



**Burroughs**

# **BTOS**

# **Editor**

## Operations Guide

Relative to Release Level 7.0  
Priced Item  
January 1986

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## **Operations Guide**

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## Introduction

This guide contains introductory, procedural, and reference information for users of the Editor software application. The Editor allows you to enter, edit, copy, store, and retrieve textual information on your workstation.

To understand the procedures and information in this guide, you must be familiar with Burroughs Operating System (BTOS) Executive level operations.

This guide contains three sections, three appendixes, and an index.

Section 1 provides introductory information and installation procedures.

Section 2 describes the Editor screen and provides procedures for basic text entry and edit.

Section 3 provides procedures for more advanced editing operations.

## Reference Material

This guide contains three appendixes with reference information:

- Appendix A lists and explains error and status messages.
- Appendix B is an alphabetical list of Editor command functions.
- Appendix C is a glossary of Editor terms.

## Conventions

This guide uses the following conventions:

- caps and bolds Executive and Editor commands and function keys
- hyphenates keys you use in combination; for example, **CODE-V** indicates that you hold down the **CODE** key and press the letter **V**.



## **Related Material**

For additional information on the BTOS and Executive level commands, you can refer to:

- *BTOS Operations Training Guide*
- *BTOS Standard Software Operations Guide*

## Overview

The Editor is a software application that allows you to enter and edit text using the keyboard of your workstation. The text appears on the screen as it would on a typewritten page.

## Editor Capabilities

The Editor text management capabilities include:

- text development:
  - inserting, overtyping, and deleting text
  - one-step repetition and canceling of the most recent editing operation
  - selecting text for copy, delete, or move operations
  - copying/merging among Editor files
  - text search and replacement
  - inserting a byte in hexadecimal code
- text display:
  - speedy cursor movement
  - line and page text scrolling
  - optional viewing of format codes
  - option of 80- or 132-column display (on workstations with the zoom capability)
  - help display of Editor commands
- text storage and retrieval

To activate the Editor, you execute the **EDIT** command from the Executive command level, after setting the path, if necessary.

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## Accessing the Executive Command Level

You access the Executive command level from the SignOn form that displays after you turn on your system. Use the following procedure:

- 1 Enter a user name in the **User name** field if your system requires one.
- 2 If your system requires a password, press **RETURN** to move the highlight to the **Password** field and type the password.

The password displays as a series of pound signs (#).

***Note:** If your system requires a password and/or user name and you do not know them, contact your system administrator.*

- 3 To change the date or time, press **RETURN** to move the highlight to the **Day/Date/Time** field and type the time and/or date/day.
- 4 Press **GO**. The system replaces the SignOn form with the Executive command prompt.

If an error message appears after you press **GO**, the cursor and highlight appear at the problem field. You must reenter the field information and press **GO** again.

## Setting the Path

You must set the system path to designate a default volume and directory before you activate the Editor. When you initiate a command or function, the system acts on the default volume and directory.

To change the system's path, use the following procedure:

- 1 At an Executive command prompt, type **path** and press **RETURN**.

The system displays the Path command form. The highlight is on the **[Volume]** field.

- 2 To change the default volume, type a volume or device name. Do not use square brackets.

- 3 To change the default directory, press **RETURN** to move the highlight to the **[Directory]** field and type the directory name. Do not use angle brackets.
- 4 Press **GO**. The system's path is now to the volume and directory you specify.

For more information on setting the path, refer to the *BTOS Standard Software Operations Guide*.

## Installing the Editor

You can install the Editor when you install the operating system on your workstation. During BTOS installation, you respond to the system's displayed query about installing the Editor (refer to the *BTOS Standard Software Operations Guide*).

However, when BTOS is installed on your workstation and the Editor is not, you can install the Editor from the last installation diskette of the BTOS series of installation diskettes. The diskette is write-protected; you should not write-enable it or use it as a working copy.

To install the Editor on a hard disk system, use the following procedure:

- 1 Sign on to your workstation and set your path for the system directory.
- 2 If the system is clustered, disable the cluster (use the Executive **DISABLE CLUSTER** command) or power down the other cluster units.
- 3 Insert the last BTOS software installation diskette in the floppy drive.
- 4 Type **SUBMIT** at an Executive level command prompt, then press **RETURN**. The following Submit form appears with the highlight in the **File list** field.

### Submit

**File list**

**[Parameters]**

**[Force expansion?]**

**[Show expansion?]**

- 5 Enter the file name **[f0]<Sys>Editor.sub** and press **RETURN**.  
The highlight moves to the **[Parameters]** field.
- 6 Enter **[Sys]<Sys>Sys.Cmds [Sys]<Sys>**; then press **GO**.  
The system installs the Editor in the **[Sys]<Sys>** directory, and creates the **EDIT** command in the **[Sys]<Sys>Sys.Cmds** command file.  
*Note: If you do not enter the two parameters, the system installs the Editor in your current pathed directory.*  
When the system finishes software installation, the Executive command prompt appears.
- 7 Remove the diskette. If your workstation is clustered, you can resume cluster operations (use the **RESUME CLUSTER** command).

