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Multi User Text Editor Manual

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Abstract:

This manual describes the different commands
to the multiuser editor.

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MULTIUSER EDITOR

1. INTRODUCTION

1.

The DOMUS multiuser editor is line and disc-oriented and shall be used together with 'COPS'. There will be possibility to have one line in the window at a time, in which user can update, verify or modify the text.

2. DEFINITIONS

2.

Attention key:

Is the key with the letter ESC(ape) and is used for interrupting commands or setting the editor back to command mode.

Line:

Number of ASCII characters terminated with carriage return (13₁₀). Maximum of the characters for the moment is 80 characters, exclusive terminator.

Command:

$$\left\{ \langle \text{rep-count} \rangle \langle \text{Func.code} \rangle \left\{ \langle \text{value} \rangle \left| \langle \text{del} \rangle \left\{ \langle \text{text} \rangle \langle \text{del} \rangle \right\} \right. \right. \left. \left. \begin{matrix} 2 \\ 1 \end{matrix} \right\} \begin{matrix} 1 \\ 0 \end{matrix} \right\} \begin{matrix} N \\ 0 \end{matrix} \right\}$$

Number of commands depends on the terminal input buffer.

$\langle \text{rep.count} \rangle$ is the number of times the function code should be repeated.

Note that it is only some of the commands which have the repeat function.

$\langle \text{Func.code} \rangle$ is the command type.

$\langle \text{Value} \rangle$ is the linenumber.

If '+' precedes $\langle \text{value} \rangle$ it means $\langle \text{value} \rangle$ lines forward relative to current linenumber.

If '-' precedes $\langle \text{value} \rangle$ it means $\langle \text{value} \rangle$ lines backward to current linenumber.

$\langle \text{del} \rangle$ is a delimiter defined by the user.

Termination of a command can either be a new command, a carriage return or an escape.

Counting of linenumbers is starting with linenumber 1 and is increased by one for each line read. Inserting of line(s) in front of a file should be regarded as linenumber 0.

If using the same file to edit in user should notice that the linenumbers are always counted from the current input file. So the linenumbers may be changed from original input file if the user has inserted or deleted lines. Note that commands after a screenoutput command will not be executed.

3. OPERATION MODES FOR THE EDITOR

3.

The editor functions in two modes:

Command and Insert mode. To initiate a command or a number of commands the user should notice if a linenumber is displayed in front of the line. If in doubt use the attention key to bring the user back to command mode. The command mode should be used for searching, changing, displaying lines and so on. To insert one ore more lines the user should give the command 'I' followed by the text to be inserted. If the text is more than one line, no display of current line will occur but the text will of course be inserted. To return to command mode from insert mode, the user should use the attention key.

Note that the last line written will always be in the window after using the attention key.

4. ACTIVATING THE EDITOR

4.

To activate the editor do:

1. Press the attention key.
2. Write 'MEDIT' after display of 'ATT'.
3. When the linenumber is displayed the editor is ready for use.

Note that the editor always starts in command mode.

5. EDITOR COMMANDS

5.

5.1 File modifying Commands.

5.1

$$R\langle del \rangle \left\{ \langle filename \rangle \mid \langle filename \rangle : \langle disc \ unit \rangle \mid \langle subcatalog \rangle \left\{ \begin{array}{l} \langle subcat \ key \rangle \\ _ \end{array} \right. \right\} \begin{array}{l} 1 \\ 0 \end{array} \right.$$

Read from a file with the specified filename.

$$W\langle del \rangle \left\{ \langle filename \rangle \mid \langle filename \rangle : \langle disc \ unit \rangle \mid \langle subcatalog \rangle \left\{ \begin{array}{l} \langle subcat \ key \rangle \\ _ \end{array} \right. \right\} \begin{array}{l} 1 \\ 0 \end{array} \right.$$

Write on a file with the specified filename.

$$U\langle del \rangle \left\{ \langle filename \rangle \mid \langle filename \rangle : \langle disc \ unit \rangle \right\} \langle del \rangle$$

Edit in the same file. Note that the old file will be destroyed.

The 'U' command acts in the following way.

The input filename is the given filename, output filename is created by substituting the first letter by a dot. (TEST, .EST).

Every time the user refers to a line less than the current, the old input file will be deleted and the 'dot' file will now be the new input file.

A filename consists of max. five characters. If there is a \$ in the front the filename refers to a device (e.g. TTY, CPT) else it refers to a disc file.

Note that if subcatalogs are used the user should remember to connect the terminal to the wanted subcatalog before using the editor.

Examples:

R*DATA1* or

R*DATA

will open discfile 'DATA' for reading.

R*DATA1:1*

will open discfile 'DATA1' on unit 1 for reading.

R-XXX/DATA1-

will open discfile 'DATA1' on subcatalog 'XXX' for reading.

W*DATA2* or

W*DATA2

will create discfile 'DATA2'.

W*DATA2:1*

will create discfile 'DATA2' on unit 1.

W-XXX/DATA2-

will create discfile 'DATA2' on subcatalog 'XXX'.

Note that it is only allowed to read or write from one subcatalog at a time if the user is not connected to this.

