ENTER** box.
  4. Press **DELETE LINE**.
- Delete from the cursor to the end of a line:
  1. Move the cursor to the first character that you want to delete.
  2. Press **ENTER**.
  3. Press **DELETE CHAR** to leave the rest of the line blank.
- Delete to the end of the line and join the next line:
  1. Move the cursor to the first character that you want to delete.
  2. Press **ENTER**.
  3. Press **DELETE LINE** to delete the rest of the line and move the following line into the deleted space (join lines).

---

## Additional Information

Use the following guidelines when you use the **DELETE LINE** command:

- When you delete a line of text, all of the text on the cursor line disappears and the next line moves up to the cursor line. If you continue to hold down **DELETE LINE**, the editor continues to delete the lines.
- You can delete from the cursor to the end of the line either of these two ways:
  1. To leave the rest of the line blank, press **ENTER** and then **DELETE CHAR**.
  2. To move the next line up to fill the deleted space (join the lines), press **ENTER** and then **DELETE LINE**.

---

## Restoring Deleted Lines

The **RESTORE** command keys restore text previously deleted by pressing **DELETE LINE** or **ENTER DELETE CHAR**.

### How to Restore Deleted Text

- To restore the last deleted text:
  1. Move the cursor to the line directly below where you want the text restored.
  2. Press **RESTORE** until you replace all of the deleted lines you want.
- To restore more than one copy of the last deleted text:
  1. Move the cursor to the line where you want the text restored.
  2. Press **ENTER**.
  3. Type the number of copies you want in **ENTER** box.
  4. Press **RESTORE**.

### Additional Information

Each time you delete lines of text, the editor stores the deleted text in a *stack buffer*. (A stack buffer stores text in sequence. The last text stored is the first text out.) When you press **RESTORE**, the editor restores the last deleted text at the cursor line. (The cursor line moves down to make room for the restored text.) If you continue to press **RESTORE**, the editor restores all of the text you deleted in the current editing session.



---

## Inserting and Splitting Lines

The **INSERT LINE** command key lets you add lines in the middle of text. You can also use the **INSERT LINE** command key to split lines. When you split lines, part of the text remains on the original line, and the rest of the text moves to a new line.

### Ways to Insert and Split Lines

- Insert one line:
  1. Move the cursor to the line directly below where you want a new line to appear.
  2. Press **INSERT LINE**.
- Split a line:
  1. Move the cursor under the first character you want to move to the new line.
  2. Press **ENTER**.
  3. Press **INSERT LINE**.
- Insert multiple lines:
  1. Move the cursor to the line directly below where you want the new lines to appear.
  2. Press **ENTER**.
  3. Type the number of lines you want to insert in the **ENTER** box.
  4. Press **INSERT LINE**.

---

## Inserting One Line

You can insert a blank line while you are editing. You can use blank lines to enter new text, or to indicate a paragraph. For example, in the following text we want a blank line inserted between the end of one paragraph and the beginning of the next paragraph:

on this report later in our training, but hope  
this beginning will serve as a helpful guide to  
our initial system introduction.

\_ Please feel free to call if you have any  
questions or problems.

1. Move the cursor anywhere on the line that starts Please feel free...
2. Press **INSERT LINE**.

The result is:

on this report later in our training, but hope  
this beginning will serve as a helpful guide to  
our initial system introduction.

\_ Please feel free to call if you have any  
questions or problems.

## Splitting Lines

The following example uses **ENTER** and **INSERT LINE** to split a line of text:

Jack and Jill went up the hill To fetch a pail of water.

1. Move the cursor under the T (of the word To).
2. Press **ENTER**.

---

3. When the ENTER box appears, press **INSERT LINE**.

The editor splits the text as follows:

Jack and Jill went up the hill \_  
To fetch a pail of water.

## Inserting Multiple Lines

In the following example, we want to insert three lines for a signature:

Sincerely yours,  
Lila Beardorf \_  
Vice President, Ecological Affairs

1. Move the cursor to the line Lila Beardorf.
2. Press **ENTER**.
3. Type 3 in the ENTER box.
4. Press **INSERT LINE**.

The result is:

Sincerely yours,  
\_

Lila Beardorf  
Vice President, Ecological Affairs

---

## Inserting and Overwriting Text

At the beginning of each editing session, the editor puts your keyboard in insert mode. The **INSERT MODE** command key lets you switch between insert and overwrite modes.

### How to Use Insert Mode

Begin or end insert mode:

Press **INSERT MODE**.

## Additional Information

Insert mode lets you type new text in the middle of existing text without deleting anything. If the cursor is at the comma in the following text:

He who laughs, laughs best.

and you type  `last`, the new text is placed directly in front of the cursor:

He who laughs last, laughs best.

Overwrite mode lets you type over the existing text. For example, if the cursor is on the last letter of the word `last`:

He who laughs lasts.

and you type the words  `, laughs best.`, the editor replaces everything you type over with the new text:

He who laughs last, laughs best.

---

Begin and end the insert mode by pressing **INSERT MODE**. The bottom of the editor screen reads either **INSERT** or **OVERWRITE**. Insert and overwrite modes affect all keyboard characters.

---

## Searching for and Replacing Text

You can select the text you want to replace by using **SEARCH UP** or **SEARCH DOWN** keys. You can then use the **REPLACE** command key to replace the text. See “Searching for Text” on page 4-11 for information on how to search for text.

### How to Replace Text

1. Use **SEARCH UP** or **SEARCH DOWN** to move the cursor to the text you want to replace.
2. Press **ENTER**.
3. Type the new text in the **ENTER** box and press **REPLACE**.  
**Or**  
Press **REPLACE** to delete the text.
4. Use **SEARCH UP** or **SEARCH DOWN** to move the cursor to the next replacement text.
5. Press **REPLACE**.
6. Continue steps 4 and 5 until you replace all of the text.

### Additional Information

Use **SEARCH UP** or **SEARCH DOWN** to search for the text to replace. For example, to search for blossom and replace it with bloom, do the following:

1. Type blossom in the **ENTER** box then press **SEARCH DOWN**. (Press **SEARCH DOWN** until you locate the first blossom you want to replace.)

---

Blue Sage is one of the most widely distributed Salvia species. In Texas it starts to blossom in April and continues to blossom much of the summer. You can even find some blossoms in the fall after a rain.

2. Press **ENTER**, type bloom in the ENTER box and then press **REPLACE**.

The word blossom is in the search buffer, the word bloom is in the replacement buffer, and the text looks like this:

Blue Sage is one of the most widely distributed Salvia species. In Texas it starts to bloom in April and continues to blossom much of the summer. You can even find some blossoms in the fall after a rain.

3. Press **SEARCH DOWN** to find the next blossom.
4. Press **REPLACE**. The text looks like this:

Blue Sage is one of the most widely distributed Salvia species. In Texas it starts to bloom in April and continues to bloom much of the summer. You can even find some blossoms in the fall after a rain.

To delete the search text, do not enter any text in the ENTER box before you press **REPLACE**.

**Note:** If you want to replace a text string throughout a file, you can use the **rpl** filter command. See “Using the rpl Filter Command” on page 10-12.

---

## Entering Underlined Text and Graphic Characters

The **FONT** command keys let you switch between fonts to underline text and enter graphic characters.

### Ways to Change Fonts

- Switch between current and alternate fonts.  
Press **FONT**.
- Set the current font as *word underline*, *continuous underline*, *graphics*, or *Roman*.
  1. Press **ENTER**.
  2. Type one of the following in the **ENTER** box:
    - w – for word underline font
    - c – for continuous underline font
    - g – for graphics font
    - r – for Roman font
    - ? – for displaying the current and available fonts.
  3. Press **FONT**.
  4. Type the text for the new font.
- Set the current font as Roman font.
  1. Press **ENTER**.
  2. Press **FONT**.

### Additional Information

When you begin to edit a file, the font you type with (the current font) is Roman and the alternate font is continuous underline.

---

Use the following guidelines when you alternate fonts:

- The font changes only the text that is typed after you change the font. To change the font for existing text, you must first change the font and then retype the text.
- ***Roman*** font is the default font for the INed editor. It is not underlined.
- The ***word underline*** font underlines each word. It does not underline spaces or punctuation.
- The ***continuous underline*** font underlines everything you type including spaces and punctuation.
- The ***graphics*** font allows you to enter graphic characters on the display. These are the graphic characters and their corresponding keys:

┌ s	ˉ q	⌊ t	┐ d
└ w	a	+ z	⌋ e
└ f		⊥ r	┘ g

**Note:** Use the INed **PRINT** command keys to print graphic characters. (How the graphic characters print depends on your printer.)

---

## Repeating the Last Argument

You can reenter the last argument entered in the **ENTER** box by pressing **LAST ARG** (instead of pressing **ENTER** and retyping the argument).

### How to Repeat the Last Argument

1. Press **LAST ARG**.
2. The **ENTER** box with the last argument pops up on the window.
3. Press an appropriate command key.

## Additional Information

This command is convenient if you accidentally press the wrong command key after you type a long argument in the **ENTER** box.

You can also use the **LAST ARG** command keys to reenter the same argument for a different command. For example:

1. Type 4 in an **ENTER** box.
2. Press **DELETE LINE**.

The editor deletes 4 lines of text.

3. Press **LAST ARG**.

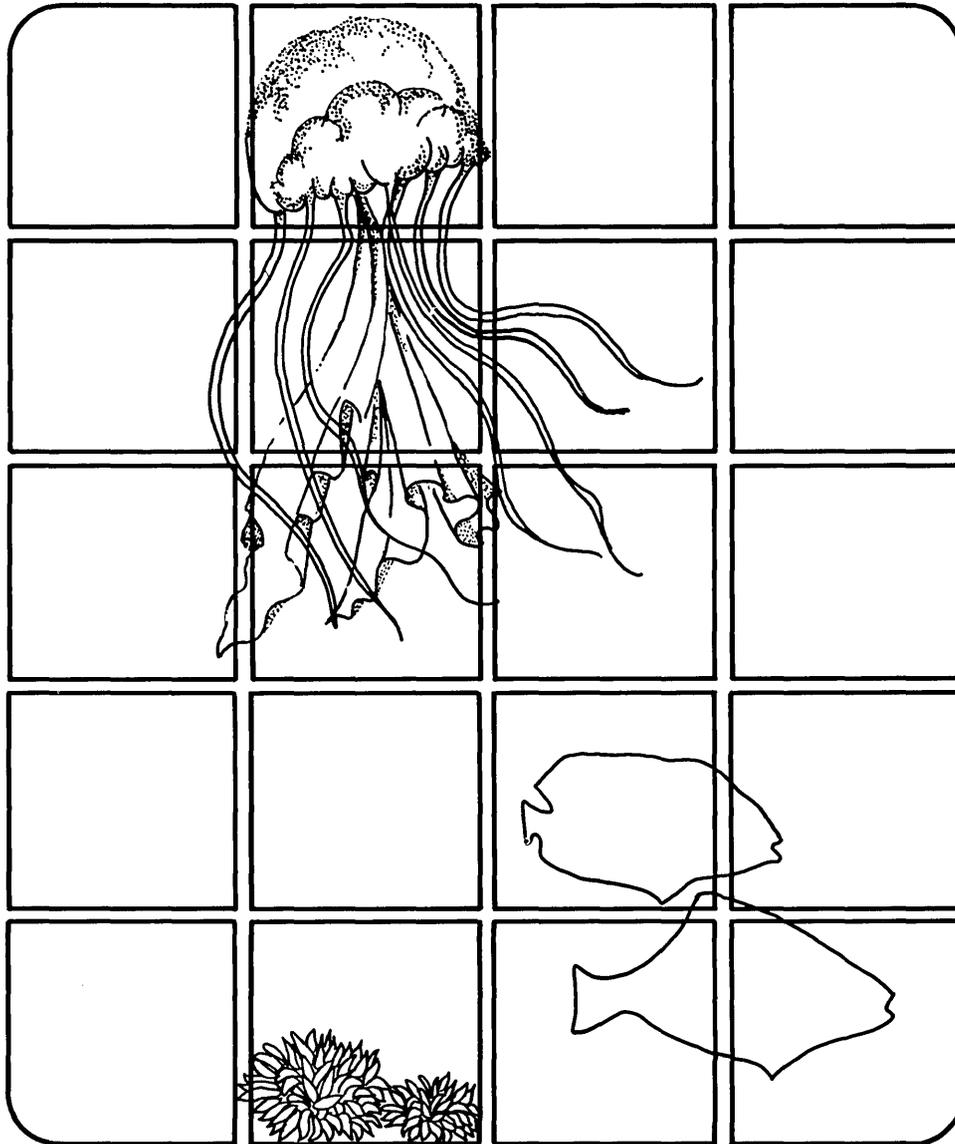
An **ENTER** box pops up with 4 as the command argument.

4. Press **RESTORE**.

The editor restores 4 copies of the last deleted text.

---

## Chapter 6. Entering Block Commands



---

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---

## About This Chapter

This chapter explains the three steps that allow you either to move or to copy portions of text from one area to another area. It also explains how to delete portions of text. The three basic steps are:

1. Define (mark) the text.
2. Pick up (or delete) the marked text and store it in a buffer.
3. Put the text down in the proper area.

You can mark text by complete lines, by boxes, or by text lines. After you mark text, you either pick it up and store it in the pick-up stack buffer or delete it. You pick up and store the marked text or pick up and store a copy of the marked text.

You can place (put down) the contents of the pick-up stack buffer in other areas of your text. You can put down a copy of the text in the pick-up stack buffer and leave the text in the buffer, or you can put down the text and remove it from the buffer. You can also put down multiple copies of the text in the buffer.

---

## Commands Used in This Chapter

These are the commands described in this chapter. The commands are listed in the same sequence as they appear in the chapter. Use the command name to locate the proper command keys on your *INed Keyboard Chart*.

<b>Command</b>	<b>Action</b>
<b>BOX MARK</b>	Marks a box of text.
<b>TEXT MARK</b>	Marks text.
<b>PICK UP</b>	Picks up the marked text, or a line of text, and places it in the pick-up stack buffer.
<b>PICK COPY</b>	Picks up a copy of the marked text, or a line of text, and places it in the pick-up stack buffer.
<b>PUT DOWN</b>	Puts down the text in the pick-up stack buffer, and deletes it from the buffer.
<b>PUT COPY</b>	Puts down a copy of the text in the pick-up stack buffer, but does not delete it from the buffer.

---

## Marking Blocks of Text

Blocks of text can be complete lines of text, boxes of text, or text lines. Mark the text depending on your need. For example, it is usually better to box mark text in a column format, and text mark sentences within a paragraph.

### Ways to Mark Text

- Mark complete lines of text:
  1. Place the cursor on either the first or last line you want to mark.
  2. Press **ENTER**.
  3. Move the cursor up or down the column to mark complete lines of text.
  4. Pick up or delete the lines of text.
- Mark a box of text:
  1. Place the cursor at the upper left corner of the area you want to mark.
  2. Press **BOX MARK**.
  3. Move the cursor one column to the right of the lower right corner of the box area.
  4. Pick up or delete the marked box of text.
- Mark text:
  1. Place the cursor under the first letter of the text.
  2. Press **TEXT MARK**.
  3. Move the cursor one column to the right of the last letter of the text.
  4. Pick up or delete the marked text.

---

## Additional Information

The methods of marking boxes of text and marking text lines are very similar. When you mark a *box* of text, you indicate the upper left hand corner and the lower right hand corner of the box. When you mark *text*, you indicate the first and last letters of the text. When you mark *complete lines* of text, you move up or down in the same column. (If you do not stay in the same column, the editor marks the text as a box.) As you mark either a box of text or text, the editor highlights the text from the beginning cursor position to the current cursor position. If you mark complete lines of text, the editor highlights only the column the cursor is in.

**Note:** You must end the text mark field at one character or space to the right of the text you want to mark. You must end a box mark at one column to the right of the text you want to mark.

The shading in this example shows complete lines of marked text:

```
ABC Company Office Directory
Name:      Ofc:   Ext:  Manager:
Adams, B.  123    1234 Jones
Baker, C.  124    3421 Smith
Davis, M.  129    6358 Jones
Cook, E.   125    9963 Jones
```

The shading in this example shows text marked with **BOX MARK**:

```
ABC Company Office Directory
Name:      Ofc:   Ext:  Manager:
Adams, B.  123    1234 Jones
Baker, C.  124    3421 Smith
Davis, M.  129    6358 Jones
Cook, E.   125    9963 Jones
```

---

This is an example of using the same cursor positions, but marking the text with **TEXT MARK**:

```
ABC Company Office Directory
Name:      Ofc:   Ext:   Manager:
Adams, B.  123    1234  Jones
Baker, C.  124    3421  Smith
Davis, M.  129    6358  Jones
Cook, E.   125    9963  Jones
```

When you press either **BOX MARK**, or **ENTER** and a cursor key, a message similar to the following replaces the full path name at the bottom of the screen:

```
****BOX/LINE****
```

When you press **TEXT MARK**, a message similar to the following replaces the full path name at the bottom of the screen:

```
*****TEXT*****
```

When either of these messages displays, you can use most of the cursor control keys or window scrolling keys. Most of the other command keys and text entering keys, however, do not work. (Some of the command keys cancel the box mark or text mark commands.) To cancel this command, press **CANCEL** before you pick up or delete the marked text.

**Note:** Motion keys such as **PAGE UP**, **PAGE DOWN**, **LEFT**, **RIGHT**, and **RETURN** allow you to either begin to mark text or to continue to mark text. See the *Quick Reference* for the motion command keys that work with the **ENTER** motion keys.

---

## Picking Up Text

The **PICK UP** and **PICK COPY** command keys let you move either the marked text, or a copy of the marked text, into the pick-up stack buffer.

### Ways to Pick Up Marked Text

- Pick up the text:
  1. Mark the text, or place the cursor on a line of text.
  2. Press **PICK UP**.
  3. The marked text disappears from the window and is placed in the pick-up stack buffer.
  
- Pick up a copy of the text:
  1. Mark the text, or place the cursor on a line of text.
  2. Press **PICK COPY**.
  3. The marked text remains in the window and a copy is placed in the pick-up stack buffer.

---

## Picking Up Text

When you press **PICK UP**, the text moves to the pick-up stack buffer and disappears from the window. If you press **PICK UP** in the following example:

```
ABC Company Office Directory
Name:      Ofc:  Ext:  Manager:
Adams, B.  123   1234 Jones
Baker, C.  124   3421 Smith
Davis, M.  125   6358 Jones
Cook, E.   125   9963 Jones
```

The text looks like this:

The pick-up buffer contains:

```
ABC Company Office Directory      Ofc:
Name:                             Ext:  Manager:      123
Adams, B.                          1234 Jones      124
Baker, C.                          3421 Smith      129
Davis, M.                          6358 Jones      125
Cook, E.                            9963 Jones
```

---

## Picking Up a Copy of Text

When you press **PICK COPY**, the editor places a copy of the marked text in the pick-up stack buffer. The marked text also remains in the text. If you press **PICK COPY** in the following example:

```
ABC Company Office Directory
Name:      Ext:  Manager:_
Adams, B.  1234  Jones
Baker, C.  3421  Smith
Davis, M.  6358  Jones
Cook, E.   9963  Jones
```

The text looks like:

```
ABC Company Office Directory
Name:      Ext:  Manager:
Adams, B.  1234  Jones
Baker, C.  3421  Smith
Davis, M.  6358  Jones
Cook, E.   9963  Jones
```

The pick-up stack buffer now contains:

```
Ext:  Manager:
Ofc:
123
124
129
125
```

---

## Putting Down Text

You can put either the actual text or a copy of the text from the pick-up stack buffer into the file you are editing.