The **EDIT** command is now available at the Executive level; you can use the command to enter and edit text.

## Installing the Editor from the XE520

To install the Editor from the XE520 mainframe computer, use the following procedure:

- 1 Power down all other cluster workstations of the XE520.
- 2 Sign on with the user name **ADMIN**.
- 3 Insert the last BTOS software installation diskette in the floppy drive.
- 4 Type **SUBMIT** at the command line, then press **RETURN**. The following Submit form appears:

```
SUBMIT  
File List  
[Parameters]  
[Force expansion?]  
[Show expansion?]
```

- 5 Enter the file name **[f0]<Sys>Editor.sub** and press **RETURN**.  
The highlight moves to the **[Parameters]** field.

**6** Enter **[Sys]<Sys>Sys.Cmds [Sys]<Sys>**; then press **GO**.

The system installs the Editor in the **[Sys]<Sys>** directory, and creates the **EDIT** command in the **[Sys]<Sys>Sys.Cmds** command file.

*Note: If you do not enter the two parameters, the system installs the Editor in your current pathed directory.*

**7** Remove the diskette. You can resume cluster operations.

The **EDIT** command is now available at the Executive level; you can use the command to enter and edit text.

## Preparing an Editor Diskette for a Dual Floppy Standalone System

If you have a dual floppy standalone system, you must prepare an Editor diskette. You can then use the **EDIT** command when you insert the diskette in drive f0.

*Note: If you are not familiar with **IVOLUME** and **COPY** commands, refer to your *BTOS Standard Software Operations Guide*.*

To prepare an Editor diskette, use the following procedure:

**1** Initialize a diskette. Use standard **IVOLUME** procedures, but enter the following optional parameters (to maximize the diskette space available):

[Log file]	0
[Maximum directories]	2
[Maximum files]	15
[Primary file headers]	y
[Maximum files in system]	12

For more information on **IVOLUME** parameters, refer to your *BTOS Standard Software Operations Guide*.

**2** Copy all files from the last BTOS software installation diskette to your Editor diskette.

**3** Create a \$ directory on your Editor diskette (a \$ directory name includes three digits; for example, \$001).

Your Editor diskette is now ready. To activate the Editor, refer to section 2.



## The Editor Session

You begin an Editor session by accessing the Executive command level (refer to section 1), and then executing the **EDIT** command.

The Editor screen appears. The Editor screen displays text as you enter and edit it.

When you end an Editor session, the system files your work if you want it to, and returns to the Executive command level.

### Specifying Editor File Names

When you execute the **EDIT** command, you must identify a text file by name in the Edit form. You can also identify a prefix for the typescript (.ts) file for the session. The Edit form has two fields:

**Edit**  
**File**  
**[Your name]**

The **File** field specifies the file name for the text you create or edit in the Editor session. The system uses this file name to store, retrieve, write, and read the text you enter under it.

The **[Your name]** field specifies a prefix for the typescript (.ts) file of the Editor session. The default is **xxxx.ts**, where **xxxx** is the logged-on user name; if there is no logged-on user and you leave this field blank, the default is **.ts**.

The system uses this file to recover the text with the **REPLAY** command (refer to *Replaying an Editor Session*, in this section).

Editor file names should conform to the file name parameters for all files. Refer to the *BTOS Standard Software Operations Guide* for further information. Refer also to *Storing Editor Files*, in this section.

**Note:** *In this guide, keys that you use in combination are hyphenated. For example, **CODE-V** indicates that you hold down the **CODE** key and then press the letter **V**.*

*All alphanumeric keys and the **DELETE** function key have repeat action when you hold them down.*



## Beginning an Editor Session

The Executive command, **EDIT**, accesses the Editor screen and gives keyboard control to Editor operations. To execute the **EDIT** command, you use the following procedure:

- 1 Enter the word **EDIT** in the Executive command field and press **RETURN**. The following Edit form appears with the highlight in the **File** field:

```
  Edit
    File
  [Your name]
```

- 2 Enter the name of the file you want to edit or create; then press **RETURN**. The highlight moves to the **[Your name]** field.

- 3 To specify a prefix for the typescript (**.ts**) file associated with the file you create or edit, enter a name.

To accept the default typescript file name, leave this field blank.

The default is **xxxx.ts**, where **xxxx** is the logged-on user name; if there is no logged-on user and you leave this field blank, the default is **.ts**.

