

 **MOTOROLA**

microsystems

**EXORset 30
XDOS Editor
User's Manual**



M6809XDOSED (D)



EWs nr. 1

EXORset 30 XDOS Editor User's Manual

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CHAPTER 1

1.1 Introduction

Motorola's XDOS Editor provides the user of the EXORset development system with powerful text editing capabilities. The Editor simplifies both the initial text and source program entry, as well as subsequent program modification.

As a disk based editor, text may be entered either from a diskette file or system keyboard. The Editor is line oriented. All program files have a five digit line number followed by a blank at the start of each line.

The Editor provides a standard set of editing functions, as found in most microprocessor editors :

- . enter a new program
- . edit an existing program
- . list the program
- . save the program
- . insert/modify/delete a program line
- . end the editing process

In addition the editor allows more powerful editing functions, such as :

- . change multi-strings
- . append strings
- . find strings
- . output to line printer
- . delete block *slette*
- . move block
- . duplicate block
- . block mode
- . verification of editing changes
- . merge files *sammen smelte*
- . resequence

1.2 Invoking the EDITOR

The XDOS EDITOR being a system command, all that is needed to load the editor and initiate an editing procedure is entering "EDIT" on the system keyboard.

Example : =EDIT

XDOS EDITOR RELEASE X.XX
COPYRIGHT BY MOTOROLA 1979

READY
?

1.3 General description

The Editor prompts the user for the next command by displaying a question mark. Many of the commands have an abbreviated form, or alias, that the programmer may use if desired. Editor commands may be entered in either upper or lower case and in either a long or short form. The file names should always be upper case for XDOS compatibility. Table 1.1 provides a summary of the commands.

The following keyboard functions are also available as aids to the user.

RUBOUT/DEL	Deletes the last entered character from the input buffer and displays that character.
CTRL-X	Performs a printer carriage return and deletes the current input buffer.
CTRL-W	Suspends the current output, any other character entered from the keyboard will resume the output.
CTRL-P	Stops the current output and returns control to the ready level (break function).

In case of an error occurring during a disk or printer I/O, there is a warm entry point that allows editing to be restarted without loss of the current workspace. If the error results in a return to the XDOS command interpreter (the "=" prompt), the editor needs to be reloaded and entered as follows :

```
=LOAD EDIT.CM
.2003;G
READY
?
```

The editor should now be back in operation and the only data that needs to be respecified is the name of the file being currently edited. This data will be specified by adding the current file name at the end of the "SAVE" command as done when saving under a new file name.

TABLE 1.1

COMMAND	ALIAS	FUNCTION	PAGE
BUILD	BLD,NEW,CREATE	Edit a new program	02-01
LOAD	LD, OLD,EDIT	Edit an existing program	02-01
LIST	L	List the program	02-02
SAVE	SAV	Save the program in a disk file.	02-02
END	QUIT, Q, END	Exit the editor	02-02
NNNNN	-	Create/modify/delete a line	02-03
CHANGE	C	Change a string	03-01
FIND	F	Find a string	03-01
APPEND	A	Append a string	03-02
RESEQUENCE	RSQ	Resequence line numbers	03-02
DUPLICATE	D	Duplicate lines	03-03
MOVE	M	Relocate lines	03-03
BLOCK	B	Enable/disable the BLOCK editing mode	03-03
VERIFY	V	Enable/disable the verification printout.	03-04
NUMBER	N	Automatic line numbering	03-04
DELETE	DEL	Delete lines	03-04
MERGE	MRC	Merge lines from another disk file.	03-05
PRINT	P	Direct the output to the line printer.	03-05

CHAPTER 2

2.1 Introduction

Information in this chapter is intended to familiarize the user of the XDOS EDITOR with the basic set of commands. The basic command set includes the BUILD, LOAD, LIST, SAVE and END commands along with the elementary insert/modify/delete line feature. These commands are very simple and may be mastered in a relatively short period of time.

2.2 BUILD Command

This command is used to enter a new program.

SYNTAX : BUILD FFFF.SS:L
BUILD FFFF.SS
BUILD FFFF

WHERE : FFFF is the name of the file being created
(8 characters max)
SS is the file suffix (default = SA)
L is the logical drive no. (default = 0)

ALIAS : BLD,NEW,CREATE

The Editor will now start prompting the user for input records. The Editor will prefix each line with a line number. The line numbers start at 00010 and increment by ten for each new line. The input mode may be terminated by entering a carriage return directly after a new line number has been issued by the Editor. See the "NUMBER" command for additional information.

2.3 LOAD Command

This command is used to load an existing file into the workspace for editing.

SYNTAX : LOAD FFFF
LOAD FFFF.SS
LOAD FFFF.SS:L
LOAD FFFF.SS:L N

WHERE : FFFF is the file name
SS is the file suffix
L is the logical drive no.

ALIAS : LD,OLD,EDIT

If "N" follows the file name, then the file is assumed not to have line numbers.

If specified, the suffix and logical drive no. become new default values for these parameters.