### How to Put Down Text

1. Move the cursor to the top left position of the place you where want to put down the text.
2. Press **PUT DOWN** to put down the latest text in the pick-up stack buffer.

**Or**

Press **PUT COPY** to put down a copy of the latest text that is in the pick-up stack buffer.

## Additional Information

When you press **PUT DOWN**, the editor removes the latest text in the pick-up stack buffer and puts it down at the cursor position. The next text in the stack buffer is then available to be put down.

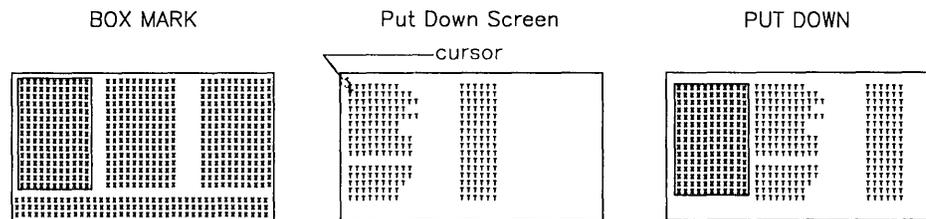
When you press **PUT COPY** the editor puts down a copy of the text in the pick-up stack buffer, but leaves the original copy in the stack buffer. You can press **PUT COPY** to put a copy of this text in several places, one copy at a time.

To put down multiple copies of the latest text in the pick-up stack buffer, press **ENTER**, type the number of copies you want inserted at the cursor position, and then press either **PUT DOWN** or **PUT COPY**.

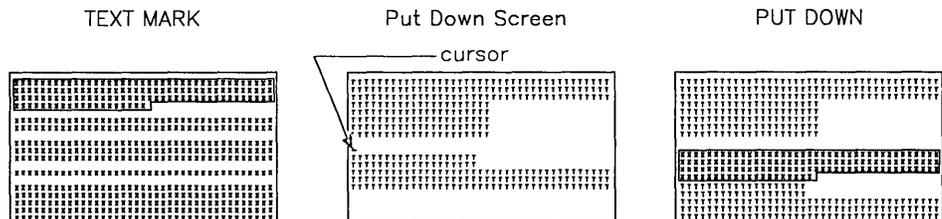
---

The following guidelines apply when you are putting down text or a copy of text:

- The pick-up stack buffer only keeps text for the current editing session. When you exit the file, the editor deletes all of the stack buffers.
- The way the editor makes space for the text you move depends on how you marked the text. For example, if you pick up and then put down a column of box-marked text, the editor moves the existing text to the right of the column of text you put down:



If you pick up and then put down text that is text-marked, the editor moves the existing text down:



If you move text to an existing line, the text after the cursor is added to the end of the text.

---

## Deleting Marked Text

The **DELETE LINE** command keys let you delete a block of marked text.

### How to Delete a Block of Marked Text

1. Mark the text you want to delete.
2. Press **DELETE LINE**.

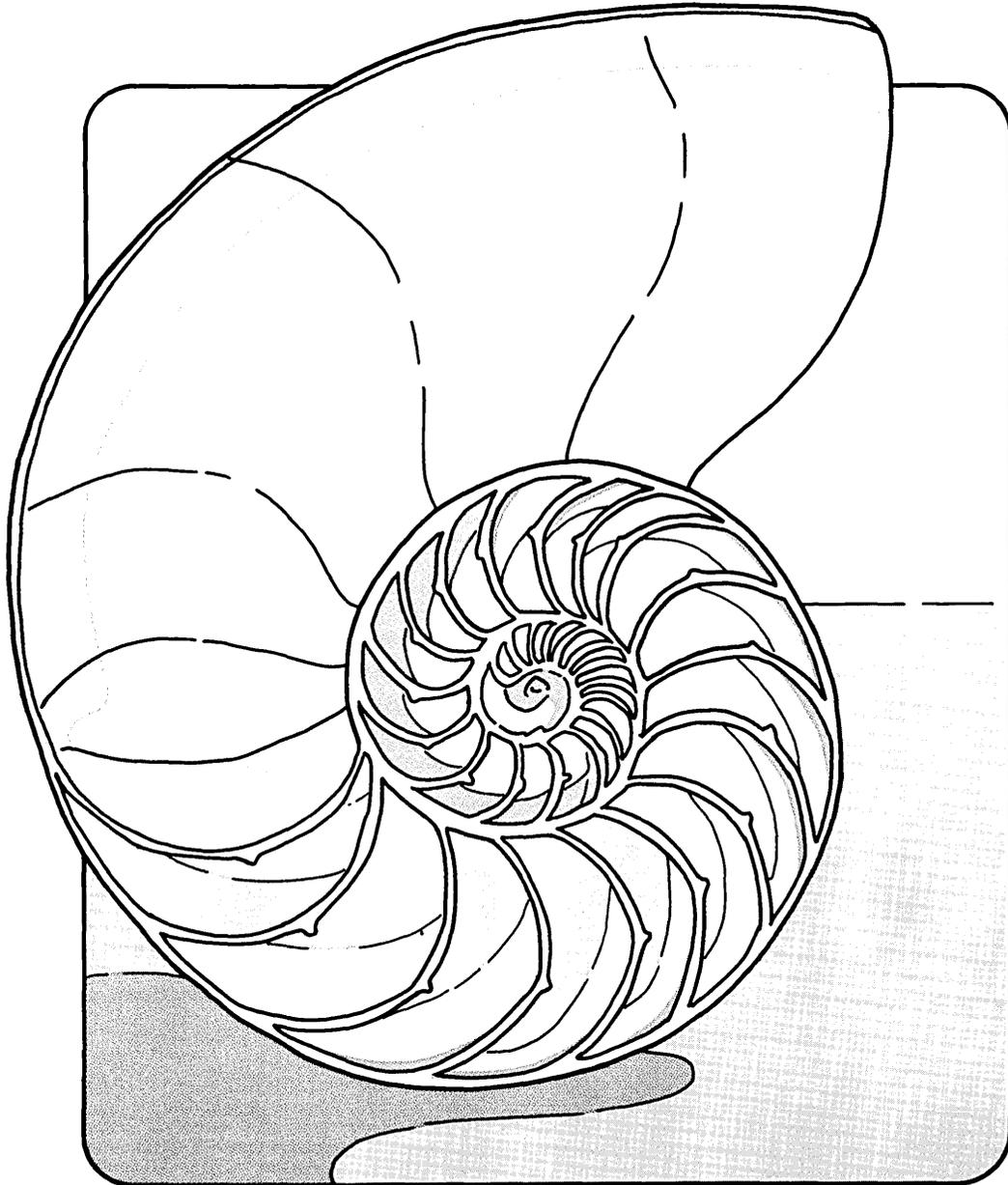
## Additional Information

Deleted text goes to the delete stack buffer. The operation of the delete stack buffer is similar to the operation of the pick-up stack buffer except that you press **RESTORE** to put down deleted text and you cannot put down (restore) a copy of the deleted text. See “Restoring Deleted Lines” on page 5-11 for information on how to restore deleted text.



---

## Chapter 7. Formatting Text



---

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---

## About This Chapter

When you access a file, the editor's standard format is in effect. For example, the margins are set in column 1 and column 77. This chapter explains how to change the margins, format text within the margins, and center text.

This chapter also explains how to enter and delete tabs for an editing session and how to enter special control characters.

---

## Commands Used in This Chapter

These are the commands described in this chapter. The commands are listed in the same sequence as they appear in the chapter. Use the command name to locate the proper command keys on your *INed Keyboard Chart*.

<b>Command</b>	<b>Action</b>
<b>SET TAB</b>	Sets a tab stop in the current cursor column.
<b>ENTER SET TAB</b>	Deletes the tab stop that aligns with the current cursor column.
<b>MARGIN</b>	Aligns the left margin with the current cursor column.
<b>ENTER MARGIN</b>	Aligns the right margin with the current cursor column.
<b>FORMAT</b>	Formats the current paragraph within the margin settings.
<b>CENTER</b>	Centers the current line between margins.
<b>ENTER <i>number</i></b> <b>CENTER</b>	Centers the specified <i>number</i> of lines between margins.
<b>QUOTE <i>character</i></b>	Inserts the non-printing control character <i>character</i> that corresponds to the specified character.

---

## Changing Tab Stops

The **SET TAB** command keys let you set and remove tab stops. (The t's above the editing window mark the position of the current tab stops.)

### Steps for Changing Tabs

- Setting tab stops:
  1. Move the cursor to the column where you want to place a tab stop.
  2. Press **SET TAB**.
- Removing tab stops:
  1. Move the cursor to the column where you want to remove a tab stop.
  2. Press **ENTER**.
  3. Press **SET TAB**.

## Additional Information

Each time you create or enter a file, the editor places tab stops at the top of the editor screen. If you want different tab stops, use the **SET TAB** command keys.

**Note:** The tab stops you set and remove are for the current editing session only. When you exit the file and then return to that file, the original tab stops are active. When the editor saves a file, it may change multiple blank spaces at the beginning of a line to tab characters. See the “Note:” on 2-12.

---

## Changing the Margins

The **MARGIN** command keys let you change margins for entire documents and for parts of documents. (The l and r above the editing window mark the current positions of the margins.)

### How to Change Margins

- To change the left margin:
  1. Move the cursor to the column where you want your left margin.
  2. Press **MARGIN**.
- To change the right margin:
  1. Move the cursor to the column where you want your right margin.
  2. Press **ENTER**.
  3. Press **MARGIN**.
- To change both margins:
  1. Move the cursor to the column where you want your left margin.
  2. Press **ENTER**.
  3. Move the cursor to the column where you want your right margin.
  4. Press **MARGIN**.

---

## Additional Information

The margins you change are for the current editing session. If you exit from a file, the next time you return to that file, the original margins are in effect. (The text you typed with the changed margins does not change.)

The new margin settings apply only to:

- Text you enter after you change the margins.
- Paragraphs you format with the **FORMAT** key (see “Formatting a Paragraph” on page 7-8).

### Changing the Left Margin

If you have several lines of text to format or indent, reset the left margin. If you want to indent only one line, it is easier to use the space bar or **TAB** key.

To return to the original left margin, move the cursor to the first column in the window and press **MARGIN**.

### Changing the Right Margin

The editor automatically moves text that does not fit within the margins to the next line. This function is called word wrap. The right margin controls the word wrap function and the format function.

You can change the right margin to any column between 1 and 200.

If you do not want the word wrap function, move the right margin to the same column as the left margin. You can always return to the word wrap function by moving the cursor and resetting the right margin.

If you want lines that are longer than the the editor window, press the **RIGHT** command keys to move the window beyond the edge of the current window; then change the right margin to the column you want.

---

## Formatting a Paragraph

The **FORMAT** command key lets you format a *paragraph*. (A paragraph is any text that is separated from other text with a blank line.)

### How to Format a Paragraph

1. Move the cursor to the paragraph you want to format.
2. If necessary, reset the margins.
3. Move the cursor to the first line of the paragraph.
4. Press **FORMAT**.

## Additional Information

When you press **FORMAT**, the text fills in to fit the current margin settings. The text fills in from the cursor position to the end of the paragraph. This is convenient if you have changed the margins or have made changes and now have ragged or broken lines. For example, if your text looks like the following and your right margin is in column 53:

```
_ Users' meetings provide an open forum for
system operators to
learn
new techniques and share common problems with other
people in their company.
```

You can press **FORMAT** to format the text as follows:

```
_ Users' meetings provide an open forum for system
operators to learn new techniques and share common
problems with other people in their company.
```

---

Pressing **FORMAT** does not change the indentation of the first line of the paragraph.

For some text you may get unexpected results when you press **FORMAT**. For example, if this is how your text looks:

```
_ M. Akers  998-9984
  J. Brown  967-9987
  G. Erwin  998-9982
  M. Harper 998-9988
  L. Lamar  998-9981
  B. Lewis  998-9983
  M. Payne  967-9989
```

and you press **FORMAT**, the result is:

```
_ M. Akers  998-9984 J. Brown  967-9987 G.
Erwin  998-9982 M. Harper 998-9988 L. Lamar
998-9981 B. Lewis  998-9983 M. Payne
967-9989
```

When you press **FORMAT** the editor places the original text in the delete buffer. If you press **FORMAT** and do not like the results, you can press **RESTORE** to return the paragraph to its original format.

If you press **RESTORE** the original text is put down at the cursor position and the formatted text is at the end of the restored text.

You can also format text with the **fill**, **just**, and **fformat** filter commands. See Appendix B, "INed Commands."

---

## Centering Text Lines

You can use the **CENTER** command keys to center existing text between margins.

### Ways to Center Text

- Center one line:
  1. Move the cursor to the line you want centered.
  2. Press **CENTER**.
- Center multiple lines:
  1. Move the cursor to the first line you want centered.
  2. Press **ENTER**.
  3. Type the number of lines to center in the **ENTER** box.
  4. Press **CENTER**.
- Center a specific number of lines of text:
  1. Place the cursor on the first or last line of the block of text.
  2. Press **ENTER**.
  3. Move the cursor up or down to mark the lines.
  4. Press **CENTER**.

## Additional Information

If you do not set margins for a document, the editor centers text within the window.

---

## Entering a Control Character

The **QUOTE** command keys let you type a control character into the text you are editing.

### How to Type a Special Character

1. Press **QUOTE**.
2. Type the character that corresponds to the desired ASCII control character.

## Additional Information

**Control characters** are non-printing characters. Some control characters perform formatting functions in text files. You can use the **QUOTE** command keys to insert *one* control character at a particular location in text. For example, an ASCII control character is FF (form feed). To enter a form feed character, press **QUOTE** and then type `l`.

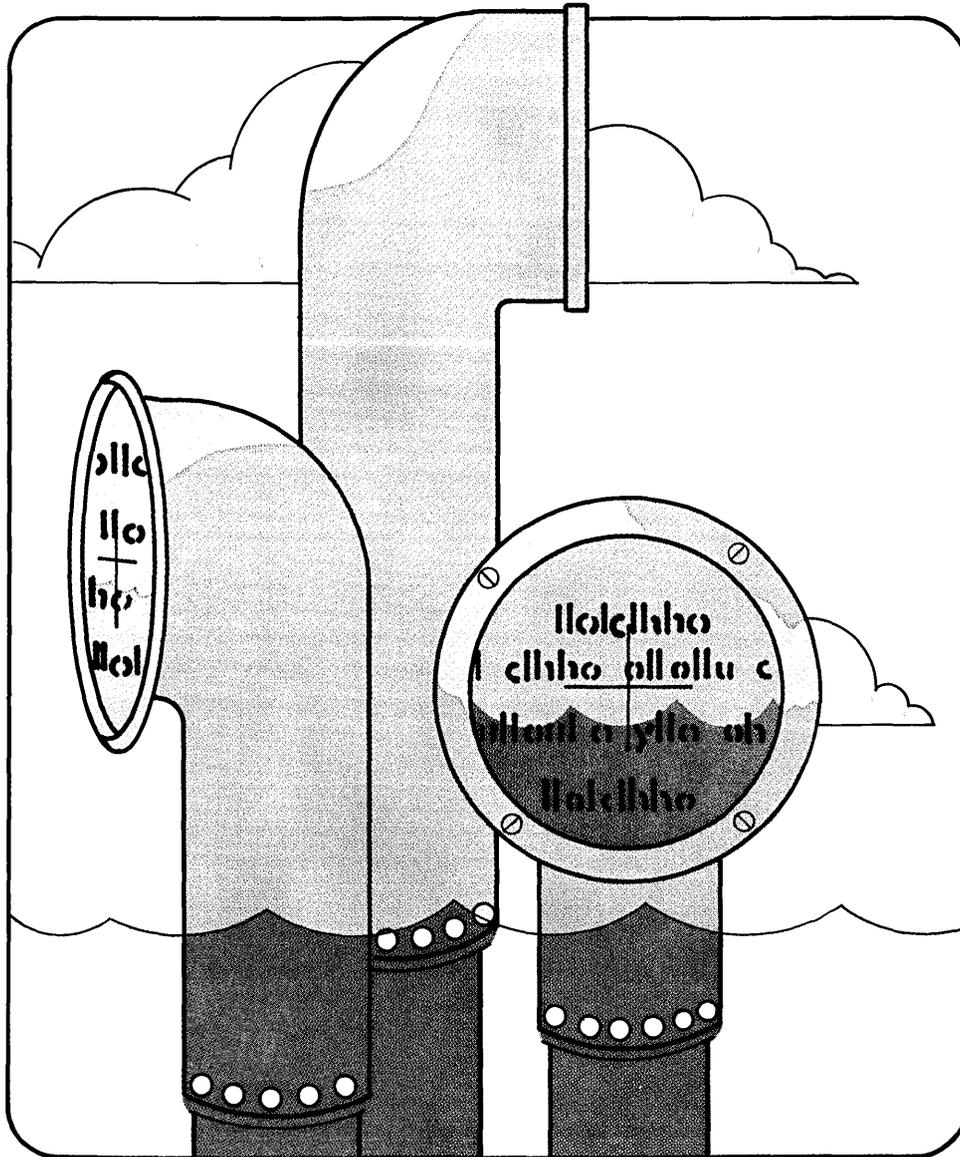
See the table of control characters in Appendix D, “ASCII Control Characters.”

**Note:** To print files formatted with control characters, go to the system prompt (\$) and use the AIX command **print**. The **PRINT** key command does not recognize the control characters you enter with the **QUOTE** keys.



---

## Chapter 8. Creating Additional Text Windows



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---

## About This Chapter

This chapter shows you how to split the editor window to create additional windows. The additional windows can contain either the file you are editing or a different file. This means that you can edit one file while you view another file or that you can view several files on the same screen. You can also move text from one file window to another.

This chapter also shows you how to alternate two files in the window. When you alternate files, you can use the same buffers to restore deleted text, to search and replace, or to pick up and put down text.

---

## Commands Used in This Chapter

These are the commands described in this chapter. The commands are listed in the same sequence as they appear in the chapter. Use the command name to locate the proper command keys on your *INed Keyboard Chart*.

<b>Command</b>	<b>Action</b>
<b>WINDOW</b>	Creates a new window containing the current file.
<b>ENTER <i>filename</i> WINDOW</b>	Creates a new window containing the specified file.
<b>ENTER WINDOW</b>	Removes all windows, except the window containing the cursor.
<b>NEXT WINDOW</b>	Moves the cursor to the next window.
<b>ENTER NEXT WINDOW</b>	Moves the cursor to the previous window.
<b>ENTER <i>filename</i> USE</b>	Places the file <i>filename</i> in the window.
<b>USE</b>	Places the alternate file in the window.