U-DATA3- or

U-DATA3

will give the possibility to edit in the file 'DATA3'.

R/\$PTR/

will open for reading from the paper tape reader.

W/\$TTY/

will open for writing on the teletype console.

5.2 File Termination Commands.

5.2

F

Will terminate current in- and output. Besides the normal function it can be used for rescue of an 'U' command where the user has lost too many lines. Use command '?' to find out what the in- and output filenames are before command 'F'.

H

Will copy to the end of file, delete and rename files if necessary and deallocate the editor from the terminal.

5.3 File manipulation Command.

5.3

K <filename>

Will remove/delete the given filename on the disc.

Example:

K*DATA1*

will remove file 'DATA1' from the disc.

5.4 File Information Command.

5.4

?

Will give a view of what current in- and output is and what main catalog is being used.

5.5 Inserting Textlines.

5.5

I<TEXTLINE>₁^N (N = number of lines)

Will insert the textline(s) after current line. The 'I' command will set the editor in insert mode which means that every textline from now on will be regarded as data lines. To return back to command mode, use the attention key. To insert a top of form, use the 'ctrl' 'L' key. Display of this is: (↑L).

It is possible to use tabulators by using the 'TAB' key or the 'Ctrl' 'I' keys. The tabulators are for the moment predefined in the positions 1, 9, 17 etc.

Note that when user is in insert mode, no linenumbers will be displayed in front of the lines.

Note that if there is keyed more than 80 characters the characters more than 80 will be lost.

Example:

Insertion of 'LINE1', 'LINE2', 'LINE3' can be done the following way.

```
NNNNN  I LINE1
LINE2
LINE3
```

Using the attention key and giving a 'T' command will display the last inserted line. ('LINE3').

5.6 Line manipulating Commands.

5.6

L<value>

Will copy to the linenumber specified by <value>.

T<value>

Will both copy and display the lines to the specified linenumber.

D<value>

Will delete from current linenumber until the linenumber specified by <value>.

V<value>

Will delete and verify from current linenumber until the linenumber specified by <value>.

Note that <value> both can be absolute and relative. When using relative linenumbers '+' or '-' must be preceded. Maximum value for a linenumber is 65535 ($2^{16}-1$).

Examples:

Current linenumber is 3, and 'U' command has been used.

L10

Will copy to linenumber ten.

L+3

Will copy to linenumber six.

L-1

Will copy the whole file to linenumber 2.

T10

T+3

T-1

Will have the same effect as a 'L' command, but the lines will also be displayed on the screen.

D10

Will delete to linenumber ten.

D+3

Will delete to linenumber six.

V10

V+3

Will have the same effect as a 'D' command, but the lines will also be displayed on the screen.

5.7 Text searching Command.

5.7

N <textstring>

Will search for the specified textstring in the file.

Note if it is a 'U' file and the text is not found, the editor will return to the same line where the searching was started.

Example:

N-TEST-

Will examine the file for the text 'TEST'.

5.8 Text modifying Command.

5.8

<rep>C <oldtext> <newtext>

Will change the <oldtext> with the <newtext>. <rep> is the number of times the C change command should be executed, starting from current line.

Note only one change on each line will be done.

Example;

The line contains the letters

STA 1,ABCDX

to change the 'X' to 'E' write:

C/X/E/

If this should be done with three different textlines write:

3C/X/E/

5.9 Alter Line Command.

5.9

A

The command can change a number of characters in a text where the user should step through the textstring using the character when nothing should be changed and the wanted character where this should be exchanged.

When the command A is written the current line will be displayed and the user can now step through the textline and change the characters which is wanted.

Note that default is space.

Example:

The textline contains the letters:

AAAABC AAAA

command AA used.

AAAABC AAAA (current line displayed)

AAACAAAB (user writes)

The textline contains now the letters

AAACBCABAA

5.10 Step Line(s) Command.

5.10

<count>

Will copy and display the number of lines specified by <count>.

Default is 1.

To activate step mode write:

S+

to neutralize the step mode write:

S÷

Example:

S+

activates the step mode

3

will copy and display the next three lines. To copy and display one line just press carriage return.

6. ERROR MESSAGES

6.

USER COMMAND ALREADY ACTIVE

The user is trying to make a 'U' command, when the 'U' command already has been activated.

NO INPUT FILE

The user has not defined an input file.

NO OUTPUT FILE

The user has not defined an output file.

FILE(S) ALREADY ACTIVE

The user has not closed in- and/or output file before use of 'U' command.

NOT A COPS FILE

The user is trying to make an 'U' command on a file which is not generated by the 'COPS' system.

CATALOG ALREADY ACTIVE

The user is trying to read or write on two different subcatalogs.

NOT FOUND

The user has specified a linenummer or textstring which is not in the file.

INVALID COMMAND

The user has made an incomprehensible command.

LINE TOO LONG

The line keyed or read is more than 80 characters.

Note that it is only when the user has keyed the line that loss of data occurs, when reading from a file the line will just be truncated and the user can find the rest of the characters in the next line.

COMMAND MODE

The editor is now in command mode.

(\uparrow L)

Symbolic characters for a top of form.

<filename> ERROR : NNNNN

Disc error not fully defined yet.