

Introduction

This document describes the 3RCC Perq text editor. It includes a small amount of overview and philosophy behind the editor and contains a list of the commands available. The reader is expected to have a general grasp of computers and computerized editors. Some experience or familiarity with a similar editor is helpful. It is probably a good idea to sit down at a Perq with this document and try out the editor as you are reading.

Overview

First, copy an existing text file to a scratch file so that you will have something to edit. Do this with the file utility.

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File Copy CmdParse.Pas Scratch.File
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Now ask the editor to edit this new scratch file.

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Edit Scratch.File
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The 3RCC Perq text editor is a "point, act" editor. This means that to perform an editing action, you first "point" to a piece of text in the file and then perform some action on it. Pointing is done with the tablet. Your Perq probably has a Summagraphics BitPad tablet. Pick up the pen and move it around on the tablet. You will see the pointer (cursor) move to follow the pen. You will note that the pointer changes shape depending on where it is on the screen. It may be a up-and-left pointing arrow, an up-pointing arrow, a down-pointing arrow, or a circle. These different shapes indicate that different things will happen when you press down.

Pointing at text (also called selecting text) is done by pressing the pen down on the tablet when the pointer is an up-and-left--pointing arrow. Try moving the pointer until it points at some character and then press down. The character is "selected" by underlining it. If you press twice in the same place, a word is selected by underlining the entire word. If you press three times, the entire line is selected. Note that you cannot move the pen between presses if you want to select a word or line. Another way to select an entire line is to move the pointer until it points at the left margin line. One press here selects the entire line.

Once you have selected some text, you can extend the selection by moving the pen to another piece of text and then typing 'E'. Try it. The selection is extended to a character, word, or line boundary, depending on the type of your last selection. Note that commands that change the selection (other than extend) set the type to character. Unfortunately, you can make the selection larger with extend, but you cannot make it smaller. In order to make the selection smaller, you must start over by selecting a character, word, or line by pressing the pen down on the surface of the tablet.

After selecting text, you can perform some action on it. You can insert before or after the selected text, delete the selected text, search for a character string starting at the beginning of the selection, or any of the other editor actions. The top line of the screen shows a list of the editor commands available. This line also shows error messages and prompts within commands.

Most editor commands require termination by either accepting or rejecting the action. Acceptance is signalled by typing either control-Y (for "Yes") or the INS key. Rejection is signalled by typing control-N (for "No") or the DEL key.

When typing text to the editor, the BACK SPACE key is used to delete the most recently typed character, and the OOPS key deletes the most recently typed line up to and including the carriage return. The RETURN key (carriage return) is used to mark the end of each line in your file. The editor does automatic indenting for you by supplying leading blanks on the new line to match those on the previous line. You may then BACK SPACE over them or type more.

When the first line of text is showing on the screen, it is indicated by a ">" in the left margin--this is the beginning-of-text marker. When the last character of the file is showing on the screen, it is followed by a "<"--this is the end-of-text marker. You may select this character, but try as you may, you cannot delete it.

Editor Commands

A - Append - Inserts text following the selection. Type text until you are done, then type either accept or reject the insertion. If you accept immediately after typing "A", the most recently inserted or deleted text is inserted. If you accept, the text you have just typed is displayed at the top of the screen inside of

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I{ ... } .
```

D - Delete - Deletes the selected text. Normally acceptance or rejection is not required, but in Verify mode you must accept or reject the deletion--see the "V" command. If you delete text, it is displayed at the top of the screen inside of

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D{ ... } .
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The character which immediately follows the deleted text is selected.

E - Extend - Extends the selection to the current position of the pointer.

F - Find - Searches for a character string starting at the beginning of the selected text. When you type "F", the top line shows the prompt

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Find: enter target string
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Type the string you want to search for followed by acceptance or rejection. Rejecting aborts the find command. Accepting immediately after typing "F" searches without changing the target string. Capitalization in the target string is significant. If the target string is found, it becomes the selected text. Note that the target string is shown at the top of the screen inside of

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F{ ... } .
```

A find command can be done in the reverse direction (toward the beginning of the file)--see the "<" and ">" commands. You can ask the editor to search for a certain number of occurrences of the target string by preceding the command with a number--see the <number> command.

I - Insert - Inserts text preceding the selection. Type text until you are done, then type either accept or reject the insertion. If you accept immediately after typing "I", the most recently inserted or deleted text is inserted. If you accept, the text you have just typed is displayed at the top of the screen inside of

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I{ ... } .
```

Q - Quit - Leave the editor. When you type "Q", the screen is erased, and a list of options is presented.

U to update <your file name>
W to write to another file
E to exit without updating
R to return to the editor

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Type one of these letters followed by a carriage return. The Carriage return is required so that you get a chance to change your mind before it's too late. While it is never a good idea to type control-C while you're in the editor, you must not type it while the editor is writing the new copy of your file. You will end up with neither the old version nor the new one. If you type control-C before writing the new file (or type "E" for exit), you will merely end up with the original version of your file.

R - Replace - Replaces occurrences of a character string with another character string inside the selected text. Typing "R" causes the prompt

Replace: enter target string

at the top of the screen. Type in a string and then accept or reject. Note that the target string is displayed inside of

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F{ ... }
```

just as though you were using the the find command. Capitalization is significant in the target string. If you accept, the prompt

Replace: enter replacement string

is shown at the top of the screen. Now you can type in the new string which will replace occurrences of the target string. If you accept before typing any characters of the replacement string, the previous replacement string is used. This means that to replace with nothing, you must first type a character and the delete it with the BACK SPACE key. In the absence of a <number> command, all occurrences within the selection are replaced. If a <number> is typed immediately before the "R", a specified number of occurrences are replaced, starting at the beginning of the selection. The direction can be changed in the same way as for the find command--with the "<" and ">" commands.