---

## Creating Additional Windows

The **WINDOW** command keys let you create and remove additional editing windows.

### Ways to Create and Remove Windows

- Create a window containing the current file:
  1. Move the cursor to the new window position.
  2. Press **WINDOW**.
- Create a window containing a specified file:
  1. Move the cursor to the new window position.
  2. Press **ENTER**.
  3. Type the *filename* in the ENTER box.
  4. Press **WINDOW**.
- Remove all windows except the window containing the cursor:
  1. Move the cursor to the window you want to keep.
  2. Press **ENTER**.
  3. Press **WINDOW**.

## Additional Information

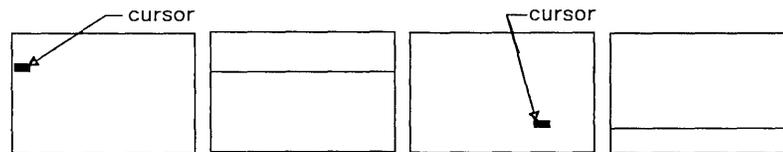
You can use additional windows to:

- View and edit two or more files at the same time.
- View and edit the same file in two or more file locations.
- Use the same pick-up stack buffers for each of the files. For example, using the block commands, you can move or copy text from one file to another file.

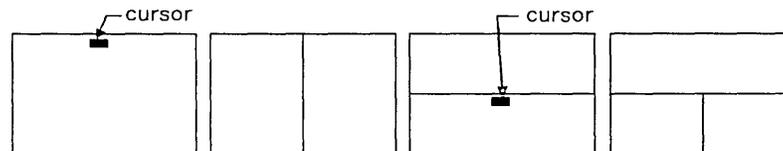
- 
- Use the delete buffer to delete text from one file and restore it in another file.
  - Use the search buffers and replace buffers to search and replace the same text from one file to another file.

Use these guidelines when you create additional windows:

- Create horizontal windows by placing the cursor anywhere in the window (except the top line) before pressing **WINDOW**. See the following examples:



- Create vertical windows by placing the cursor on the top line of a window before pressing **WINDOW**, for example:



- Be careful when you exit any file if you are using multiple windows. If you exit *any* of the windows by entering q in the ENTER box, changes made during the current editing session are erased for each text file in each window, and the editor returns you to the operating system prompt.
- The information above and below the window changes to reflect the status of the window that contains the cursor. For example, the full path name contains the file name of the file in the cursor window.

---

## Entering the Next Window

You can use the **NEXT WINDOW** command keys to move the cursor from one window to another window.

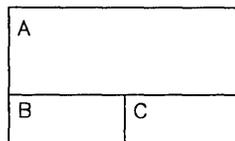
### Ways to Move to Another Window

- Move to the next window:
  1. Press **NEXT WINDOW**.
  2. The cursor moves to the next window.
  
- Move to the previous window:
  1. Press **ENTER NEXT WINDOW**.
  2. The cursor moves to the previous window.

## Additional Information

The top and bottom lines of the editor screen display the status of the window with the cursor. This means the file name and the line number of the cursor window are always on the bottom line.

*Next window* refers to the sequence in which you created the windows. For example, if you created the following windows in the sequence of A, B, and then C, the commands would move the cursor from window to window in this order:



NEXT WINDOW: A to B to C to A

ENTER NEXT WINDOW: A to C to B to A

You can also use the cursor movement keys to move from window to window.

---

## Alternating Files in a Window

The **USE** command keys let you switch (alternate) from one file to another file in the window. The files you alternate with the **USE** command keys use the entire editor screen.

### Ways to Alternate Files in a Window

- To specify a new file in the editor window:
  1. Press **ENTER**.
  2. Type the *filename* you want to edit in the **ENTER** box.
  3. Press **USE**.
  4. The editor window changes to *filename*.
- To exchange the current file with the alternate file:
  1. Press **USE**.
  2. The editor window changes to the alternate file.

## Additional Information

When you specify a new file, the current file becomes the alternate file. You can switch between these two files by pressing **USE**. The editor keeps the cursor position of both files. If you specify the current file as the alternate file, you can switch between two places in the same file without losing your cursor position.

To edit a file in a different directory, type the full path name in the **ENTER** box, instead of just the file name.

You can continue to specify more current files, but you can only alternate between the last two files you specify.

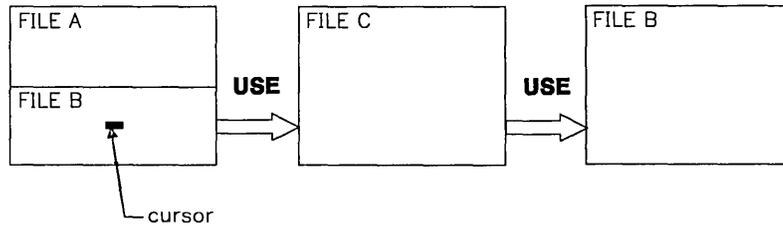
You can use the same buffers for each file you alternate in the window. This means that you can:

- Delete text in one file and restore it in the alternate file.

- 
- Pick up text or a copy of text in one file and put it down in the alternate file.
  - Search and replace text in one file and then search and replace the same text in the alternate file.

When you exit the editing session, you can press **EXIT** to save all of the changes in all of the text files, or press **ENTER** type q and press **EXIT** to save none of the changes in all of the text files.

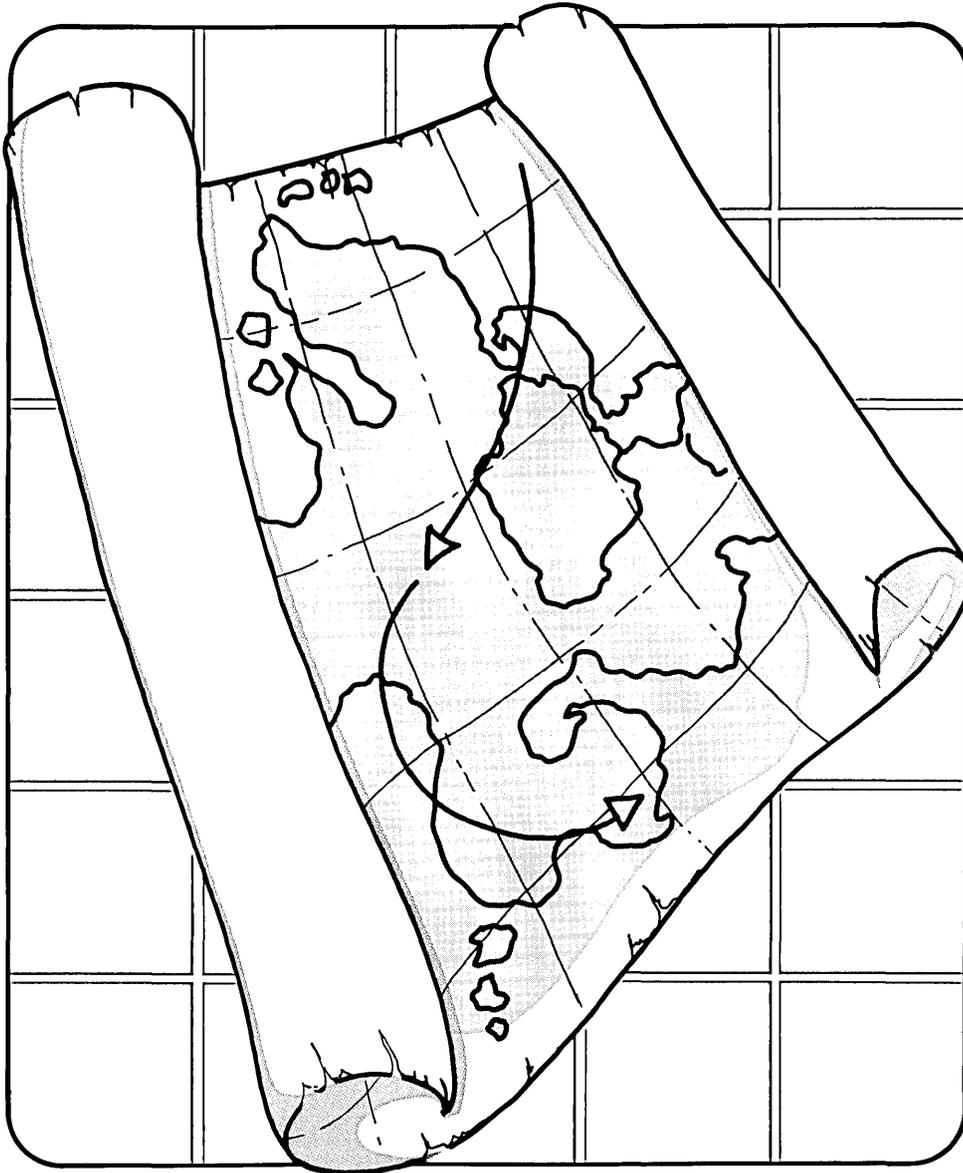
**Note:** If you try to alternate multiple windows, the editor only alternates the file where the cursor is located. (The window for the other file is gone when you return.)





---

## Chapter 9. Using the File Manager



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---

## About This Chapter

This chapter explains directories, the TEN/PLUS File Manager, and the Local Menu. It shows how to use the File Manager screen and the editor command keys to:

- Copy files
- Delete files
- Rename files and directories
- Create directories
- Move or copy files into another directory
- Remove directories.

This chapter also explains how to recover deleted files and directories, how to access the Help Menu, and how to access the help messages.

---

## Commands Used in This Chapter

These are the commands described in this chapter. The commands are listed in the same sequence as they appear in the chapter. Use the command name to locate the proper command keys on your *INed Keyboard Chart*.

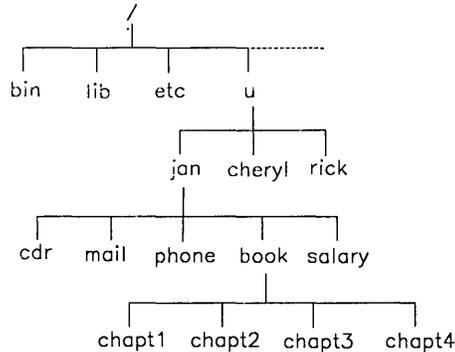
<b>Command</b>	<b>Action</b>
<b>MENU</b>	Displays the New Task Menu to return to the home directory.
<b>LOCAL MENU</b>	Displays the Local Menu.
<b>(1), (2), (3), (4), (5), (6), (7), (8),</b>	Selects the Local Menu option without accessing the Local Menu.
<b>HELP</b>	Displays the Help Menu or a Help Message.
<b>NEXT</b>	Displays the next option without zooming in and zooming out.
<b>PREVIOUS</b>	Displays the previous option without zooming in and zooming out.

---

## Directory Structure and Path Names

The AIX file system is an arrangement of directories and files. The top of the file system is a directory called the **root directory**. The root directory is indicated by the / (slash) symbol. At the next level are several directories. One of the directories at the second level is the **u** directory. It can contain the home directories of users in the system. Which directory contains the home directories depends on how the system is configured. (See *Installing and Customizing the AIX Operating System* and *Managing the AIX Operating System* for more information on the file system and directories.)

This diagram shows a portion of a simple AIX file system. In this diagram file names are printed in black and the directory names are printed in blue.



The editor displays the full path name of the current file at the bottom of the editor screens. Each level in the directory is indicated by a / (slash) symbol. For example, if you are editing chapt1 in the file system above, the full path name is /u/jan/book/chapt1.

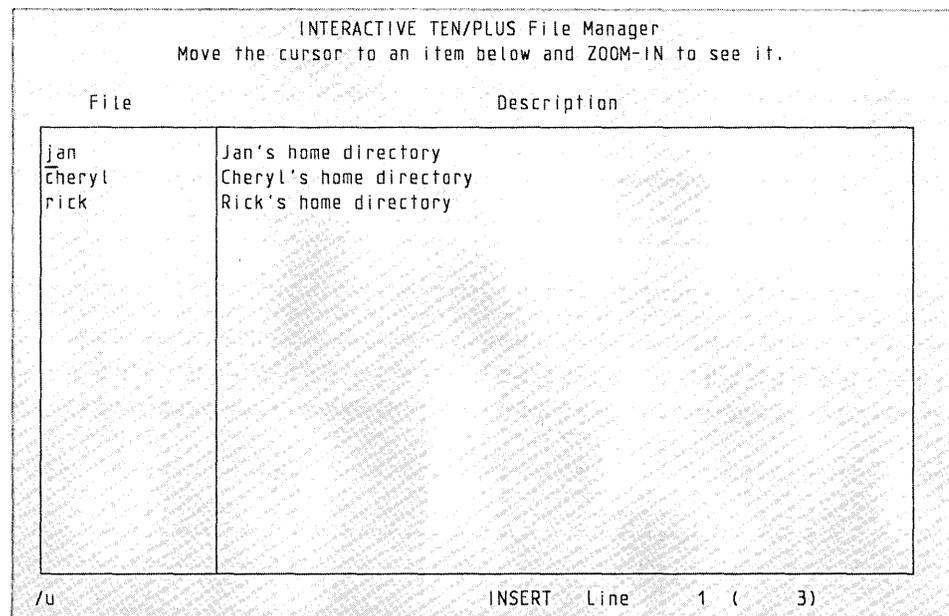


---

## Moving from One Directory to Another Directory

If you know the full path name of a directory, you can move to that directory by typing the full path name in an ENTER box and pressing the **USE** key.

You can also move from one directory level to another directory level from the File Manager screen. To go to a higher level, press **ZOOM OUT**. To go to a lower level, go to the line the lower level directory and press **ZOOM IN**. For example, if you press **ZOOM OUT** from the directory `/u/jan`, this screen displays:



The screenshot shows the 'INTERACTIVE TEN/PLUS File Manager' interface. At the top, it says 'Move the cursor to an item below and ZOOM-IN to see it.' Below this is a table with two columns: 'File' and 'Description'. The table lists three entries: 'jan' (Jan's home directory), 'Cheryl' (Cheryl's home directory), and 'rick' (Rick's home directory). The cursor is positioned on the first entry, 'jan'. At the bottom of the screen, it shows the current directory path as '/u' and the status 'INSERT Line 1 ( 3)'.

File	Description
jan	Jan's home directory
Cheryl	Cheryl's home directory
rick	Rick's home directory

/u INSERT Line 1 ( 3)

**Note:** The directory level you are located in is called your current directory. The directory that ends with your user name is called your home directory (`$HOME`). The examples in this book show the home directory as `/u/jan`.

---

## Returning to the Home Directory

You can move from directory to directory and always return to your home directory by using the New Task Menu.

### How to Move to Your Home Directory

1. Press **MENU** to display the New Task Menu.
2. Move the cursor to the option Show home directory and press **EXECUTE**.
3. The editor returns you to the File Manager screen for your home directory.

When you press **MENU** this menu is displayed:

^

```

New Task Menu

Move the cursor to an item and touch EXECUTE.
Touch CANCEL to do nothing, HELP for help.

Show home directory
Execute AIX shell commands
Run a shell command in a box
Edit your editor profile
Housekeep
```

The other options on this menu are described in later chapters.

---

## Copying Files

You can use the File Manager screen to make one or more copies of a file without accessing the file.

### How to Make a Copy of a File

1. Access the File Manager screen containing the file you want to copy.
2. Move the cursor to the line of the file you want to copy.
3. Press **PICK COPY**.

The cursor moves to the next line.

4. Press **PUT DOWN**.

The editor displays a message.

5. Type a name for the new file and press **EXECUTE**.  
**Or**  
Press **CANCEL** if you do not want to copy the file.

## More Detailed Information

1. Access the File Manager screen.

See “Accessing the File Manager Screen” on page 2-5 if you do not know how to access the File Manager screen. See “Moving from One Directory to Another Directory” on page 9-7 if you need to move to a different directory.

2. Move the cursor to the line of the file you want to copy.
3. Press **PICK COPY**.

The cursor moves to the next line.

---

4. Press **PUT DOWN**.

The editor displays this message:

```
^
| File name "filename" already exists.
| Press CANCEL to abort file restore,
| or enter a new name: _
```

5. Type a name for the new file and press **EXECUTE**. The editor creates the copy of the file you picked up. If you want to change the description of the file, press the **TAB** key to move to the Description field. When the cursor is in the Description field, press **ENTER** and then press **DELETE CHAR**. You can then type the new description.

Press **CANCEL** if you do not want to copy the file.

---

## Deleting Files

You can use the File Manager screen to delete one or more files from the current directory.

### How to Delete a File

1. Access the File Manager screen containing the file you want to delete.
2. Move the cursor to the file.
3. Press **DELETE LINE**.

## Additional Information

See “Accessing the File Manager Screen” on page 2-5 if you do not know how to access the File Manager screen. See “Moving from One Directory to Another Directory” on page 9-7 if you need to move to a different directory.

When you delete a file, the editor puts the deleted file in the delete buffer. You can press **RESTORE** to move the file from the delete buffer and replace it in your directory. (Deleted files and text are only stored in the delete buffer for one editing session.)

If you exit the editor and then discover a need to restore a deleted file, see “Recovering Directories and Files” on page 9-20.

---

## Renaming Files and Directories

You can change a file or directory name from the File Manager screen.

### How to Rename Files and Directories

1. Access the File Manager screen containing the file or directory you want to rename.
2. Move the cursor to the file or directory.
3. Press the **INSERT MODE** to change from insert mode to overwrite mode.
4. Type the new name over the top of the old name.

## Additional Information

When you change a file or directory name, you can use most of the editing command keys. For example, if the new file name is shorter than the old file name, you can press **DELETE CHAR** to delete the remaining letters of the old file name.

See “Accessing the File Manager Screen” on page 2-5 if you do not know how to access the File Manager screen. See “Moving from One Directory to Another Directory” on page 9-7 if you need to move to a different directory.

---

## Creating Directories

You can use the File Manager to create directories without entering AIX commands.

### How to Create a Directory

1. Access the File Manager screen.
2. Press **INSERT LINE**.
3. Type the new directory name in the File field.
4. Press **TAB**.
5. Type a description for the new directory in the Description field.
6. Press **ZOOM IN**.

The Create File menu appears.

7. Move the cursor to Create a directory and press **EXECUTE**.

## Additional Information

When you create a new directory, the editor displays a blank File Manager screen for the new directory. You can use this screen to create new files and directories.

To exit this directory press **ZOOM OUT** to return to the previous File Manager screen.

---

## Moving a File into Another Directory

When you move a file into another directory, the file is deleted from the original directory and is stored in the directory you specify.

### How to Move a File to Another Directory

1. Access the File Manager screen that contains the file you want to move.
2. Move the cursor to the line of the file you want to move.
3. Press **PICK UP**.
4. Move to the File Manager screen of the directory in which you want to place the file.
5. Move the cursor to a line.
6. Press **PUT DOWN**

### Additional Information

See “Accessing the File Manager Screen” on page 2-5 if you do not know how to access the File Manager screen. See “Moving from One Directory to Another Directory” on page 9-7 if you need to move to a different directory.

---

## Copying a File into Another Directory

When you copy a file into another directory, the file is left in the original directory, and an exact copy of it is stored in the directory you specify.