- 4 To execute the **EDIT** command, press **GO**. If you specify a name for which no file exists, the following message appears:

**File filename does not exist. Press GO to create or CANCEL to deny.**

To create the file, press **GO**.

To change the file name, press **CANCEL**, press **f1** to edit the name, and then press **GO**.

The Editor screen appears, displaying the file you specify (refer to The Editor Screen, in this section).

To cancel the **EDIT** command, press **CANCEL**.

## Replaying an Editor Session

The **REPLAY** command also activates the Editor. You can use the **REPLAY** command to replay (reenter) the previous session whenever a replay is useful; for example, when:

- the Editor terminates abnormally (a power failure or a disk full condition)
- you want to duplicate entries made in one file into several other files

After the replay, you resume the Editor session.

The **REPLAY** command replays the previous session from the typescript (.ts) file: a file the system creates during each Editor session.

### The Replay Procedure

To recover your work when the Editor terminates abnormally, use the following procedure:

- 1 Remedy the cause of the abnormal termination, if necessary. For example, if the system displayed a **Disk full** message, you should delete unnecessary files to make additional space on the disk.
- 2 Copy the Editor session file and its typescript file with the Executive **COPY** command.
- 3 Enter the word **REPLAY** in the Executive command field. The following Replay form appears, with the highlight in the **File** field:

```
Replay
  File
  [Your name]
```

- 4 Enter the file name (the same file name or a new file name on which to save the replay session) and press **RETURN**. The highlight moves to the **[Your name]** field.
- 5 If you specified a typescript file prefix for the session you are replaying, enter that prefix. If not, leave the field blank.

- 6 Press **GO**. The Editor screen appears displaying the replay of the previous Editor session.
- 7 To suspend the replay, press **CANCEL**. The system displays the message **Replay suspended**. To resume the replay after suspending it, press **GO**.

To stop replay and resume editing, press **CANCEL** twice. The remainder of the replay session is lost.

## The Editor Screen

The Editor screen appears after you execute the **EDIT** command and fills the physical screen, dividing it into three parts by a double highlighted line (refer to figure 2-1):

- the status frame            the top screen line where the Editor version number, cursor file position, and Editor messages display
- the message frame        the second line where the name of the file being edited displays (only on some models of workstations)
- the text frame            the remainder of the screen where text displays as you enter and edit it

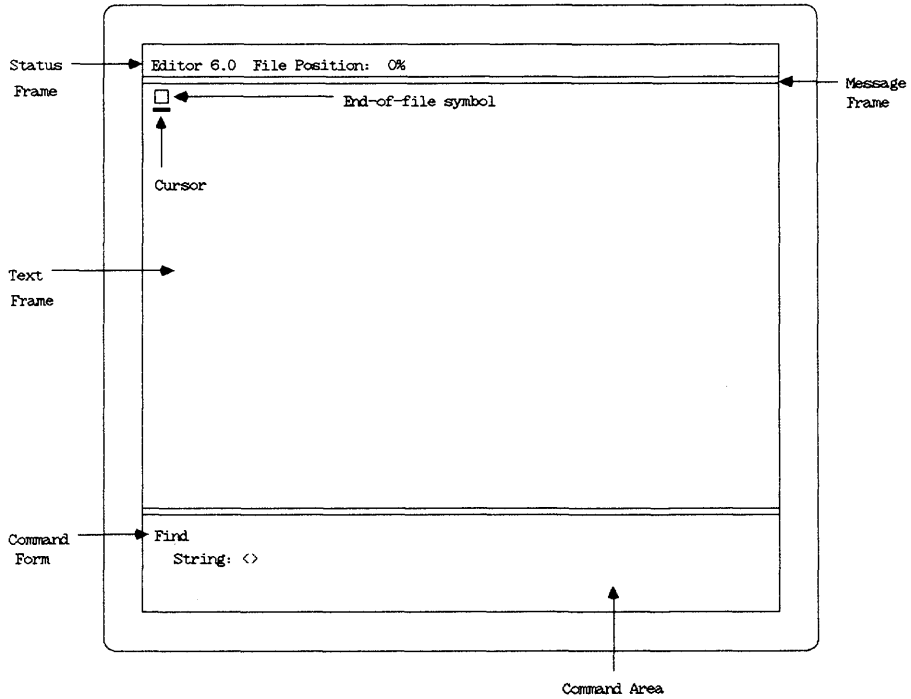
The Editor screen also contains:

- a cursor that marks the point of your next text entry or operation
- an end-of-file symbol (a hollow square) that marks the end of the displayed file

When you activate Editor commands that have forms and require input, and when you display Editor commands, the system overlays the bottom lines of the text frame with a command area (refer to figure 2-1). The command area temporarily hides your text, if any.

To display the Editor screen, refer to Beginning an Editor Session, in this section.

