

EDLIN

A Brief Summary of the Line Editor

The text editor is called with the command EDLIN <file>. If the file already exists, EDLIN will load it into memory. Otherwise, a new file will be created and the message "New file" will be displayed.

The text is divided into lines, each of which ends with a carriage return and has less than 255 characters. Each line has a number, which represents the position of that line in the file. If lines are inserted or deleted at any point, then the numbers of all lines after that point will increase or decrease so that consecutive numbering is maintained. The line numbers are not actually present in the text.

Each command of the editor is described below. In these descriptions, "line" may be:

1. A line number
2. A period, meaning the "current line"
3. A "#", meaning the maximum line number (65535).

line (Edit a line)

If no line number is specified (i.e., the command line is blank), the line after the current line is edited.

First the line to be edited will be displayed with its line number, then below it its line number will appear as a prompt for corrections. If no changes are desired, simply type return. Otherwise, a new line may be entered with the old one as a "template". Editing commands allow the template to be modified and help create the new line.

Each editing command is selected by typing ESCAPE and a letter. Since many terminals provide keys which produce such an "escape code" with a single keystroke, the letter used after the ESCAPE may be set for each command during 86-DOS customization. The standard escape sequences correspond to the special function keys of a VT-52 or similar terminal, as noted in each case by parentheses.

ESC S (F1) - Copy one character from the template to the new line.

ESC T (F2) - Must be followed by any character. Copies all characters from the template to the new line, up to but not including the next occurrence in the template of the specified character. If the specified character does not occur, nothing is copied to the new line.

ESC U (F3) - Copy all remaining characters in the template to the new line.

ESC V (F4) - Skip over one character in the template.

ESC W (F5) - Must be followed by any character. Skips over all characters in the template, up to but not including the next occurrence in the template of the specified character. If the specified character does not occur, no characters are skipped.

ESC P (BLUE) - Enter insert mode. As additional characters are typed, the current position in the template will not advance.

ESC Q (RED) - Exit insert mode. The position in the template is advanced for each character typed. When editing begins, this mode is selected by default.

ESC R (GRAY) - Make the new line the template. Prints an "@", a carriage return, and a line feed. Buffer is set to empty and insert mode is turned off.

line,line D (Delete lines)

Deletes the specified lines, and everything in between. If the first line number is omitted, it is assumed to be the current line. If the second parameter is omitted, it is assumed to be the same as the first (i.e., one line is deleted). The line immediately after the deleted text will become the current line (it will now have the same line number as the first line deleted).

line,line L (List text)

Lists the specified range of lines. If the first parameter is omitted, the current line is assumed. If the second parameter is omitted, then 21 lines are listed, from 10 above the first parameter to 10 below it. The current line is not changed, but if the current line is listed, it is set off with blank lines above and below it.

line I (Insert new lines of text)

New lines of text will be entered immediately before the specified line. After entering this command, each new line will be prompted by a line number. To exit this insert mode, type a Ctrl-Z as the first character of a line. The line immediately following the new text will become the current line. If no parameter is specified with this command, the default is the current line number plus one. If the parameter is greater than the total number of lines of text (as with "#"), then the lines are appended to the end.

E (End editing)

All text is saved on the disk and EDLIN terminates. The original file, before editing, is retained on the disk but its extension is changed to "BAK".