### How to Copy a File into Another Directory

1. Access the File Manager screen containing the file you want to copy.
2. Move the cursor to the file.
3. Press **PICK COPY**.
4. Move to the File Manager screen of the directory in which you want to copy the file.
5. Move the cursor to a line.
6. Press **PUT DOWN**

### Additional Information

See “Accessing the File Manager Screen” on page 2-5 if you do not know how to access the File Manager screen. See “Moving from One Directory to Another Directory” on page 9-7 if you need to move to a different directory.

---

## Deleting Directories

You can use the File Manager screen to delete directories without leaving the editor.

### How to Delete a Directory

1. Access the File Manager screen that contains the directory you want to delete.
2. Move the cursor to the line containing the directory you want to delete.
3. Press **DELETE LINE**.

## Additional Information

When you delete a directory, the editor removes the directory and the entire directory structure (all of the files and directories it contains).

The editor puts the deleted directory in the delete buffer. You can press **RESTORE** to replace the directory and any files it contained. (Deleted directories and files are only stored in the delete buffer for the current editing session.)

If you exit the editor and then discover a need to restore a deleted directory, see “Recovering Directories and Files” on page 9-20.

---

## Using the Local Menu

The Local Menu allows you to display *hidden files* and details of files and directories. Hidden files are usually created and used internally by the system. Most hidden files begin with a . (dot).

### How to Use the Local Menu

1. Access the File Manager screen.
2. Press **LOCAL MENU**
3. Select an option from the Local Menu.

## More Detailed Information

1. Access the File Manager screen.

See “Accessing the File Manager Screen” on page 2-5 if you do not know how to access the File Manager screen.

2. Press **LOCAL MENU**

A menu similar to this Local Menu displays:

```
^
Move the cursor to desired action and touch EXECUTE.
To do nothing, touch CANCEL.
For help, touch HELP

(1)    Display "visible" files
(2)    Display all files
(3)    Return to normal directory display
---    Show details about files
(5)    Show more details about this file
(ZOOMIN) Show more details about this file
```

---

3. Move the cursor to an option and press **EXECUTE**. These are the options and short descriptions of what each option does:

(1) Display "visible" files

Displays the File Manager screen for the current directory. See "Creating Your File Manager Profile" on page 11-21 to display or change which files are hidden in your File Manager screens.

(2) Display all files

Displays the File Manager screen containing all files in the directory, including hidden files. See "Creating Your File Manager Profile" on page 11-21 to display or change which files are hidden in your File Manager screens.

(3) Return to normal directory display

Returns to the File Manager screen.

(4) Show details about files

Displays the Detailed File Status screen containing information for the entire directory.

(5) Show more details about this file

If you select this option the editor displays the Detailed File Status Information screen for a specific file. See "Changing File and Directory Permissions" on page 9-21.

(ZOOMIN) Show more details about this file

This information tells you that you can press **ZOOM IN** at this level to display the Detailed File Status Information screen for a specific file.

**Note:** A dashed line in front of an option indicates that the option is not available for the current situation.

---

## Bypassing the Local Menu

When you become familiar with the Local Menu options, you can select the options without going to the Local Menu. To select the option, you press the appropriate Local Menu option key. The Local Menu option keys are the keys labeled in parenthesis on your keyboard chart, for example **(1)** and **(2)**.

---

## Recovering Directories and Files

When you delete a file or directory, the editor saves it in the **.putdir** directory. You can use this directory to recover deleted files and directories.

### How to Recover a Directory or a File

1. Access the File Manager screen of your home directory.
2. Press **LOCAL MENU**.
3. Move the cursor to option (2) Display all files and press **EXECUTE**.
4. Move the cursor to the line containing **.putdir** and press **ZOOM IN**.
5. Move the cursor to the line containing the file or directory you want to restore and press **PICK COPY**.
6. Press **ZOOM OUT** to return to the File Manager screen and press **PUT DOWN** to restore the file or directory.

## Additional Information

The editor prefixes the files in the **.putdir** directory with a number and a . (dot).

Do not use the **PICK UP** command in the **.putdir** directory unless you intend to completely remove the file or directory. You cannot recover a file deleted from **.putdir** with the **PICK UP** or **DELETE LINE** command keys.

If you delete many files or directories, you should delete the contents of the **.putdir** directory periodically.

---

## Changing File and Directory Permissions

If you are the owner of a file or directory, you can change the protection (permissions) at any time.

### How to Change the Permissions

1. Access the File Manager screen containing the file or directory.
2. Press **LOCAL MENU**
3. Move the cursor to option (4) Show details about files and press **EXECUTE**.
4. You can either change the permissions at this level or press **LOCAL MENU** and then select (5) Show more details about this file.

### Additional Information

Before you change permissions, you should understand what the three types of permissions (read, write, and execute) allow you to do. You should also understand the three groups of users (owner, group, and others). If you need more information about permissions or groups, see *Managing the AIX Operating System*.

When you select the option (4) Show details about files, the Detailed File Status screen displays information for the entire directory.



---

## Permissions

The permissions for owner, group, and others. An *r* indicates read permission, a *w* indicates write permission, and an *x* indicates execute permission.

You can either change the permissions at this level or at the detailed file level. To change the permissions at the detailed file level, do the following:

1. Move to the appropriate directory or file and press **LOCAL MENU**.
2. Move the cursor to (5) Show more details about this file and press **EXECUTE**.

The Detailed File Status Information screen displays information for the file. A Detailed File Status Information screen looks similar to this:

Detailed File Status Information	
Description	Full path name: /u/jan/report File Size in Bytes: 2488 File Size in Blocks: 5 File Type: Ordinary Number of Links: 1 Inode: 2053 Directory ID 2, 10 Device ID: N.A.
Ownership	Owner of the file: jan Uid: 229 Group of the file: staff Gid: 1
Permissions	Owner: rw- Group: r-- Other: r-- Set Uid: - Set Gid: - Save text image: -
File Access Times	Time of last file access: Mar 11 1985 10:25:32 Time of last data modification: Mar 11 1985 10:25:32 Time of last file status change: Mar 11 1985 10:25:32
/u/jan	OVERWRITE Line 1 ( 1)

- 
3. Move the cursor to the Permissions field. You can change the permissions by changing (if necessary) to overwrite mode and typing the new permissions in the appropriate field.

To exit either of these screens, do one of the following:

- Press **LOCAL MENU** and move the cursor to (3) Return to normal directory display and then press **EXECUTE**
- Press **ZOOM OUT** to return to the previous level.

---

## Using the HELP Command Key

The **HELP** command key lets you see an explanation of error messages, current screen conditions, and the command keys.

### Ways to See Help Messages

- To see the Help Menu:
  1. Press **HELP**.
  2. Move the cursor to the topic you want to see.
  3. Press **EXECUTE**.
  4. The editor displays the topic you selected.
  5. Press **USE** or **ZOOM OUT** to return to your file. Press **CANCEL** if you are viewing the Help Menu.
  
- To see an explanation of the current screen condition or error message:
  1. Press **HELP**.
  2. The editor displays an explanation of the current screen condition or error message.
  3. Press **CANCEL** to remove a help message.

## Using the Help Menu

The Help Menu is a list of topics you can access to obtain more information. For example, you can select the topic Keyboard Layouts to display keyboard charts for the editor. Two other topics are: Suggestions for Your MENU and Suggestions for Your Print Menu. They contain examples you can use if you want to change your New Task Menu or your print options. See “Changing Your New Task Menu” on page 11-6 and “Creating Your Print Profile” on page 11-17.

When you display the Help Menu, move the cursor to an option and press **EXECUTE** to display more information, or press **CANCEL** to remove the menu. The Help Menu tells you what to

---

do. For example, if you select the option Alphabetical List of Editor Commands, a message similar to the following displays:

```
^
|Changing to file "/usr/lib/INed/help/e.cmds"...|
```

When the Alphabetical List of Editor Commands Menu displays, you can use the following command keys:

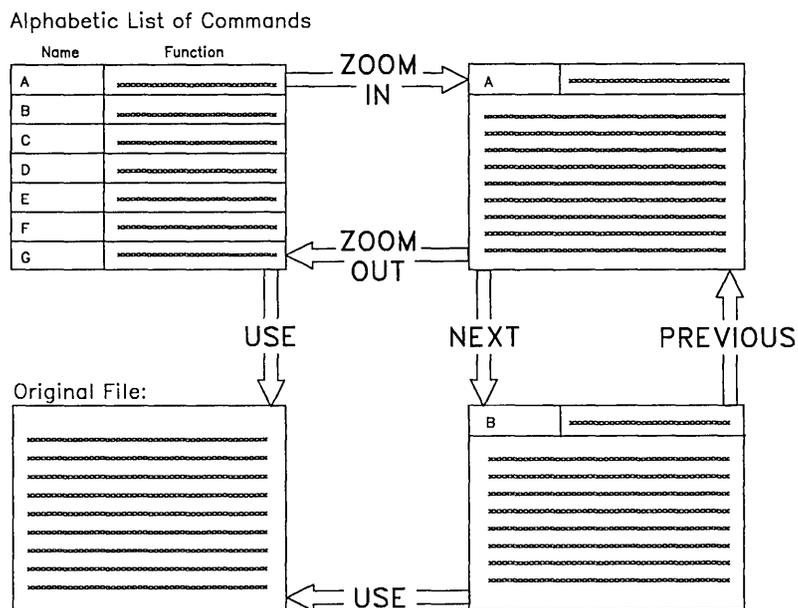
- Move the cursor to an option and then press **ZOOM IN** to display the topic.
- Press **USE** or **ZOOM OUT** to return to your file.

If you are displaying a topic, you can use these command keys:

- Press **USE** to return to your file.
- Press **ZOOM OUT** to return to the Alphabetical List of Editor Commands Menu.
- Press **NEXT** to display the next item in the Alphabetical List of Editor Commands Menu (without returning to the menu).
- Press **PREVIOUS** to display the previous item in the Alphabetical List of Editor Commands Menu (without returning to the menu).

---

The following diagram shows an example of how the command keys can be used in the Alphabetical List of Editor Commands Menu:



## Displaying Information about Current Conditions

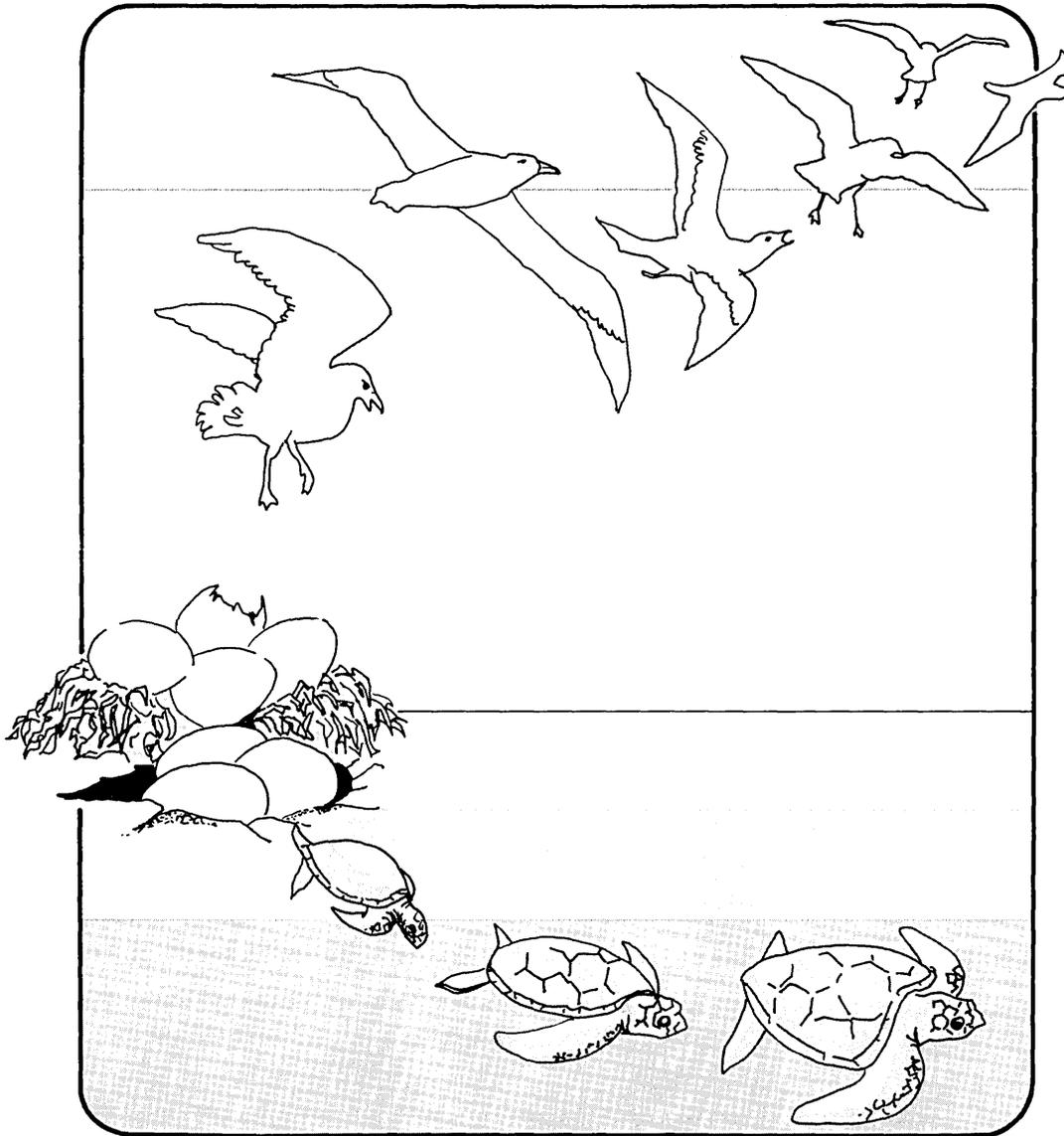
Under normal INed conditions when you press **HELP**, the editor displays the Help Menu. However, you can use **HELP** to display additional information such as:

- Error messages. If a pop-up error message appears on the window and you press **HELP**, another pop-up box explains the cause of the error and what to do.
- Menus. If a menu is on the window, pressing **HELP** displays an explanation of the menu.
- Screen conditions. If a special condition exists, for example, if the cursor is out of the editor window, pressing **HELP** explains about the cursor and how to continue editing.



---

## Chapter 10. Running AIX and Filter Commands



---

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---

## About This Chapter

This chapter describes how to access the operating system from the INed Program to run shell (AIX) commands and filter commands. You can run AIX commands by either putting the file you are editing on hold and running the AIX command, or running the AIX command in a box.

Filters are commands or programs that take standard input, transform it in some way and then write the transformed input to standard output. This chapter shows you how to use two filter commands. The first filter command replaces specified text in a paragraph or a file. The second filter command allows you to sort text into alphabetical or numerical order.

---

## Commands Used in This Chapter

These are the commands described in this chapter. The commands are listed in the same sequence as they appear in the chapter. Use the command name to locate the proper command keys on your *INed Keyboard Chart*.

<b>Command</b>	<b>Action</b>
<b>MENU</b>	Accesses the New Task Menu to execute AIX commands.
<b>DO</b>	Runs a filter command.
<b>BREAK</b>	Stops the current search or filter.

---

## Running AIX Commands

The New Task Menu lets you run AIX commands without leaving the INEd Program. For information on AIX commands see *AIX Operating System Commands Reference*.

### How to Run AIX Commands

1. Press **MENU**.
2. The editor displays the New Task Menu.
3. Follow the prompts in the menu.

## More Detailed Information

1. Press **MENU**.
2. The editor displays a menu similar to this:

```
^
+-----+
|               New Task Menu               |
|                                             |
| Move the cursor to an item and touch EXECUTE. |
| Touch CANCEL to do nothing, HELP for help.   |
|                                             |
| Show home directory                         |
| Execute AIX shell commands                  |
| Run a shell command in a box                |
| Edit your editor profile                    |
| Housekeep                                   |
+-----+
```

3. Move the cursor to the option you want to select and press **EXECUTE**. The next sections explain the second two options on this menu, Execute AIX shell commands and Run a shell command in a box. The other options on this menu are explained in Chapter 11 and Chapter 12.

---

**Note:** Always select Execute AIX shell commands if:

- The command requires a response.
- You want to use the AIX command to make changes in the file you are editing.
- You want to save the file you are editing before running the AIX command.

## Executing AIX Commands

If you select Execute AIX shell commands, the editor displays a message similar to this:

```
^ Saving file "/u/jan/practice"...
```

The editor saves your file or files, then displays this screen:

```
Execute AIX shell commands
Touch CNTL-D to continue editing
eshell> _
```

Enter your command or commands at the eshell> command line.

---

## Running AIX Commands in a Box

If you select Run a shell command in a box, the editor displays this box:

```
^ _____  
| Shell command:  _
```

Type the AIX command in the box and press **EXECUTE**. The editor then displays this message:

```
^ _____  
| Executing "Run a shell command in a box"...
```

When the editor completes the command, it displays the results of the AIX command in a box. If the command has no output, the editor displays the message:

```
^ _____  
| No output from "Run shell command in a box"
```

**Note:** You can also run a AIX command in a box as follows:

1. Press **ENTER**.
2. Type the AIX command in the ENTER box.
3. Press **MENU**.
4. The editor displays a message similar to this:

```
^ _____  
| Executing "command"...
```

and then displays the results in a box.

---

## Running a Filter Command

The **DO** command keys allow you to run filters that you specify in an ENTER box.

### How to Run a Filter Command

1. Press **ENTER**.
2. Type the filter command in the ENTER box.
3. Press **DO**.

## Additional Information

Filters are commands that change files. For example, the **rpl** command is the INed filter command to replace text in a file. Some other useful AIX filter commands are **sort**, **tr**, and **nl**. You can also use many other AIX commands as filters. For other commands, see *AIX Operating System Commands Reference* and Appendix B, "INed Commands."

The editor uses the following conventions when it runs a filter command from the editor:

- Only the text from the cursor line to the end of the paragraph is affected unless otherwise specified. The end of a paragraph is a blank line or a line beginning with a . (dot).
- You can specify text beyond the current paragraph as follows:
  - Type the number of *paragraphs* to change, type a blank, and then type the filter command.
  - Type the number of *lines* to change followed by an l (lowercase ell), type a blank, and then type the filter command.

- 
- The latest filter command you enter is effective until you enter a new filter command or exit the editor. To rerun the latest filter command, press **DO**. To display (but not run) the latest filter command, press **ENTER** and then press **DO**.
  - Filter commands can contain several parameters. Separate parameters with a blank. If a parameter contains a blank or a special character, use ' (single quotation marks) or " (double quotation marks) to enclose the parameter.
  - If you press **DO** and run a AIX command that is not a filter command, the output of the command replaces the text from the cursor to the end of the current paragraph. For example, you can use the AIX **cat** command to replace the text from the cursor to the end of the current paragraph with text from another file. (If you want to add the text, but not replace the current paragraph, you can run the **cat** command at a blank line.)
  - If the filter command produces no output, the paragraph is removed.

To stop the filter command before it completes processing, press **BREAK**.