2.4 LIST Command

This command is used to display a line (or a group of lines).

```
SYNTAX : LIST
        LIST NN
        LIST NN-MM

WHERE : NN is the line number of the first (or only)
        line to be displayed.
        MM is the line number of the last line to be
        displayed.

ALIAS : L
```

If no NN or NN-MM range is entered, the entire workspace or block if in BLOCK mode, will be displayed. The "PRNT" command functions the same as the "LIST" command but the output is directed to the line printer.

Entering "L" followed by a line number higher than the last existing line number will cause the current file name, suffix, logical drive no. as well as the last line number and the amount of remaining available memory to be displayed.

2.5 SAVE Command

This command is used to write the current program back to the disk.

```
SYNTAX : SAVE FFFF.SS:L
        SAVE FFFF.SS
        SAVE FFFF

WHERE : FFFF is the name of the file in which the
        program has to be saved.
        SS is its suffix
        L is its logical drive no.

ALIAS : SAV
```

If a file name, suffix or drive No. is not specified, the data from the last "LOAD" or "BUILD" command is used again. The disk file is not modified until the "SAVE" command

is executed.

2.6 END Command

This command is used to terminate an editing session by leaving the Editor.

```
SYNTAX : END

ALIAS : QUIT,Q,EXIT
```

If the program in the workspace has been modified and not saved, the "SAVE IN FFFF.SS:L (Y/N)?" message will appear as a reminder of the currently unsaved status. A "Y" response will cause the current program to be written back to last file specified. An "N" response will leave the program as it was on the disk. If the workspace was unsaved before entering the "END" command, the control will not be returned to XDOS as a precautionary measure. If the user wants to leave the Editor, he may enter the "END" command a second time.

2.7 NNNNN Command

This command allows elementary editing to be performed. The three functions offered by the NNNNN command are, insert, modify, and delete the specified line.

```
SYNTAX : NNNNN -----STRING-----

WHERE : NNNNN is a five digit maximum line number
        -----STRING----- is the content of the new
        record
```

If NNNNN is a new line number, the new line will be inserted at the correct place in the workspace.

If the NNNNN line number already exists, its contents will be changed to -----STRING-----.

If no data is entered after the NNNNN, the line having the NNNNN line number will be removed from the workspace.

Note that the line numbers must be lower than 65536 and that a blank should always be placed between the line number and the data string.

CHAPTER 3

3.1 Introduction

The following advanced command set is also available to the user : CHANGE, APPEND, FIND, PRINT, DELETE, MOVE, DUPLICATE, BLOCK, VERIFY, NUMBER, MERGE and RESEQUENCE. This set of commands may be mastered as needed. A description of each follows.

3.2 CHANGE Command

This command is used to change a string within a line (or group of lines).

SYNTAX : CHANGE /XXX/YYY/
 CHANGE NN/XXX/YYY/
 CHANGE NN-MM/XXX/YYY/
 CHANGE NN-MM;KK/XXX/YYY/

WHERE : "/" is a delimiter (may be any ASCII character having a code lower than \$30 except semi-colon ";")
 NN is the first line to be checked
 MM is the last line to be checked
 KK is the occurrence number within a string
 XXX is the string to be changed
 YYY is the string to be substituted

ALIAS : C

If NN-MM or NN is omitted, the entire workspace or block is searched and modified. If the block mode is not in effect, the "ALL (Y/N) ?" message will appear as a reminder that all records in the file are being acted on.

The occurrence field defaults to the first occurrence of the string in each record. If "A" is used in the KK position, all occurrences within a line will be changed.

The underline character "_" is used as an ignore flag. When present in the XXX string, those character positions will be ignored when searching for a string. When present in the YYY string, those character positions will not be changed.

The ignore character may be changed by entering the following sequence : sequence : C OXY, where X is the old ignore character and Y the new one.

3.3 FIND Command

This command is used to search the current workspace for a string.

SYNTAX : FIND /XXX/
 FIND NN-MM/XXX/
 FIND NN-MM;KK/XXX/

WHERE : "/" is a delimiter character
 NN is the line number of the first line to be searched
 MM is the line number of the last line to be searched
 KK is the occurrence number within a line
 XXX is the string to be found

ALIAS : F

If KK is omitted, all records which contain the XXX string are found, but if KK is specified, then only those records which contain the KK occurrence are found.

If "A" is used in the KK field, all occurrences are searched. The underline character "_" is interpreted as an ignore character in the XXX string.

Note that the "FIND" command may be used to set the block range if the BLOCK mode is in effect.

3.4 APPEND Command

This command is used to add a string to the end of a line or group of lines.

SYNTAX : APPEND /XXX/
 APPEND NN/XXX/
 APPEND NN-MM/XXX/

WHERE : NN is the line number of the first line to be operated on
 MM is the line number of the last line
 XXX is the string to be added.

ALIAS : A

If NN or NN-MM is omitted, the entire workspace or block is operated on.

3.5 RESEQUENCE Command

This command is used to resequence the line numbers or to remove the line numbers in the workspace.