S - Substitute - Substitutes new text for the selected text. This command is similar to the sequence "Insert, Delete". Type text until you are done, then type either accept or reject the insertion. If you accept immediately after typing "S", the most recently inserted or deleted text is inserted. If you accept, the text you have just typed is displayed at the top of the screen as the most recently inserted text inside of

I{ ... }

and the text you have just deleted is displayed at the top of the screen inside of

D{ ... } .

After substituting, the character immediately following the deleted text is selected. Be careful with this command. It is easy to confuse replace and substitute, and there is no way to "undo" a substitute command because you cannot re-insert the deleted text. Attempting to re-insert the most recently inserted or deleted text will merely re-insert the text you just typed in. The deleted text is gone forever.

V - Toggles verify mode. When you type "V", verify mode is turned on or off, depending on whether it was off or on before. When verify mode is on, a "V" is displayed in the upper, right-hand corner of the screen to remind you. In verify mode, the delete command requires acceptance or rejection, and the replace command gives you the option of replacing, not replacing, or aborting at each occurrence of the target string. The prompt

Replace: ^Y replaces, <space> doesn't, ^N aborts

is displayed for each occurrence of the target string. The target string is indicated by a double underline. This double underline is difficult to see, but it's there. Editor version 0.4 also points the arrow at the target string. You may now accept the replacement with control-Y or INS, you may skip over this occurrence by typing the space-bar, or abort the replace command by typing control-N.

X - Redraws the screen. Use this command if you think the text shown on the screen is not what is really in your file. If it comes up wrong again, you lose.

<number> - Typing a 1 to 4 digit number before a find or replace command specifies the number of occurrences of the target string that you want to find or replace. This number is displayed in the top, right-hand corner of the screen after the letter "R" (which stands for "repeat count"). The number of occurrences actually found or replaced is displayed in the same corner following the letter "C" (which stands for "count"). This number increments as the find or replace command executes.

- < - Sets the reverse direction (toward the beginning of the file) for find and replace commands. ",", and "-" are synonyms for this command. Note that when you type one of these, a "<" is displayed in the upper, left-hand corner of the screen. This always shows the current direction.
- > - Sets the forward direction (toward the end of the file) for find and replace commands. "." and "+" are synonyms for this command. Note that when you type one of these, a ">" is displayed in the upper, left-hand corner of the screen. This always shows the current direction.
- * - Selects the entire file from beginning to end.
- INS - Typing the INS key at command level repeats the last command. Only certain commands may be repeated this way, since it is kind of silly to repeat some commands (e.g. "*", "E"). The following commands may be repeated this way: "A", "D", "F", "I", "R", and "S". (Editor version 0.3 also repeats some of the silly ones.)
- ? - Gets you some help. Unfortunately, this command has not yet been implemented.

Scroll Bar

The area to the left of the left-margin line is called the "scroll bar". If you move the pointer into this bar, it changes into an up-pointing arrow at the left side and a down-pointing arrow at the right side. If you press down on the pen when the arrow is pointing up, the line that the pointer is next to is scrolled to the top of the screen. If you press when the arrow is pointing down, the top line of the screen is scrolled down to the line that the pointer is next to. Thus if you put the pointer near the top of the screen, by pressing repeatedly, you can scroll slowly through the file. If you put the pointer near the bottom of the screen, you can move through the file in large jumps of pages. If you put the pointer near the middle of the screen, you can move through the file in half-page jumps.

Thumb Bar

The top-margin line is called the "thumb bar". If you move the pointer to this line, it will change into a circle. Now think of the thumb bar as a linear representation of your file. The left end of the bar represents the beginning of your file. Special characters are used to represent other interesting parts of your file.

- < - Represents the end of the file.
- S - Represents the position of the beginning of the selection.
- (- Represents the position of the beginning of the displayed text.
-) - Represents the position of the end of the displayed text.

Move around in the file with the scroll bar, and notice that the "(" and ")" move. Move the selection, and notice that the "S" moves.

The thumb bar is used to rapidly move around in your file, but it is not very precise. If you put the pointer on the thumb bar and press down, the portion of the file represented by that portion of the bar is displayed on the screen. Try pressing down at the left end of the bar (the beginning of the file), the "<" (the end of the file), and the "S" (the beginning of the selection).

The thumb bar can also be used to extend the selection. If you type "E" while in the thumb bar, the selection is extended to the position in the file which is represented by that particular portion of the thumb bar. This is usually only useful for extending to the beginning or end of the file.