The next two sections show how to run the **sort** and the **rpl** filter commands. For more information on how to use filters, see *Using the AIX Operating System*.

---

## Using the sort Filter Command

The **sort** command sorts lines of text and writes the results in your file. This section only shows you some of the ways to use the **sort** command.

### Ways to Use the Sort Command

- To perform a simple sort:
  1. Put the cursor on the first line you want to sort.
  2. Press **ENTER** and type **sort** in the **ENTER** box.
  3. Press **DO**
  4. The editor sorts each line in ascending order.
- To sort numerically:
  1. Put the cursor on the first line you want to sort.
  2. Press **ENTER** and type **sort -n** in the **ENTER** box.
  3. Press **DO**
  4. The editor displays each line in arithmetic order.

### Additional Information

The **sort** command has several flags you can use to sort lines with. Some of the flags are:

- b Ignore leading blanks, spaces, and tabs when sorting.
- d Sort in dictionary order. Ignore everything except letters, numbers, and blanks.
- f Merge upper and lower case letters, so that capitalized words are not at the top of the sorted list.
- n Sort any initial numeric strings in arithmetic order, ignoring leading blanks, spaces, and tabs.
- r Reverse the order of the specified sort.

---

**-u** If two or more lines are the same, only write one of the lines in the output.

The `sort` command also lets you specify columns to sort by and ignore characters outside of the ASCII range. See *AIX Operating System Commands Reference* for more information about `sort`.

---

## Using the rpl Filter Command

The **rpl** command replaces specified text with replacement text in a paragraph, or throughout a file.

### Ways to Replace Text

- Replace text from the current line to the end of the paragraph:
  1. Press **ENTER**.
  2. In the **ENTER** box type:  
`rpl oldtext newtext`  
(where *oldtext* is the text you want to replace and *newtext* is the new text).
  3. Press **DO**.
  
- Replace text by paragraphs or by lines:
  1. Press **ENTER**.
  2. In the **ENTER** box type:  
`number rpl oldtext newtext`  
(where *number* is either the number of paragraphs or the number of lines you want to search and replace, *oldtext* is the text you want to replace, and *newtext* is the new text).
  3. Press **DO**.

### Additional Information

Text can consist of either one word or a phrase. For example, you can replace the word `priority` with the phrase `order of importance`. Use the following guidelines when you type text for the **rpl** command:

- Capitalization is important. For example, typing `mark` does not change the words `Mark` or `MARK`. For information on how to search for upper or lower case letters and other pattern matching symbols, see “**rpl**” on page B-28.

- 
- Blanks are important. For example, if you replace the word the with the word a, with no blanks before and after the, words such as them and other become am and oar.
  - Separate single words with a blank. For example, to change the word ski to sky, type:

```
rp1 ski sky
```

- Enclose phrases with quotation marks. To change sky to blue sky, type:

```
rp1 sky "blue sky"
```

- Delete text with the **rp1** command by entering two double quotation marks for the new text. To delete the phrase blue sky, type:

```
rp1 "blue sky" ""
```

- Replace text throughout a file by going to the top of the file and using at least the number of lines in the file to search and replace. If the file contains 550 lines, replace the phrase blue sky with gray sky, by typing:

```
5501 rp1 "blue sky" "gray sky"
```

- The **rp1** command only changes phrases that are on the same line. In the previous example, if the word blue is the last word on one line and the word sky is the first word on the next line, **rp1** does not change the phrase.

See “rp1” on page B-28 for more information about the **rp1** command.

---

## Stopping an Editor Search or Filter Command

Pressing the **BREAK** command key stops a filter command or search from continuing.

### How to Stop a Search or Filter

Press **BREAK**.

## Additional Information

When you press **BREAK**, the editor displays a message similar to this:

```
^
| Stopped by BREAK
```

or this:

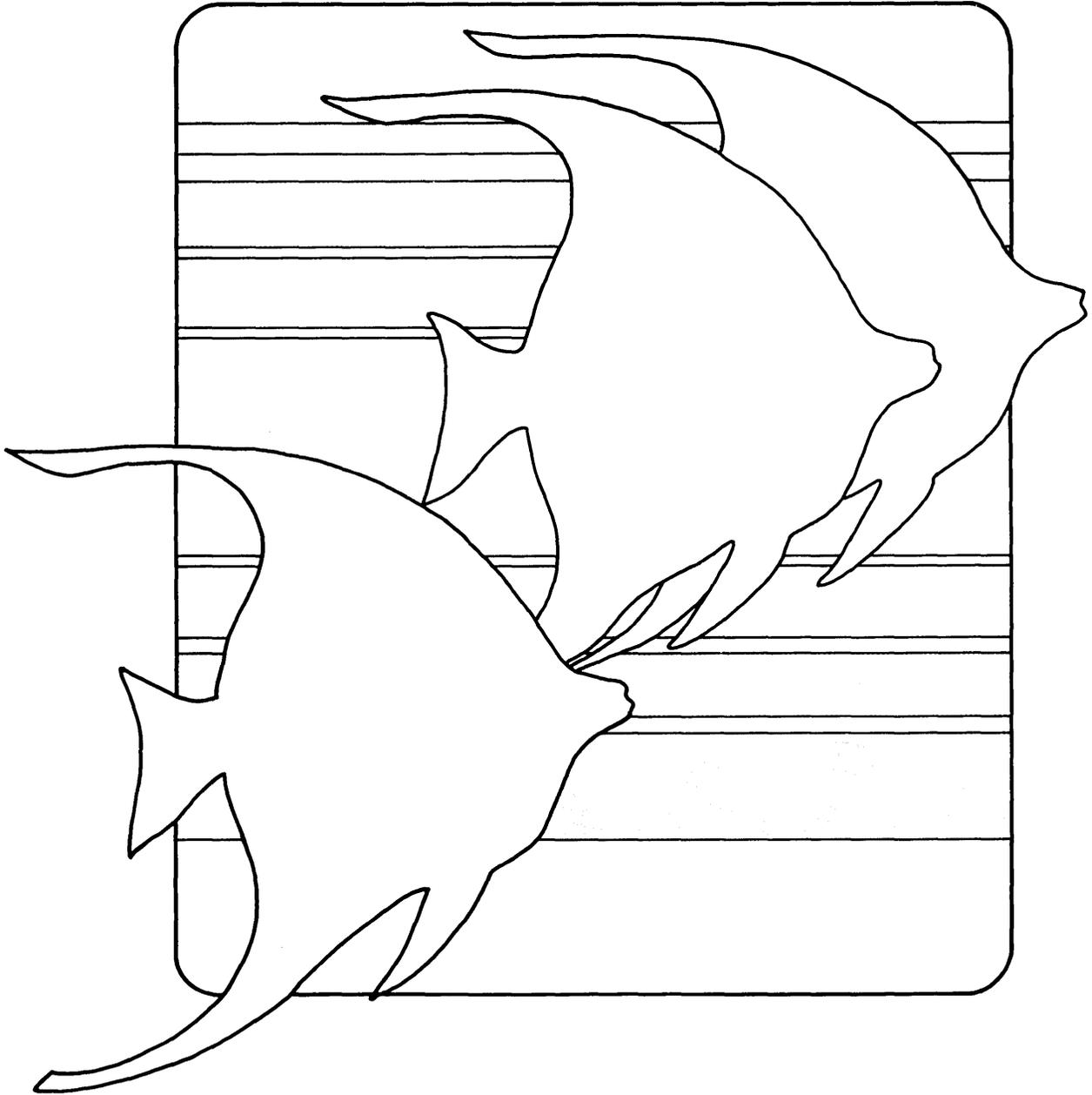
```
^
| Filter stopped by BREAK
```

### Notes:

1. Some keyboards have **Break** engraved on the top of a key. This key is not necessarily the **BREAK** command key. See your keyboard template to locate the INed **BREAK** key.
2. If the command or search completes before you press **BREAK**, the **BREAK** command does not undo the operation.

---

## Chapter 11. Using the Profiles



---

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---

## About This Chapter

This chapter explains how to use the Editor Profile (**editorprf**). The Editor Profile is a structured file that you can use to customize the editor. You can use the editor profile to specify:

- What the New Task Menu contains
- What the Help Menu contains
- Which files the editor should watch for changes
- Which directories the editor should search to locate forms, helpers, and messages

This chapter also explains how to create the Print Profile (**printprf**) to modify your Print Menu and the File Manager profile (**indexprf**) to change your File Manager screen.

---

## Creating Your Editor Profile File

Before you can customize the editor, you must create the **editorprf** file.

### How to Create the Editor Profile File

1. Press **MENU** to display the New Task Menu.
2. Move the cursor to Edit your editor profile.
3. Press **EXECUTE**.

## Additional Information

If they do not exist, the editor creates the directory **\$HOME/profiles** and the structured file **editorprf** for you. After the editor creates **editorprf** it displays a screen similar to this:

```
Editor Profile File

This file allows you to modify the behavior of the editor to suit your
preferences. Put the cursor on the line of interest and ZOOM-IN to specify
choice of options.

MENU Options
HELP Options
Files the Editor Should Watch
Editor Search Paths
Language Options

/u/jan/profiles/editorprf          INSERT Line 1 ( 5)
```

---

The options on this screen allow you to:

- Change the defaults in your New Task Menu
- Change your Help Menu
- Specify files for the editor to watch
- Specify editor search paths
- Change your keyboard to a different language group

You can do the following when this screen is displayed:

- Move the cursor to the option you want to edit and then press **ZOOM IN**.
- Return to the file you were editing by pressing **USE**.
- Exit the editor by pressing **EXIT**.

---

## Changing Your New Task Menu

If you select MENU Options from the Editor Profile File, a screen similar to this screen is displayed:

MENU Options		
Description shown in menu	Type	Name of file or program
Show home directory	file	\$HOME
Execute AIX shell commands	screen	echo "Touch CNTL-D to continue ed
Run a shell command in a box	popbox	Shell command:
Edit your editor profile	file	\$HOME/profiles/editorprf
Housekeep	popbox	find \$HOME/forms -name "...*" -pr

/u/jan/profiles/editorprf                      INSERT   Line   1   (   5)

When you change or add options in this screen, you change your New Task Menu. (The New Task Menu is the menu that appears when you press **MENU**.) You make changes by either modifying the existing options or adding new options. For example, you could add an option to compile the current program file. If you use a certain AIX command frequently, such as **sort**, you can add it as an option for the **MENU** command.

To change an existing menu option, use the cursor keys to move to the option and then modify it.

---

To add a menu option, move the cursor to a blank line. Then do the following:

1. Press **ZOOM IN** to display the **Details of MENU option**.
2. Make the changes or the new entries you want. For example, this screen shows how to create the option to show the history of a current file:

Details of MENU option		
Description shown in menu	Type	Name of file or program
Show history of current file	helper	history
Flags: any non-space character means true		
<input type="checkbox"/> Sync and reopen file	<input type="checkbox"/>	Save all files

/u/jan/profiles/editorprf                      INSERT   Line   1   (   1 )

- Type the option as you want it displayed in the New Task Menu in the Description shown in menu field. In this example, Show history of current file is typed in the description field.

- 
- Type one of the following in the `Type` field to specify how you want the option to work:

form	Changes to the named form
file	Changes to the named file
helper	Changes to the new helper
screen	Clears the screen and runs the program
popbox	Displays the results in a pop-up box.

If you select `screen` or `popbox` the AIX processes the file or program. This means that you can enter `|` (pipe symbols) or `>`, `>>`, `<` (redirection symbols).

- Type the command, file name, or helper in the `Name of file or program` field. You can enter shell and editor variables in addition to normal shell variables and AIX file names. Indicate a shell variable by typing a `$` (dollar sign), followed by the variable name. Underscore messages that you want to appear as a user prompt. You can use these names:

<code>\$ALTFILE</code>	The name of the alternate file
<code>\$FORM</code>	The name of the current form
<code>\$FILE</code>	The name of the file you are editing
<code>\$HOME</code>	The name of your home directory
<code>\$HELPER</code>	The name of the current helper
<code>\$SYS</code>	The editor directory where the helpers, forms, and help files are installed.

- Type any character in these boxes if you want the function:
  - Sync and reopen file. A character in this box causes the editor to save the file, run the menu option, and then reopen the file. Use this box for any New Task Menu option that can change a file.
  - Save all files. A character in this box causes the editor to save all text files and then run the program. You should use this flag if you specify `screen` in the `Type` field.

**Note:** If there is not enough room in a field, press **RIGHT** to scroll the field. You can then press **LEFT** to scroll back.

---

3. Press **SAVE** and then do one of the following to exit either this screen or the **MENU** options screen:

- Press **ZOOM OUT** to return to the previous screen.
- Press **USE** to return to your INed file.
- Press **EXIT** to return to the system prompt.

The changes you make are effective the next time you press **MENU**.

---

## Changing Your Help Menu

If you select HELP Options from the Editor Profile File, a screen similar to this screen is displayed:

HELP Options		
Description shown in menu	Type	Name of file or program
<u>A</u> lphabetic List of Editor Commands	file	\$/SYS/help/e.cmds
How do I ...?	file	\$/SYS/help/e.howtos
How to Customize the Editing System	file	\$/SYS/help/editorprf.hdq
Suggestions for Your Menu	file	\$/SYS/help/emenu
Suggestions for Print Menu	file	\$/SYS/help/prthelp
Keyboard Layouts	file	\$/SYS/help/keys.map

/u/jan/profiles/editorprf                      INSERT    Line    1   (    6)

When you change this screen, you change the options in your Help Menu. You can change this screen by either modifying the existing options or adding new options. For example, you can either add your own help information to the Help Menu or create your own help menu.

To change an existing menu option, use the cursor keys to move to the option and then modify it.

To add a menu option, move the cursor to a blank line. Then do the following:

1. Type the option as you want it displayed in the Help Menu in the Description shown in menu field.

---

2. Type how you want the option to work in the Type field. (This is normally a file.) See page 11-8 for a list of what you can enter in this field.

3. Type the file name (or path name) in the Name of file or program field. You can enter shell and editor variables in addition to normal shell variables and AIX file names.

\$ALTFILE	The name of the alternate file
\$FILE	The name of the file you are editing
\$FORM	The name of the current form
\$HELPER	The name of the current helper
\$HOME	The name of your home directory
\$SYS	The editor directory where the helpers, forms, and help files are installed.

4. Create the file that corresponds to the file name in this menu and then add the help information into the file.

5. Press **SAVE** and then do one of the following to exit this screen:

- Press **ZOOM OUT** to return to the MENU Options screen.
- Press **USE** to return to your file.
- Press **EXIT** to return to the system prompt.

The changes you make are effective the next time you view the Help Menu.

---

## Entering Files for the Editor to Watch

If you select Files the Editor should watch from the Editor Profile File, a screen similar to this screen is displayed:

Files the Editor Should Watch	
Message to display when file changes	Name of File

/u/jan/profiles/editorprf                      INSERT    Line    1   (    0)

The editor can watch files to see if they have changed. It does this by checking the files when you either start the editor or refresh the screen. For example, if you have a mail file the editor can check to see if you have any new messages. Use this screen to enter any file that you want the editor to watch and then display a message when the file changes.

To change an existing option, use the cursor keys to move to the option and then modify it.

---

To add a menu option, move the cursor to a blank line. Then do the following:

1. Type the message in the Message to display when the file changes field. The message you type in this field is the message you receive when the editor notifies you of the file change.
2. Type the file name (or path name) in the Name of file field. This example shows two sample entries:

Files the Editor Should Watch	
Message to display when file changes	Name of File
New Mail has arrived Compilation completed	<code>\$HOME/.smail</code> <code>\$HOME/.done</code>

The first entry monitors the incoming INmail<sup>1</sup>. When this message displays, New Mail has arrived, you can run the **USE** command to read your mbx file. If you do not have INmail installed, you can enter `/usr/mail/$LOGNAME` in this field and construct a "screen" type menu entry to use the **mail** command to read your messages. The second entry monitors the file `$HOME/.done`. If you run a background process to compile a program and write into the file `$HOME/.done`, the message Compilation completed pops up after the compile program writes to the file.

---

<sup>1</sup> INmail is a trademark of INTERACTIVE Systems Corporation.

---

3. Press **SAVE** and do one of the following to exit this screen:

- Press **ZOOM OUT** to return to the MENU Options screen.
- Press **USE** to return to your file.
- Press **EXIT** to return to the system prompt.

The changes you make are effective immediately.

---

## Changing the Editor Search Paths and Other Options

If you select Editor Search Paths from the Editor Profile File, a screen similar to this screen is displayed:

Editor Search Paths

This section is used to specify the places the editor should look for forms and helpers. Each line in each box should be the name of a directory; the directories are searched from top to bottom.

Forms

\$SYS/forms

Helpers

\$SYS/helpers

Messages

\$SYS/hmgs

Scripts

\$SYS/scripts

/u/jan/profiles/editorprf

INSERT Line 1 ( 1)

You can use the Editor Search Paths screen to specify the search paths for the editor to use to find forms, helpers, messages and scripts. To specify search paths:

1. Move the cursor to the appropriate box.
2. Type the names of the directories, one per line, that you want the editor to look in. (Type the directories in the sequence you want the editor to search.)
3. Exit this screen and, if necessary, add the forms, helpers, or messages in the directories you specified.

- 
4. Press **SAVE** and then do one of the following to exit this screen:
    - Press **ZOOM OUT** to return to the MENU Options screen.
    - Press **USE** to return to your editing file.
    - Press **EXIT** to return to the system prompt.

The changes you make are effective after you exit the editor.

---

## Creating Your Print Profile

To create your own print profile to include additional menu options for your Print Menu, follow these steps:

1. Type `$$SYS/profiles` in an ENTER box and then press **USE** to access the File Manager screen for the **profiles** directory.
2. Use the **PICK COPY** command keys to pick up the **printprf** file.
3. Type `$HOME/profiles` in the ENTER box and then press **USE** to access the File Manager screen for **profiles** in your home directory. (If you do not have a profiles directory, see “Creating Your Editor Profile File” on page 11-4.)
4. Press **PUT DOWN**. Change the owner permissions to `rw-`. (See “Changing File and Directory Permissions” on page 9-21.)
5. Press **ZOOM IN**. A screen similar to this screen is displayed:

```
Print Options
ZOOM-IN to see more detail about command.

Description shown in menu      Command
-----
Print on default printer      | print -tl=$FILE
Print (ask for options)       | print -tl=$FILE Print options:
Print to file (overwrite)     >
Print to file (append)       >>
```

`/u/jan/profiles/printprf`      INSERT   Line   1   (   4)

---

When you change this screen, you change the options in your Print Menu. To change an existing menu option, move to the option and edit it. The changes you make are effective the next time you use the Print Menu.

To add a menu option, move the cursor to a blank line. Then do the following:

1. Press **ZOOM IN** to display the Details of Print Option screen. A screen similar to this screen is displayed, except the screen displayed will have blank fields.