SYNTAX : RESEQUENCE
 RESEQUENCE MM
 RESEQUENCE MM,NN
 RESEQUENCE N (this will remove all line numbers)

WHERE : MM is the new starting line number
 NN is the new increment
 (defaults : MM=10, NN=10)

ALIAS : RSQ

When line numbers are being removed, the assumption is made that a blank follows the line number and this blank is also removed.

When in BLOCK mode, the block range is updated to reflect the new line numbers.

3.6 DUPLICATE Command

This command is used to copy a line (or a group of lines) elsewhere in the workspace.

SYNTAX : DUPLICATE NN,LL
 DUPLICATE NN-MM,LL
 DUPLICATE NN-MM,LL,KK

WHERE : NN is the line number of the first line to be duplicated
 MM is the line number of the last line to be duplicated
 LL is the new line number of the first line being duplicated
 KK is the new line number increment (default = 1)

ALIAS : D

If the LL line already exists, the the duplicated line or group of lines will be placed before it.

3.7 MOVE Command

This command is used to relocate a line or a group of lines elsewhere in the workspace.

SYNTAX : MOVE NN,LL
MOVE NN-MM,LL
MOVE NN-MM,LL,KK

WHERE : NN is the line number of the first line to be moved
MM is the line number of the last line to be moved
LL is the new line number of the first line to be moved
KK is the new line number increment

ALIAS : M

If the LL line already exists, the moved line(s) will be placed before it.

The "MOVE" command may be used to resequence a group of lines by making NN equal to LL. Unless LL is equal to NN, lines cannot be moved into the NN-MM range or record sequence errors will result.

Duplicate line numbers may be removed by using the "MOVE" command to resequence the duplicate block.

3.8 BLOCK Command

This command changes the edit mode from whole program to line group mode, or returns to the whole program mode.

SYNTAX : BLOCK
BLOCK OFF
BLOCK IN
BLOCK OUT

WHERE : IN, I or no operator invoke the BLOCK mode
OFF, OUT, O are the out of effect operators

ALIAS : B

When in the BLOCK mode, the range of lines being operated on by the LIST, PRINT, APPEND, FIND, and CHANGE commands defaults to the last range specified by the LIST, PRINT, or FIND command.

The BLOCK mode is not applicable for files without line numbers.

3.9 VERIFY Command

This command is used to turn on or off the verification printout that is generated after a successful "CHANGE" command execution.

SYNTAX : VERIFY
VERIFY OFF
VERIFY IN
VERIFY OUT

WHERE : IN, I or no operator invoke the verify (default)
OFF, OUT, O disable the verify

ALIAS : V

3.10 NUMBER Command

This command prompts with automatic line numbers for new lines or replacement lines.

SYNTAX : NUMBER
NUMBER MM,NN

WHERE : MM is the starting line number
NN is the increment
defaults are MM=10, NN=10

ALIAS : N

A blank is automatically inserted after the line number. To exit from the automatic number mode, enter a carriage return directly after a line number is prompted.

3.11 DELETE Command

This command is used to remove a line or a group of lines from the workspace.

SYNTAX : DELETE NN
DELETE NN-MM

WHERE : NN is the line number of the first line to be removed
MM is the line number of the last line to be removed.

ALIAS : DEL

3.12 MERGE Command

This command is used to merge lines from another disk file into the workspace.

SYNTAX : MERGE XXXX.SS:L^T(NN-MM),LL
 MERGE XXXX.SS^V(NN-MM),LL
 MERGE XXXX(NN-MM),LL

WHERE : XXXX is the name of the file to be searched
 SS is the file suffix (default is the current file suffix)
 L is the logical drive no. (default is the current drive no.)
 NN is the line number of the first line to be copied
 MM is the line number of the last line to be copied
 LL is the line number in the workspace from which the copied lines will be inserted.

ALIAS : MRC

The LL line number need not be present in the program and, if not, it will be created.

Lines are added to the program with line numbers starting with LL and incremented by one.

If there exists a line number conflict after execution of the command, the "RESEQUENCE NEEDED" message will be displayed. When this message appears, a "RESEQUENCE" command should be used to adjust the line numbers before any further editing is attempted.

3.13 PRINT Command

This command is used to display one or more records on the printer and to route all further output to the printer.

SYNTAX : PRINT
 PRINT NN
 PRINT NN-MM

WHERE : NN is the line number of the first record to be printed
 MM is the line number of the last record to be printed

ALIAS : P

A "P" followed by a line number higher than the last existing line number, will display the current file name,

suffix, logical drive no., the line number of the last line in the file and the remaining memory.

All further output will be directed to the printer until a "L0" command is executed. Use the "LIST" command to page up the printer and return output to the system CRT.

XDOS EDITOR PROBLEM REPORT

Date :

Name :

Address :

Phone number :

Host System :

XDOS EDITOR version number :

Problem description :

Return this form to :

Motorola Semiconductors
Microsystems Software Engineering
16, chemin de la voie-creuse
1211 - GENEVE 20
Switzerland

Include a listings of the source program along with the source file on mini-diskette.
Also include any other information that may be appropriate to the solution of the problem.