Details of Print Option

Description shown in menu	Command
Print on default printer	print -tl=\$FILE

Description for popbox

Printing on the default printer

Flags: any non-space character means true

Save all ASCII files

Clear screen and run command       Display all output of command

/u/jan/profiles/printprf      INSERT Line 1 ( 1)

2. In the Descriptions shown in menu field, type the option as you want it displayed in the Print Menu
3. In the Command field, type the print output instructions. You can enter these types of commands in the Command field:
  - AIX commands
  - | (pipe symbol)

- 
- > (redirect and overwrite symbol)
  - >> (redirect and append symbol)

If you enter a | (pipe symbol) in the first column, the editor pipes the printed output through the specified program. If you enter > or >> (redirect symbols), the editor redirects the output to the specified file. If you enter a AIX command, the editor executes the command. If you leave the Command field blank, the Print Helper prompts for a AIX command. If you do not specify a file or program name after the pipe or redirect symbol, the Print Helper prompts for the missing information.

You can enter the following shell and editor variables in addition to normal shell variables and AIX file names.

\$ALTFILE	The name of the alternate file
\$FORM	The name of the current form
\$FILE	The name of the file you are editing
\$HOME	The name of your home directory
\$HELPER	The name of the current helper
\$PRTCMD	The expanded command (used only in the Description for popbox)
\$PRTFILE	The name of the temporary print output file
\$SYS	The editor directory where the helpers, forms, and help files are installed.

4. Type the message you want the editor to display while the print command is executing in the Description for popbox field.
5. Type any character in the appropriate box if you want these functions:
  - Save all ASCII files. A character in this box causes the editor to save all of the open text files before printing the file.
  - Clear screen and run command. A character in this box causes the editor to clear the screen before executing the print command.
  - Display all output of command. A character in this box causes the output of the print command to display in a pop-up box.

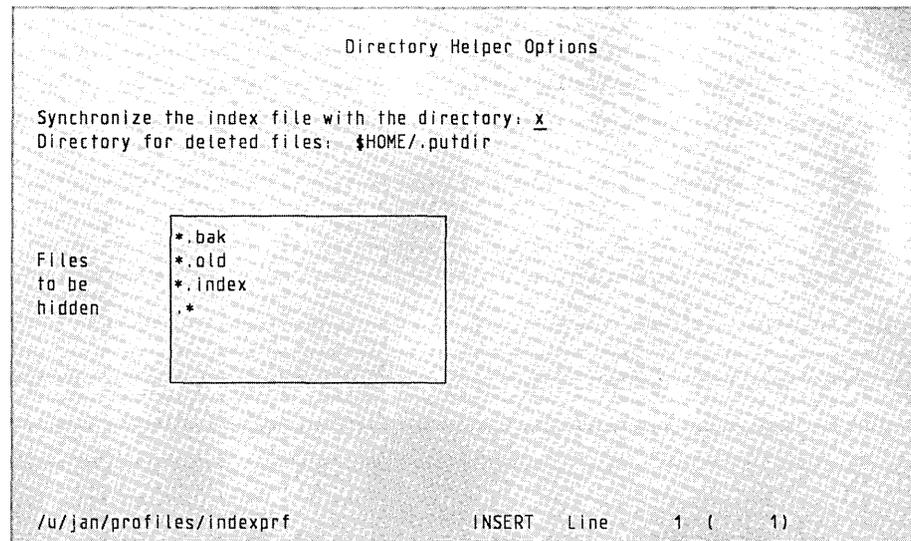
- 
6. Press **SAVE** and then do one of the following to exit this screen:
- Press **ZOOM OUT** to return to the previous screen.
  - Press **USE** to return to the `/usr/lib/INed/profiles` file.
  - Press **EXIT** to return to the system prompt.

---

## Creating Your File Manager Profile

To create your own file manager profile to change your File Manager screen, follow these steps:

1. Type `$SYS/profiles` in the ENTER box and then press **USE** to access the File Manager screen for the **profiles** directory.
2. Use the **PICK COPY** command keys to pick up the **indexprf** file.
3. Type `$HOME/profiles` in the ENTER box and then press **USE** to access the File Manager screen for **profiles** in your home directory. (If you do not have a profiles directory, see “Creating Your Editor Profile File” on page 11-4.)
4. Press **PUT DOWN**. Change the owner permissions to `rw-`. (See “Changing File and Directory Permissions” on page 9-21.)
5. Press **ZOOM IN**. A screen similar to this screen is displayed:



---

When you change this screen, you change the defaults in your File Manager. To change an existing default, move the cursor to the proper field and then modify it.

The first field in the Directory Helper Options screen lets you specify if the editor will update (synchronize) the directory listing if you create a file with the **USE** command. The default for this is **x** for yes. No character in this field means that you must manually list files created with the **USE** command. You can manually list these files by selecting the Local Menu option (1) Display "visible" files.

The second field specifies the directory for storing deleted files and directories.

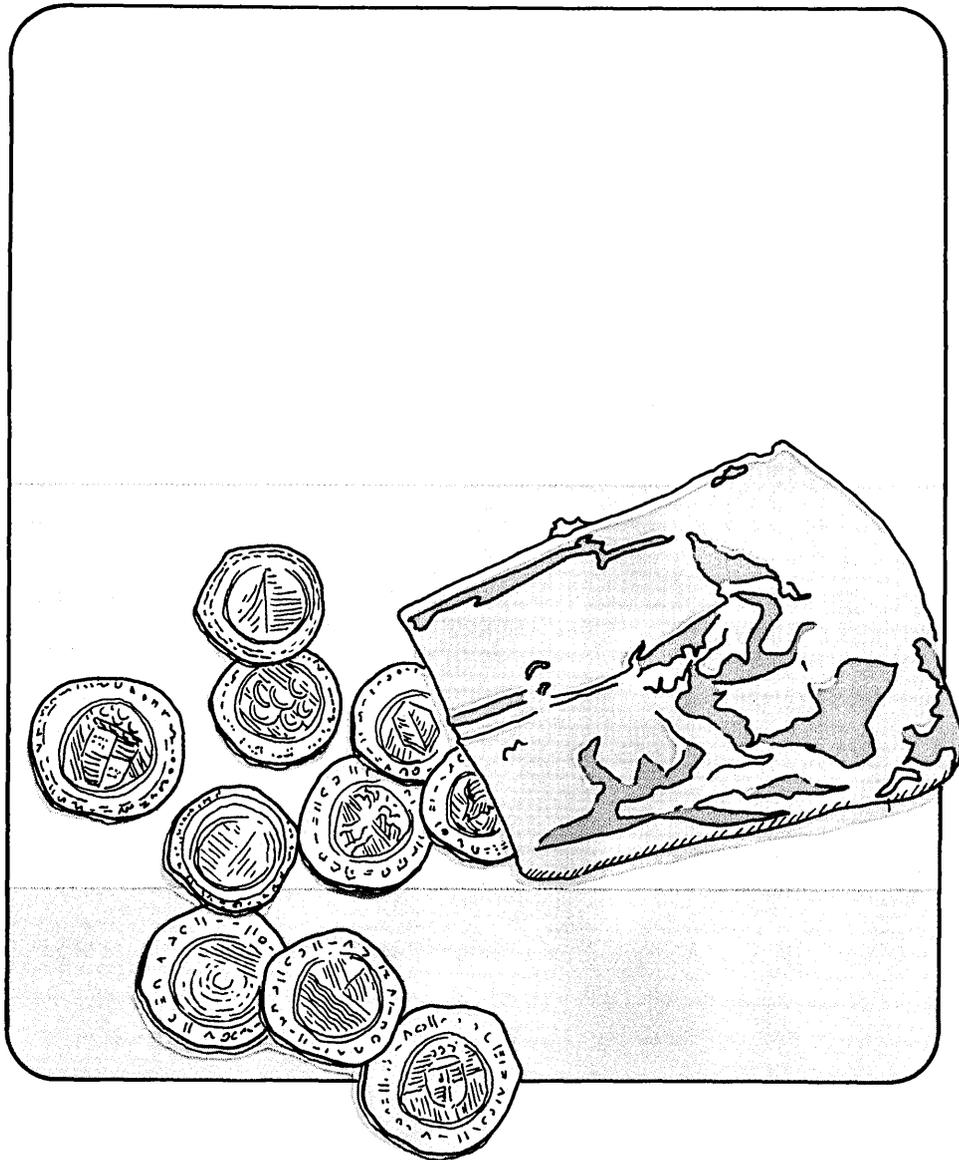
The third field specifies the files to be hidden. The default hidden files are any files that begin with a . (dot), or end in .bak, .index, or .old. The \* (asterisk) is a pattern-matching symbol that means any character or characters.

Press **SAVE** and then do one of the following to exit this screen:

- Press **ZOOM OUT** to return to the previous screen.
- Press **USE** to return to the `/usr/lib/INed/profiles` file.
- Press **EXIT** to return to the system prompt.

---

## Chapter 12. Using the History Display



---

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---

## About This Chapter

This chapter explains how you can use the TEN/PLUS History Display to access the different levels (history) of a structured file to keep track of changes to a file. The History Display lets you see previous versions of a file. By using menus and forms, you can save the current version or recreate an earlier version of a file. This chapter also explains how to remove the history of structured files.

---

## Accessing the History of File Screen

You can use the New Task Menu to display the history of a structured file without leaving the editor.

**Note:** If this option is not on your New Task Menu, see “Changing Your New Task Menu” on page 11-6 for instructions on how to add this option.

### How to Access the History of File Screen

1. Press **MENU**
2. Move the cursor to Show history of current file.
3. Press **EXECUTE**

The History of file screen is displayed.

## More Detailed Information

1. Press **MENU**
2. Move the cursor to Show history of current file.
3. Press **EXECUTE**



---

## Accessing the History of a Structured File

You can use the History of file screen to access the history of a structured file without leaving the editor.

### How to Access the History of a Structured File

1. Access the History of file screen for the structured file.
2. Move the cursor to the version of the file you want to display and press **ZOOM IN**.

The file is displayed.

3. Press **LOCAL MENU** for a list of the options you can select at this level.
4. Select an option and press **EXECUTE**.

### More Detailed Information

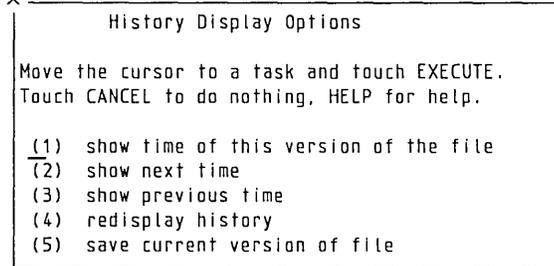
1. Access the History of file screen for the structured file. See "Accessing the History of File Screen" on page 12-4 if you do not know how to access this file.
2. Move the cursor to the version of the file you want to display and press **ZOOM IN**.

The editor displays the version of the file you selected.

3. Press **LOCAL MENU** for a list of the options (History Display Options) you can select at this level.

---

The History Display Options menu looks like this:



4. Move the cursor to an option and press **EXECUTE**. The options are explained below.

- (1) show time of this version of the file  
Displays the last modification time of the current version in a pop-up box.
- (2) show next time  
Displays the next version of the file.
- (3) show previous time  
Displays the previous version of the file.
- (4) redisplay history  
Displays the History of file screen.
- (5) save current version of file  
Allows you to save this version of the file. See “Saving a Version of a Structured File” on page 12-8 for more information on this option.

When you become familiar with the Local Menu options, you can select them without going to the Local Menu by pressing the appropriate Local Menu option keys. The Local Menu option keys are the keys labeled in parenthesis on your keyboard template, for example, (1) and (2).

To remove the History Display Options menu box, press **CANCEL**.

---

## Saving a Version of a Structured File

You can use the History of file screen to save a copy of a structured file at a specific history level.

### How to Save a Version of a Structured File

1. Access the version of the structured file you want to save.
2. Press **LOCAL MENU**.
3. Move the cursor to (5) save current version of file.
4. Press **EXECUTE**.
5. Enter the *filename* for the file.

## More Detailed Information

1. Access the version of the structured file you want to save. If you do not know how to access the structured file version, see “Accessing the History of File Screen” on page 12-4.
2. Press **LOCAL MENU**

This menu is displayed:

```
^
  History Display Options
  Move the cursor to a task and touch EXECUTE.
  Touch CANCEL to do nothing, HELP for help.

  (1) show time of this version of the file
  (2) show next time
  (3) show previous time
  (4) redisplay history
  (5) save current version of file
```

3. Move the cursor to (5) save current version of file.

- 
4. Press **EXECUTE**. When you save a version of a structured file, you must give the version a new name, or make the version you are saving the current version. The editor displays a message similar to this:

^ \_\_\_\_\_  
Enter file name (/u/jan/practice): \_

5. Enter a new file name to save this version of the file and retain the current version. The new file name consists of one version. (It will have no history until changes are made to the new file. The current version retains all of the history.)

**Note:** If you press **EXECUTE** without typing a new file name, the current version of the file is put in a **.bak** file. The version of the file you are viewing becomes the current version, and all of the history of the file is removed.

6. Press **ZOOM OUT** to return to the History of file screen.

---

## Removing the History of Structured Files

The housekeep option in the New Task Menu allows you to remove ... **(dots)** files and remove the history from all of your structured files. Dots files are files the editor creates when you edit text files.

### How to Remove the History of Structured Files

1. Press **MENU**.
2. Move the cursor to Housekeep.
3. Press **EXECUTE**.

## Additional Information

When you press **EXECUTE** at the Housekeep option, the message Executing "Housekeep"... appears while the system removes ... **(dots)** files and the history from all of the structured files in your directories. When the housekeeping option completes, the message No output from "Housekeep" appears.

### Notes:

1. If you create many structured files, this procedure can take a long time to run. You may want to schedule this procedure for a time when you are not using the system.
2. To remove the history from only one file, see "rmhist" on page B-26.
3. To remove dots files without removing the structured file history, use the AIX **del** command.

---

## Appendix A. System Information

### Adding a Terminal Type

INed uses the environment variable **\$TERM** to determine what terminal type you are using. To permanently add a terminal type, see *Installing and Customizing the AIX Operating System*. To find out which terminal types are valid while you are logged in the system, follow this sequence while editing a file:

1. Press **HELP**
2. Move the cursor to Keyboard Layouts and press **EXECUTE**

The editor displays a list of terminal type names. Note the name of the terminal you want to use. (You can press **ZOOM IN** at any terminal name to display the INed commands and the appropriate keys for that terminal type.) The following is a list of the terminal type names and the descriptions of the terminal types:

ibm3161—The IBM 3161 or IBM 3163 terminals  
ibm5151—The system console with the IBM 5151 display  
ibm5154—The system console with the IBM 5154 display  
ibm6153—The system console with the IBM 6153 display  
ibm6154—The system console with the IBM 6154 display  
ibm6155—The system console with the IBM 6155 display  
hft—The system console with any of the above displays  
vt100—The VT100<sup>1</sup> family  
vt220—The VT220<sup>1</sup> family  
vt100x—The VT100 terminal emulation on the IBM PC keyboard.

---

<sup>1</sup> VT100 and VT220 are trademarks of Digital Equipment Corporation.

---

**Note:** Some terminals in the same family use the same keyboard mapping and value for **\$TERM**. For example, if you want to use the IBM 3163, you could use the terminal type `ibm3161`.

To change your environment variable **\$TERM** to the terminal type `vt220`, enter the following at the system prompt (`$`):

```
TERM = vt220
export TERM
```

For more information on how to add or modify a terminal description for INed, see the **tdigest** command in Appendix B.

## Determining the Maximum File Limits

If you do not exceed the maximum file size, you can edit files that have up to 65,500 lines (regardless of the number of characters per line). If you need to edit a file that is longer than 65,500 lines, use the **split** command to divide the file before editing it. (You can use the **cat** command to rejoin the file when you complete the edit session.)

The system maximum file sizes vary. To determine the maximum file size possible, run the **ulimit** command. For more information about the **ulimit** command see the **sh** command in *AIX Operating System Commands Reference*.

## Specifying the INed Editor for Usability Services

If you want to use INed as the default editor for *Usability Services* instead of `ed`, see the **FILETYPES** command in *Usability Services Reference*.

For each file type you want to edit with INed, replace the default `ed` with `e`.

---

## Asynchronous Terminals

If you are using an asynchronous terminal, the INed editor has these requirements:

- No parity. You can set no parity by using the **devices** command to set the `pt` or `Parity Type` item to `none`. If you change the `/etc/ports` file, set `parity = none`.
- 8 bits for sending and receiving. You can set this by using the **devices** command to set the `bpc` or `Bits Per Character` field to 8.

Depending on your terminal type, you may also need to change its setup. Refer to your terminal manual for more information.

## Preventing File Errors

When you edit a text file, INed creates a corresponding `...` (dots) file. Dots files are hidden files that INed uses for recovery in case of system failure. The name of a dots file starts with three periods (`...`) followed by the first one to three characters of the file name, followed by a string of numbers and letters.

Dots files accumulate and you should delete them periodically to free space in the file system. You should *always* delete the dots file when you are restoring a file into a directory where there is already a file with the same name. For example, if you backup a file, edit the file with INed, and then restore the same file, you will see errors in the file when you try to edit it with INed. In this case, use the **del** command to delete the dots file.

---

## **INed Error Log**

INed logs error messages when it encounters a system problem.  
The messages are written to the file `/usr/lib/INed/FATAL.LOG`.

---

## Appendix B. INed Commands

This appendix describes the editor commands you can enter at the system prompt (\$), run from the editor, and run as filters. The commands are listed in alphabetical order. All of the commands are in the following format:

**Purpose:** gives a brief description of the use of the command.

**Syntax:** summarizes how the command is entered on the command line. The format diagrams use the following conventions:

- Command names and flags that you enter as shown are in color and **boldface** type.
- Variable names are shown in *italics*. Variable names, such as *filename*, are names for which you substitute a value.
- Default branches are shown as a bold line. If a default value exists, the value is shown in the default branch. (You do not have to enter a default value.)
- Flags are shown in a box unless the order of the flags is significant.
- An arrow shows that you can use more than one flag or variable.

**Description:** gives a description of the command.

**Flags:** gives a description of the available flags.

**Example:** shows examples of how the command is used.

**Files:** gives the files that are used by the command.

**Related Information:** contains references to other commands in this appendix or to other books that contain information related to this command.

e

---

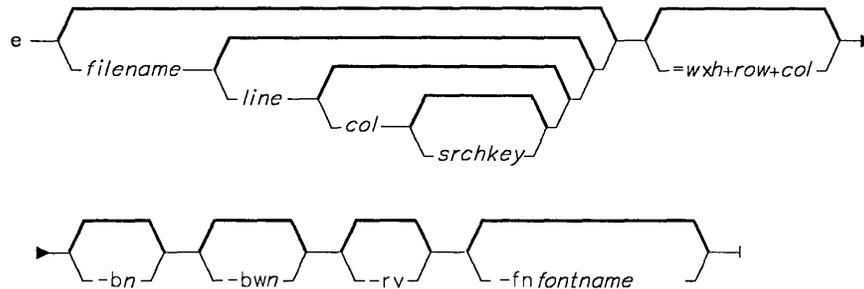
e

---

## Purpose

Starts the editor program.

## Syntax



## Description

The `e` command starts the INed full screen editor. How the editor starts depends on the parameters you give the `e` command.

`e`

Begins the editor at the file and cursor position displayed the last time you exited from the editor (If you were using multiple windows, only the file in the last active window is displayed.) If the `$HOME/.estate` file does not exist, your current directory displays.

`e filename`

Begins the editor at the first page of the file `filename`. If `filename` does not exist, the editor displays the menu to create `filename`. (The `filename` can be either a file in the current directory, or a complete file path name.)

You can enter up to three parameters for *filename* as follows:

*e filename line*

Begins at the line number *line* where the cursor is to be positioned. (If you do not specify a line number, line 1 is assumed.)

*e filename line col*

Begins at the line number and the column number *col* where the cursor is to be positioned.

*e filename line col srchkey*

Begins at the line and column number where the cursor is to be positioned. A search down is then started to find the next occurrence of the search key *srchkey*. Use *filename 0 0 srchkey* to search from the beginning of the file.

If you are using INed with X-Windows, the window and border sizes and the font can be changed with certain **e** command flags described below.

For more details, see “Creating a File” on page 2-7 and “Accessing a File” on page 2-14.

You can use the shell variable **TERM** to indicate the terminal type in the terminal description file.

You can use the shell variable **TDESC** to specify the full path name of an alternative terminal description file to use in place of the default. You must produce the alternative terminal description file with the **tdigest** command.

## Flags

The following flags are only used when running INed in X-Windows. You can use any of these flags separately or together to change the INed window characteristics.

**=*wxh* + *row* + *col*** Sets the window size and placement of the INed window when using X-Windows. *row* and *col* designate the placement of the INed window on the screen. For example, **=80x24+0+0** would

produce an 80x24 window in the uppermost left corner of the display. The default value of  $= wxh + row + col$  is  $= 80x24 + 0 + 0$ .

**Note:** If the window size ( $wxh$ ) is entered without values for  $row$  and  $col$ , the INed window will be created with a blinking, broken-lined border and can be positioned with the mouse.

**-b  $n$**  Sets the distance from the X-Windows border to the INed characters. The default value of  $n$  is 1.

**-bw  $n$**  Sets the width of the X-Windows border. The default value of  $n$  is 2.

**-rv** Displays the INed window in reverse video.

**-fn  $fontname$**  Specifies a font to be used in the INed window. For more information about font names, see *X-Windows Guide and Reference*.

For more information about X-Windows, see *X-Windows Guide and Reference*.

## Files

<code>/usr/lib/INed/profiles/editorprf</code>	The system editor profile
<code>\$HOME/profiles/editorprf</code>	The user's editor profile
<code>\$HOME/.estate</code>	The file where the name of the last file edited and the cursor position are stored
<code>...filxxxxxxxx</code>	The temporary "dots" file for editing the text file <i>filename</i>
<code>filename.bak</code>	The previous copy of <i>filename</i>
<code>/usr/bin/e</code>	The editor program

/usr/lib/INed/termcap/terms.bin

The standard terminal  
description file.

## Related Information

Commands in this appendix: “ghost” on page B-13, “history” on page B-16, “newfile” on page B-20, “readfile” on page B-23, “rmhist” on page B-26, “tdigest” on page B-32, and “versions” on page B-34.



---

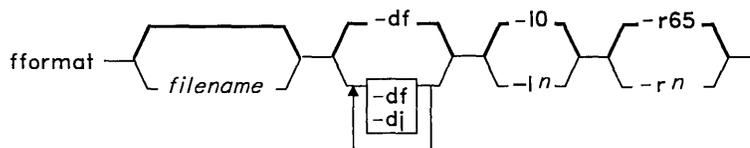
# fformat

---

## Purpose

Formats a text paragraph.

## Syntax



## Description

The **fformat** command fills or justifies paragraphs to the right margin while preserving any left margin indentation. The end of a paragraph is indicated by an empty line or a line beginning with a . (dot).

You can use the **fformat** command as a filter with the **DO** (run filter) command or as a filter command from the system prompt (\$). See “Running a Filter Command” on page 10-8 for more information on running filters from the editor.

If you enter **fformat** with a file name from the system prompt (\$), it reads the text from that file, justifies and fills each paragraph, and then writes the result to standard output.

# **fformat**

---

## **Flags**

- df**     Sets the format mode to fill (default).
- dj**     Sets the format mode to justify.
- ln**     Sets the default left margin to be *n* (default 0). Since the input left margin is preserved, *n* is used only where the left margin cannot be inferred. (For example, where an input paragraph consists of a single long line that must be split into two or more lines, the second and subsequent lines are indented by *n* characters.)
- rn**     Sets the right margin to be *n*. The maximum value for *n* is 130 and the default value is 65.

Using either the **-df** flag or the system default starts fill mode.

## **Examples**

Using the following text as a sample paragraph:

```
People who are serious about collecting
sea shells often get up at the first light of dawn,
hoping to find the one
perfect shell.
```

1. Entering the command `fformat -r34` results in:

```
People who are serious about
collecting sea shells often get up
at the first light of dawn, hoping
to find the one perfect shell.
```

2. Entering the command `fformat -dj -r34` results in:

```
People who are serious about
collecting sea shells often get up
at the first light of dawn, hoping
to find the one perfect shell.
```

## **Related Information**

Command in this appendix: “e” on page B-2.

Also see “Running a Filter Command” on page 10-8 in this book.

## fill

---

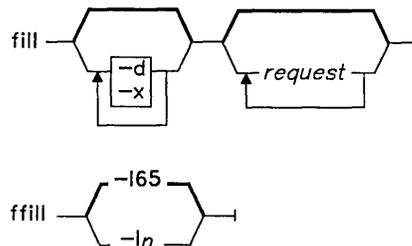
## fill

---

### Purpose

Fills arbitrarily broken lines of text.

### Syntax



### Description

The **fill** command is a text processing filter that provides the paragraph fill and indentation effects of the **nroff** command (see the **nroff** command in *AIX Operating System Commands Reference* and *Text Formatting Guide*) without requiring special command lines in the original text file. The **ffill** command is a fast version of **fill** that does not use **nroff**.

You can use the **fill** and **ffill** commands as filters with the **DO** (run filter) command or as a filter command from the system prompt (`$`). **fill** reads text from standard input, performs text processing by inserting command lines in the text file and then processes the result through the **nroff** formatter. You also use **fill** to insert **nroff** subcommands into a text file to produce an **nroff** source file, which you can then revise for other applications. See “Running a Filter Command” on page 10-8 for more information on running filters from the editor.

**Warning:** If you do not have **nroff** installed, using the **fill** command may cause loss of data. **fill** should not be run from the command line.

If you enter **fill** with a file name from the system prompt (\$), it reads the text from that file, fills each paragraph, and writes the result to standard output.

The **fill** command treats a blank line as the end of the current paragraph. It indents the first and second lines of each paragraph as they are indented in the input file. All subsequent lines in the paragraph are indented to match the second line. All tabs are removed. An extra space is inserted after each word that ends with a period, question mark, or exclamation mark.

In the text processing mode, the **fill** command turns off hyphenation, sets all escape characters to ~ (tilde) to prevent altering the text unexpectedly, and disables pagination.

The **fill** command formats indented paragraphs and reads embedded **nroff** commands. The **fill** command always indents the first and second lines of a paragraph exactly as they are indented in the source text and aligns all of the subsequent lines with the second line. It treats multiple spaces and tabs within a line as single spaces, except spaces preceded by periods and colons. If a period or colon is followed by more than one space in the original text, **fill** follows the period or colon by two spaces in the result. The **fill** command correctly formats block paragraphs with hanging labels on the first line. Therefore, you can edit already filled paragraphs and then refill the text. In situations such as tables, the compression of multiple blanks is undesirable and can be suppressed with the **-x** flag.

All lines beginning with a period (dot) are considered to be **nroff** commands. These lines are preserved as separate lines, even when they are in the middle of a paragraph. This allows you to use **fill** to improve the appearance of a draft document without destroying embedded **nroff** commands that may be inserted for reformatting a final or a typeset version.

## fill

---

With the editor you can format a paragraph by beginning the first two lines with the proper indentations and then using **fill** to fill the entire paragraph.

You cannot change the escape characters with a parameter to the **fill** command.

If the **fill** command is unable to create its temporary file, the **fill** command exits with the value of -2.

### Notes:

1. The **ffill** command sets the left margin incorrectly if the first line of any paragraph is more than twice as long as the specified right margin.
2. The **ffill** command produces incorrect output for input lines longer than 512 characters.

---

## Flags

- d** Does not process through the **nroff** formatter. In this mode, **fill** takes text from the standard input, inserts **nroff** command lines that preserve indentation and paragraphing, and writes the result to the standard output.
- x** Suppresses compression of multiple blanks within input text lines. Initial blanks are always replaced by paragraph indenting commands. The **-x** flag is useful for processing text that is bracketed by the **.nf** or **.na nroff** commands, because it prevents the loss of spacing between columns.
- request* Treats *request* as an **nroff** command line and passes directly to **nroff** if the request begins with a . (dot). If the request does not begin with a . (dot), it is passed to **nroff** as a value. You can give **fill** one or more *request* (**nroff** command).
- ln** Sets the right margin at column *n*. The default for *n* is 65. The **-ln** flag is for the **ffill** command only.

You can use the **-d** and the **-x** flags to insert **nroff** commands in a text file without passing the text through the **nroff** formatter. This is useful as a first step in converting a conventionally formatted text file to an **nroff** source file or as a building block in a program or AIX command file that performs specialized processing of text files.

## Examples

1. To fill with hyphenation, type:

```
fill ".hy 1"
```

2. To fill lines between columns 10 and 70, type:

```
fill ".in 10" ".ll 70"
```

## fill

---

### Files

`/tmp/ljusn` Temporary file (where *n* is the process number in decimal)

### Related Information

The “e” on page B-2 and “just” on page B-17 commands in this appendix, and the **nroff** command in *AIX Operating System Commands Reference* and *Text Formatting Guide*.

For additional information, see “Running a Filter Command” on page 10-8 in this book.

---

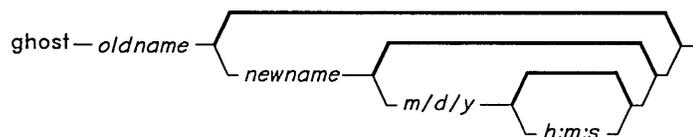
# ghost

---

## Purpose

Reconstructs previous versions of an INed structured file.

## Syntax



## Description

The **ghost** command reads a structured file and reconstructs a previous version of it in the output file. If you specify only the old file name *oldname*, the name for the reconstructed version is *oldname*. The old file is backed up by appending a **.bak** and is *oldname.bak*.

**Note:** If you are using a keyboard other than the U.S. national language keyboard, the date and time parameters may not be in the *m/d/y* and *h:m:s* format.

The *m/d/y* (month, day, year) parameter specifies a version date for the reconstruction. The *h:m:s* (hour, minute, second) parameter specifies the version time for the reconstruction. The default is the current date and time. If only the month and day are specified, the current year is assumed. If only the date is specified, the time is set to zero (midnight). If only the hour and minute are specified, the seconds are set to zero. The hours are based on a 24-hour clock.

You can use the **versions** command to display the modification dates and times. See “versions” on page B-34.

## Examples

1. The following command reconstructs the current version of menu2 as newmenu:

```
ghost menu2 newmenu
```

This is useful if the menu2 file is damaged.

2. The following command does the same thing but puts the output in menu2:

```
ghost menu2
```

The old file is saved as menu2.bak.

3. The following command reconstructs the July 15 version of menu2 as newmenu:

```
ghost menu2 newmenu 7/15
```

4. The following command reconstructs the version of menu2 that existed on July 15, 1980 at 3:10 in the afternoon:

```
ghost menu2 newmenu 7/15/80 15:10
```

5. The following command begins at the version of menu2 down to the second:

```
ghost menu2 newmenu 7/15/80 15:10:45
```

This is useful if several changes were made to a file in a very short time.

## **Related Information**

Commands in this appendix: “e” on page B-2, “history” on page B-16, “newfile” on page B-20, “readfile” on page B-23, “rmhist” on page B-26 and “versions” on page B-34.

Also see Chapter 12, “Using the History Display” of this book.

## history

---

## history

---

### Purpose

Displays the history of an INed structured file.

### Syntax

```
history — filename —|
```

### Description

Use the **history** command to display the incremental changes made to the file *filename* since *filename*'s creation. These changes are contained in a structured file.

Each information record contains the type, user ID, group ID, and time.

The format of a structured file is record-oriented. For a simple text file, these records are the text lines in the file. Accompanying the records is extra information used for inserting lines, deleting lines, setting the current index, specifying start information, storing user comments, and specifying the start of an array. At the end of the file is information about where the current records are located in the file, so that it can be opened quickly.

### Related Information

Commands in this appendix: “e” on page B-2, “ghost” on page B-13, “newfile” on page B-20, “readfile” on page B-23 and “rmhist” on page B-26.

Also see Chapter 12, “Using the History Display” of this book.

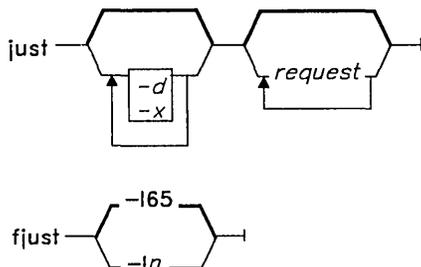
---

**just**


---

**Purpose**

Fills and justifies unevenly indented paragraphs of text.

**Syntax****Description**

The **just** command is a filter intended for use with the **DO** (run filter command). You can use it either in the editor or from the system prompt (`$`). It reads text from standard input, justifies and fills each paragraph, and writes the result to standard output.

**Warning:** If you do not have **nroff** installed, using the **just** command may cause loss of data.

The **just** command is identical to **fill**, except that the **just** command justifies each line to produce an aligned right margin. This is accomplished by replacing spaces in short lines with multiple spaces.

The **fjust** command is a fast version of **just** that does not use **nroff**.

# just

---

## Notes:

1. The **just** command sets the left margin incorrectly if the first line of any paragraph is more than twice as long as the specified right margin.
2. The **just** command produces incorrect output for input lines longer than 512 characters.

## Flags

See **fill** for a detailed description of the flags and values that are accepted by **just**.

- d** Does not process through the **nroff** formatter.
- x** Suppresses compression of multiple blanks within input text lines.
- request* Treats *request* as an **nroff** command line if the request begins with a . (dot). If the request does not begin with a . (dot), it passes the request to **nroff** as a value. You can give the **just** command one or more *request* (**nroff** commands).
- ln** Sets the right margin at column *n*. The default for *n* is 65. The **-ln** flag is for the **fjust** command only.

If **just** is unable to create a temporary file, it exits with a -2 value.

## Files

- /tmp/ljustn* Temporary file (where *n* is the process number in decimal)

## Related Information

The command “fill” on page B-8 in this appendix and the **nroff** command in *AIX Operating System Commands Reference and Text Formatting Guide*.

For additional information, see “Running a Filter Command” on page 10-8 of this book.

## newfile

---

## newfile

---

### Purpose

Converts a text file into an INed structured file.

### Syntax

newfile — *textfile* — 

### Description

The **newfile** command converts a text file to a structured file. If you only give the file name *textfile*, the structured file name becomes *textfile*, and the original text file is backed up by appending a **.bak** to its name. In this case the original text file becomes *textfile.bak*. The **newfile** command exits with an error if the text file does not exist or if it cannot create the structured file.

See the **readfile** command to convert a structured file to a text file.

### Examples

1. The following command converts the text file *menu2* into the structured file *newmenu*:

```
newfile menu2 newmenu
```

2. This command converts the text file *menu2* into a structured file and saves the text version as *menu2.bak*:

```
newfile menu2
```

## **Related Information**

Commands in this appendix: “e” on page B-2, “ghost” on page B-13, “history” on page B-16, “readfile” on page B-23, “rmhist” on page B-26 and “versions” on page B-34.

# prtty

---

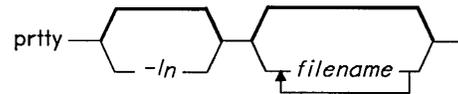
## prtty

---

### Purpose

Prints to the printer port of the terminal

### Syntax



### Description

The **prtty** command prints the files *filename* to the printer port of your terminal. The **prtty** command reads the environment variable **\$TERM** and looks for that terminal in the terminal description file **/usr/lib/INed/termcap/terms.bin**. It uses the terminal description file to get the sequences **k2** (enable printer port) and **k3** (disable printer port). If you do not specify a file, the editor reads from the standard input.

### Flag

**-ln** Prompts you to start printing and continues to prompt you after *n* number of lines.

### Related Information

Appendix C, “INed Files.”

---

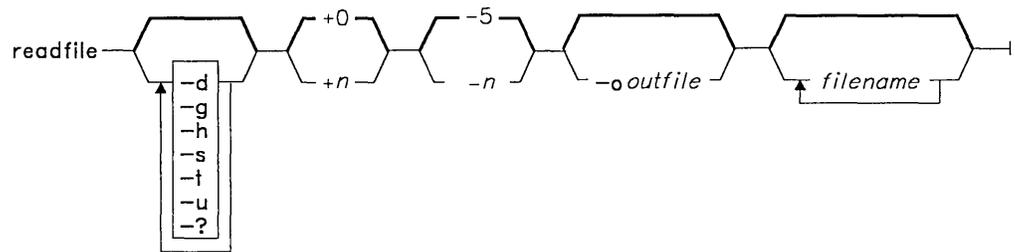
# readfile

---

## Purpose

Displays the text of INed structured files.

## Syntax



## Description

The **readfile** command reads a structured file or a list of structured files and creates a ASCII printout to illustrate the file's tree structure. If the file is a structured file, it only prints the the file's string data. (There is no indentation.) If the file is an text file, the **readfile** command behaves like the **cat** command.

If you do not use any flags, the **readfile** command reads the standard input as a text file.

# readfile

---

## Flags

You can use the following flags with the **readfile** command:

- d** Creates a detailed formatted dump of the contents of the input files.
- g** Converts the control characters, such as graphics characters used in forms, to similar printing characters.
- h** Separates the output into sections with headers that identify the input file for each section.
- +n** Begins reading the file at the *n*th record. (The first record is record 0.) The default for this flag is +0. Separate this flag from the other flags with a space.
- n** For structured files, sets the size of the increments and decrements for indentation at *n* columns. This flag is ignored if you specify the **-t** flag. Separate this flag from the other flags with a space.
- o *outfile*** Uses *outfile* as the output file instead of standard output. If the output file name is the same name as an input file, the editor backs up the input file in a **.bak** file.
- s** Suppresses messages that report unstructured and nonexistent files.
- t** Illustrates the structure of the file with a tree diagram. (the editor ignores this flag if the file is a structured file, or a text file.)
- u** Suppresses buffering of output. (The default buffer size is the size of the disk block.)
- ?** Displays usage syntax message.

## Examples

1. To view your editor profile with headings, enter:

```
readfile -h profiles/editorprf
```

2. To change the structured file stextfile to the text file asciifile enter:

```
readfile stextfile>asciifile
```

## Related Information

The command “newfile” on page B-20 in this appendix and the `cat` command in *AIX Operating System Commands Reference*.

See also Chapter 12, “Using the History Display” of this book.

# rmhist

---

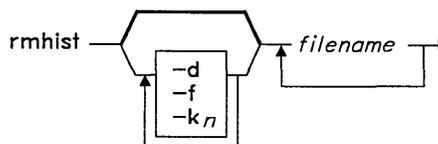
## rmhist

---

### Purpose

Removes history from INed structured files.

### Syntax



### Description

The **rmhist** command takes a file name or a list of file names and removes the history information from each file. The files are backed up so that the old versions of the files are available as *filename.bak*. If any of the files are not structured files, a warning message displays, and no action is taken on the non-structured files.

**Note:** If the system date was set to a future date, the modification dates are invalid, and the **rmhist** command removes all history except the last history. It then resets the date for that record. You can correct this problem by using the **ghost** command. Enter the future date as the date parameter to the **ghost** command, then use the **rmhist** command to remove the history.

## Flags

- d** Deletes the **.bak** file after removing history.
- f** Suppresses all messages about attempts to remove history from any files.
- kn** Keeps only the last *n* days of history. The default for this flag is 1.

## Examples

1. To remove history for all but the last three days of the structured file `myfile` and then delete the file `myfile.bak`, enter:

```
rmhist -dk3 myfile
```

2. To keep only one day of history for the structured files `testfile` and `afile` but not delete the files `testfile.bak` and `afile.bak`, enter:

```
rmhist testfile afile
```

## Related Information

Commands in this appendix: “e” on page B-2, “ghost” on page B-13, “history” on page B-16, “newfile” on page B-20, “readfile” on page B-23 and “versions” on page B-34.

Also see Chapter 12, “Using the History Display” in this book.

# rpl

---

## rpl

---

### Purpose

Replaces all occurrences of a string in a file.

### Syntax

```
rpl — expr — substitute —|
```

### Description

The **rpl** command reads standard input, replaces all occurrences of the first parameter, *expr*, with the second parameter, *substitute*, and then writes the result to standard output.

You can use the **rpl** command as a filter with the **DO** (run filter) command or as a filter command from the system prompt (\$). If you enter the **rpl** command from the system prompt (\$), it reads text from standard input and writes it to standard output. See “Running a Filter Command” on page 10-8 for more information on running filters from the editor.

If you enter the **rpl** command with a file name from the system prompt (\$), it reads the text from that file, replaces all text, and writes the result to standard output.

The first value is usually a simple text string. You can also use characters to form patterns (called pattern-matching characters) that match classes of text strings. The characters that have special meanings in forming patterns are:

- ^ At the beginning of a pattern a ^ (circumflex), matches the empty string at the beginning of a line. (Enclose the circumflex and the pattern with quotation marks.)

- 
- . A . (dot) matches any character except a new-line character.
  - \$ Matches the end of a line.
  - \n Matches the character whose ASCII code is given by *n*, where *n* is up to three octal digits, except the octal digits 012, new-line character. Because **rpl** works on only one line at a time, it is impossible to match a new-line character. (Enclose the *n* and the \ with quotation marks.)
  - [ ] Matches any character in the string of characters enclosed in square brackets but no others. If the first character of the string is a ^ (circumflex) the pattern matches any character except the new-line character and the characters in the string.
  - Matches any character in a range. Within brackets the - (minus) means "range" For example, [a-d] is equivalent to [abcd]. The - stands for itself if you use it as the first or last character. For example, this pattern [ ]-] matches the characters ] and -.
  - \* A pattern followed by an \* (asterisk) means "zero or more times."
  - + A pattern followed by a + (plus) means "one or more times." For example, [0-9]+ is equivalent to [0-9][0-9]\*.
  - {*m*} Integer values enclosed in {} (braces) indicate the number of times the  
{*m*,} preceding regular expression is applied. The minimum number is *m*,  
{*m*,*u*} and the maximum number is *u*, less than 256. If you only give *m*, it indicates the exact number of times the regular expression is applied. If you specify {*m*,}, it is the same as {*m*,infinity}. The + (plus) and \* (asterisk) are equivalent to {1,} and {0,} respectively.
  - ( ... ) Parentheses are used for grouping. An operator (e.g., \*, +, { }) can work on a single character or a regular expression enclosed in parentheses, for example, (a\*(cb+)\*)\$.

All of the above characters are special. If you want to use them as themselves, you must precede each with a \ (backslash). Also, to avoid conflicts with AIX special characters, enclose the parameters *expr* and *substitute* in single quotation marks when they are used as other than simple text strings.

To delete a string using **rpl**, use the null string "" as the replacement string.

For examples of replacing character strings, see "Using the rpl Filter Command" on page 10-12.

If lines are longer than 256 characters, if you do not give two values, or if the first value is the null string, **rpl** exits with the value -2.

## Examples

**Note:** If you are using a keyboard other than the U.S. national language keyboard, the following example may not include all alphabetic characters.

1. To replace a legal FORTRAN identifier (an alphabetic character followed by up to five alphanumeric characters) with xxx, enter:

```
rpl '[A-Za-z][A-Za-z0-9]{0,5}' xxx
```

2. To replace all occurrences of the character string sky with blue sky in the file skyfile and put the result in the file bluefile, enter:

```
rpl sky "blue sky" <skyfile >bluefile
```

## Related Information

The command “e” on page B-2 in this appendix and “Running a Filter Command” on page 10-8 in this book.

## tdigest

---

## tdigest

---

### Purpose

Digests the **terms** files.

### Syntax

`tdigest —file 1—file 2—`

### Description

The **tdigest** command converts the structured file *file1.trm* into the binary file *file2.bin*. The conversion makes the entries readable by the INed editor. (The editor uses the **/usr/lib/INed/termcap/def.trm** file and the **/usr/lib/INed/termcap/terms.bin** file.)

The *file1.trm* file must be a structured file that contains terminal descriptions for the editor. The **/usr/lib/INed/termcap/def.trm** file is an example of this type of file. It contains a list of the terminal types supported by the INed editor. It also contains information about reading input from and writing output to various terminals. If two or more terminals have different terminal types, but use the same terminal descriptions, both of the terminal types are listed in the Terminal Type field.

To see the settings for the input and output sequences for a terminal description, go to the **/usr/lib/INed/termcap/def.trm** file, move the cursor to Output Sequence or Input Sequence and press **ZOOM IN**. The Input Sequence list contains all of the INed functions and the corresponding key escape sequences. The Output Sequence list contains the values used to perform display functions such as cursor movement and clear screen. For information about the IBM RT PC Keyboard, see the sections on “Keyboard” and “hft” in *AIX Operating System Technical Reference*.

If you wish to use the editor on a terminal not listed in **def.trm**, you can add it to the **def.trm** file and run the **tdigest** command. The editor looks for the terminal description file in **/usr/lib/INed/termcap/terms.bin**.

## **Files**

**/usr/lib/INed/termcap/def.trm**

The default terminal descriptions for the INed termcap editor. The **def.trm** file is a structured file.

**/usr/lib/INed/termcap/terms.bin**

The digested terminal descriptions file. The **terms.bin** file is a structured file.

## **Related Information**

The command “e” on page B-2 in this appendix and Appendix C, “INed Files” in this book.

## versions

---

## versions

---

### Purpose

Prints the modification dates of an INed structured file.

### Syntax

```
versions— filename—|
```

### Description

The **versions** command displays a record of the modification dates and times from a structured file. These are the dates and times that the file was opened for modification. You can use these dates and times when you reconstruct the file using the **ghost** command. The **versions** command also displays the user ID and group ID of the user who modified the file.

### Related Information

Commands in this appendix: “e” on page B-2, “ghost” on page B-13, “rmhist” on page B-26.

Also see Chapter 12, “Using the History Display” of this book.

---

## Appendix C. INed Files

## Purpose

These are the files used by the INed Program.

## Description

The directory **/usr/lib/INed** contains a number of files and subdirectories used internally by the INed Program.

**FATAL.LOG** A log of the error messages the editor records when it encounters a system problem.

**forms** A directory containing forms used by the INed Program. Files ending in **.x** or named **x** use the form **x.ofm**. The forms are binary files used directly by the editor in generating displays for structured files.

**help** A directory containing files displayed when the editor **HELP** key is pressed. The files contain all of the default options displayed from the Help Menu.

**helpers** A directory containing programs called by the editor to help work on certain kinds of data. Files ending in **.x** or named **x** use the helper named **x.help**. Helpers typically supply the functions listed on the INed local menus.

**hmgs** A directory containing the files with the help messages displayed when the **HELP** key is pressed for a message or a menu.

**print** A directory containing the working files used by the INed editor.

**profiles** A directory containing the default profiles used by the editor and the helpers.

**termcap** A directory containing the files used by the editor to read input from the terminals and write output to the terminals. The **def.trm** file is the readable structured file and **terms.bin** is the compressed version.

## **Files**

`/usr/lib/INed`

## **Related Information**

The **e** command in “e” on page B-2.

**ined**

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## Appendix D. ASCII Control Characters

### ASCII Control Characters

Name	Hex Value	Control Key	Graphic Character
NUL	00	@	
SOH	01	A	
STX	02	B	
ETX	03	C	
EOT	04	D	␣
ENQ	05	E	␣
ACK	06	F	␣
BEL	07	G	␣
BS	08	H	
HT	09	I	
LF	0A	J	
VT	0B	K	
FF	0C	L	
CR	0D	M	
SO	0E	N	
SI	0F	O	
DLE	10	P	
DC1	11	Q	—
DC2	12	R	␣
DC3	13	S	␣
DC4	14	T	␣

---

Name	Hex Value	Control Key	Graphic Character
NAK	15	U	
SYN	16	V	
ETB	17	W	␣
CAN	18	X	
EM	19	Y	
SUB	1A	Z	␣
ESC	1B	[	
FS	1C	\	
RS	1E	^	
US	1F	-	

---

## Appendix E. IBM RT PC INed Functions for the IBM RT PC Keyboard

### IBM RT PC INed Functions

<b>Command</b>	<b>Keys</b>
BACKSPACE	Backspace
BEGIN LINE	Alt - Cursor left
BOX MARK	Alt - B
BREAK	Ctrl - Backspace
CANCEL	Scroll Lock
CENTER	Alt - C
DELETE CHAR	Delete
DO	Alt - X
END LINE	Alt - Cursor right
ENTER	Action
EXECUTE	Action
EXIT	Alt - D
FONT	Alt - F
FORMAT	F5
GO TO	End
HELP	F1
HOME	Home
INSERT LINE	F6
INSERT MODE	Insert
LAST ARG	Alt - A

---

<b>Command</b>	<b>Keys</b>
LEFT	Alt - L
LINES UP	Page Up
LINES DOWN	Page Down
LOCAL MENU	F4
MARGIN	Alt - M
MENU	F3
NEXT	Alt - F12
NEXT WINDOW	Alt - N
PAGE UP	Alt - Page Up
PAGE DOWN	Alt - Page Down
PICK COPY	F9
PICK UP	F7
PREVIOUS	Alt - F11
PRINT	Alt - Print Screen
PUT COPY	F10
PUT DOWN	F8
QUIT	Ctrl - V
QUOTE	Alt - Q
REFRESH	Alt - Z
REPLACE	Alt - End
RESTORE	Alt - Insert
RETURN	Enter
RIGHT	Alt - R
SAVE	Alt - S
SEARCH UP	Alt - Cursor up
SEARCH DOWN	Alt - Cursor down
SET TAB	Alt - V
TAB	Tab
TEXT MARK	Alt - T

---

<b>Command</b>	<b>Keys</b>
USE	Alt - U
WINDOW	Alt - W
ZOOM IN	F11
ZOOM OUT	F12
(1)	Alt - F1
(2)	Alt - F2
(3)	Alt - F3
(4)	Alt - F4
(5)	Alt - F5
(6)	Alt - F6
(7)	Alt - F7
(8)	Alt - F8



---

## Appendix F. Using INed with X-Windows

This section describes some of the differences in the operation of INed when used with X-Windows. For complete information on using X-Windows, see *X-Windows Guide and Reference*.

### Starting INed in X-Windows

In X-Windows, a new window is created for the INed editor. You can change the appearance of the INed window using the **e** command flags. The flags allow you to:

- change the window size and location.
- change the distance between the X-Windows border and the INed characters.
- change the width of the X-Windows border.
- change the font to be used by INed.
- display the INed window in *reverse video*. Reverse video is a form of highlighting that is done by switching the color of the characters with the background color.

For a complete description of the **e** command, see “e” on page B-2.

## Viewing INed Files in X-Windows

The number of lines displayed on the screen can vary from display to display depending on the font and window sizes.

When editing a text file, if the text file has not been divided into INed windows and you resize the window, the INed window will automatically change to the new size. After the window is resized, any marked regions or pop-up boxes that were displayed before the resizing will not appear in the new window.

Resizing non-text or structured files, such as file management or help menu screens, is different from resizing text files. Windows containing these types of files will expand vertically but not horizontally when enlarged.

If the window has been resized smaller than 80x24, all fields of a structured file may not be displayed. To view all of the fields, use the **NEXT WINDOW**, **LEFT**, or **RIGHT** command keys or the **TAB** key.

---

# Glossary

**append.** The action that causes data to be added to the end of existing data.

**argument.** Numbers, letters, or words that expand or change the way commands work.

**ASCII (AMERICAN NATIONAL STANDARD CODE FOR INFORMATION INTERCHANGE).** The code developed by ANSI for information interchange among data processing systems, data communications systems, and associated equipment. The ASCII character set consists of 7-bit control characters and symbolic characters.

**buffer.** An area of storage, temporarily reserved for performing input or output, into which data is read, or from which data is written.

**character.** A letter, digit, or other symbol.

**character delete.** In text data, the action that erases the character at the current cursor location and moves any trailing text one character position to the left.

**character string.** A sequence of consecutive characters.

**column.** A vertical arrangement of text or numbers.

**command.** A request to perform an operation or execute a program. When parameters, arguments, flags, or other operands are associated with a command, the resulting character string is a single command.

**command name.** The full name of a command when an abbreviated form is recognized by the computer (for example, print working directory for pwd).

**control character.** A non-printing character that performs formatting functions in a text file.

**copy.** The action by which the user makes a whole or partial duplicate of an already existing data object.

**current file.** The file you are editing. If you are using multiple windows, it the file containing the cursor.

**current line.** The line on which the cursor is located.

**cursor.** A movable symbol (such as an underline) on a display, usually used to indicate to the operator where to type the next character.

---

**cursor movement keys.** The directional keys used to move the cursor without altering text.

**default.** A value, attribute, or option that is used when no alternative is specified by the operator.

**edit.** To modify the form or format of data.

**editor.** A utility used to enter and modify source code, text, and other types of documents.

**enter.** To type in information on a keyboard, or to send information to a computer by pressing the Enter key.

**erase.** To remove text from a diskette, leaving the diskette available for recording new text.

**file.** A collection of related data that is stored and retrieved by an assigned name.

**field.** An area in a structured file defined in the form used to enter and display data. Fields are defined using either text data paths or tree data paths.

**file name.** The name used by a program to identify a file.

**filter.** A command that reads standard input data, modifies the data, and sends it to standard output.

**flag.** A modifier that appears on a command line with the command name that modifies the action of the command.

Flags in AIX almost always are preceded by a dash.

**font.** A family or assortment of characters of a given size and style.

**form.** A predefined INed structured file with specially defined fields that allow you to view and edit special types of data.

**format.** (1) A defined arrangement of such things as characters, fields, and lines, usually used for displays, printouts, or files. (2) To arrange such things as characters, fields, and lines.

**full path name.** The name of any directory, sub-directory, or file expressed in tree-structure notation. The full path name begins with the root directory.

**ganged fields.** Indexed fields in a form that are spatially adjacent and share another attribute specified in a form. Also see *indexed fields*.

**graphic character.** A character that can be displayed or printed.

**helper.** A program used by the INed editor to provide extra function for a particular type of data file.

**hidden file.** A file that is not displayed by a directory listing.

**history file.** A file that displays all versions of a structured file.

**home directory.** The directory associated with an individual user.

---

**indexed fields.** An area in a structured data file that contains tree data paths.

**insert mode.** A form of keyboard operation that puts new text within existing text. New text is inserted at the cursor position.

**item.** The data in one line of an indexed field.

**left margin.** The area on a page or screen between the left edge and the leftmost character position on the page or screen.

**licensed programs.** Software programs that remain the property of the manufacturer, for which customers pay a license fee.

**list fields.** See *indexed fields*.

**menu.** A displayed list of items from which an operator can make a selection.

**null.** Having no value, containing nothing.

**overwrite.** To write output into a storage or file space that is already occupied by data.

**overwrite mode.** A form of system operation that puts characters typed from the keyboard in place of existing characters.

**page.** The number of lines that can fit into a window.

**paragraph.** Text that is separated from other text by blank lines.

**path name.** A complete file name specifying all directories leading to that file.

**pattern-matching character.** Special characters such as \* or ? that can be used as a search pattern in a file specification to match one or more characters. For example, placing a ? in a file specification means any character can be in that position. Pattern-matching characters are also called wildcards.

**program.** A file containing a set of instructions, conforming to a particular programming language syntax.

**restore.** Return to an original value or image.

**right margin.** The area on a page between the last text character and the right upper edge.

**run.** To cause a program, utility, or other machine function to be performed.

**scroll.** To move the display image vertically or horizontally to bring into view information that is outside the display's boundaries.

**shell.** The command interpreter providing the user with an interface to the AIX kernel.

**stack buffer.** A storage area that stores retrievable data in sequence. The last text stored is the first text removed.

---

**standard input.** The source of data going into a process. Standard input generally comes from the display station unless redirection or piping is used, in which case standard input can be a file or the data from a process.

**standard output.** The destination of data coming from a process. Standard output generally comes from the display station unless redirection or piping is used, in which case standard output can be a file or another process.

**string.** See *character string*.

**structured field.** See *field*.

**structured file.** A special type of INed file that contains specialized data such as, information about the the structure of the data in the file, and history information about changes that have been made to the file. Structured files can contain

hierarchical data that is displayed and edited by using forms.

**system.** The computer and its associated devices and programs.

**text.** A type of data consisting of a set of linguistic characters (e.g., alphabet, numbers, symbols, etc.) and formatting controls.

**text indicators.** Symbols or arrows at the bottom of the editor window to show directions you can scroll to view additional portions of the file.

**window.** An area within the display screen, that may be subdivided into a collection of contiguous panes used to present data to the user.

**word wrap.** A feature that automatically moves a word to the next line if the word does not fit within the margins.

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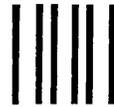
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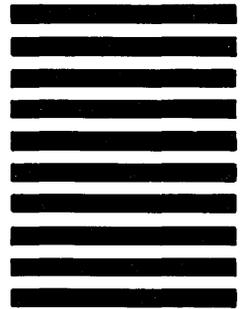
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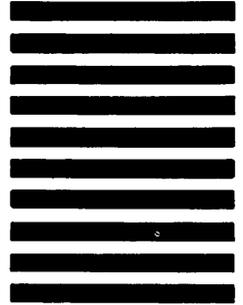
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