Figure 2-1 Sample Editor Screen



## Entering Text

Using the keyboard's alphanumeric keys and **Spacebar**, you can enter text in two modes:

- insert mode                    the **OVERTYPE** keytop light is out;  
within existing text, characters you  
enter move existing characters to  
the right
- overtype mode                the **OVERTYPE** keytop light is on;  
within existing text, characters you  
enter replace characters

When necessary, the text in a line automatically wraps to the next line.

## Deleting Text

You can delete text with two keys and one key combination (characters to the right of and below deleted text move to fill the space of deleted text):

- DELETE                        deletes the character above the  
cursor; deleting the last character  
on one line pulls up the characters  
from the following line
- BACKSPACE                    deletes the character to the left of  
the cursor when the system is in  
insert mode (moves the cursor to  
the left without deleting in  
overtime mode)  
  
backspacing at the left edge of the  
text frame wraps to the last  
character of the preceding line
- CODE-DELETE  
or f10                            deletes selected text (refer to  
Selecting Text, in section 3)

## Moving the Cursor

The cursor is a blinking underline that marks the point of your next text entry or edit operation (cursor movement does not affect text).

The cursor moves as you enter and delete text and perform other editing operations. In addition, you can move the cursor with the direction keys and some key combinations (refer to table 2-1).

You can move the cursor to a space below the end of the file to enter text or perform an edit operation. When you do this, the system:

- inserts line feeds for every line between the cursor and the end of previous text
- fills the line the cursor is on with spaces, if necessary
- moves the hollow square symbol to the new end of the text

When you move the cursor beyond the right or left frame margins, it wraps to the opposite side on the same line. Similarly, when you move the cursor beyond the top or bottom screen lines, it reappears at the opposite end of the screen in the same column.

Table 2-1 **Keys that Move the Cursor**

<b>Key</b>	<b>Moves the Cursor</b>
Right Arrow	right one character
Left Arrow	left one character
Up Arrow	up one line
Down Arrow	down one line
SHIFT-Right Arrow	five characters to the right
SHIFT-Left Arrow	five characters to the left
SHIFT-Up Arrow	up three lines
SHIFT-Down Arrow	down three lines
TAB	eight characters to the right
CODE-Right Arrow	to the right end of text line
CODE-Left Arrow	to left edge of line
CODE-Up Arrow	to top line of frame
CODE-Down Arrow	to bottom line of frame

## Displaying Text

The Editor provides you with several options for text display (refer to table 2-2). They include:

- scrolling by line, line group, and page
- viewing formatting characters and the Editor command list
- accessing text at a specific percentage position relative to total text length
- adjusting text frame width

Table 2-2 **Keys for Displaying Editor Text**

Keys	Action
SCROLL UP	scrolls text up one line
SCROLL DOWN	scrolls text down one line
SHIFT-SCROLL UP	scrolls text up ten lines
SHIFT-SCROLL DOWN	scrolls text down ten lines
CODE-N	the <b>NORMALIZE</b> command: moves text so that the cursor is halfway between the bottom and top of text frame (text can be selected or not)
NEXT PAGE	displays next page (bottom two screen lines become top two screen lines)
PREV PAGE	displays previous page (top two screen lines become bottom two screen lines)
CODE-n (0-9)	displays text at a specific percentage of text's length according to the formula, $n * 11\%$ ; for example, <b>CODE-0</b> = 0% (start of file) <b>CODE-9</b> = 99% (end of file) <b>CODE-5</b> = 55% (middle of file)
CODE-J	the <b>JUMP</b> command: moves text so that the cursor is at a specific percentage of the text's total length (refer to The <b>JUMP</b> Command Procedure, in this section)
CODE-V	the <b>VISIBLE</b> command: alternates between displaying and not displaying formatting characters (line feeds, tabs, and spaces)
HELP	the <b>HELP</b> command: displays the Editor command list (press <b>CANCEL</b> to dismiss)
CODE-Z	the <b>ZOOM</b> command: alternates between text frame widths of 80 and 132 (only on workstations with the zoom capability)

## The JUMP Command Procedure

With the **JUMP** command, you can move text so that the cursor is within a specific percentage of the text's total length. You use the following procedure:

- 1 Press **CODE-J**. The following Jump form appears in the command area with the cursor in the **Percent:** field:

```
Jump
Percent: <>
```

- 2 Enter a number from 0 through 99 that represents the percentage position in relation to the file's total length (for example, **50** would specify the middle of the text file).
- 3 Press **GO**. The Jump form disappears, and the system displays the cursor at the text position you specify.

To cancel the command, press **CANCEL**.

## Repeating Edits

You can repeat entries and command operations immediately after you finish them by pressing the **REDO** key, **f1**. For example, you press **REDO** to find successive occurrences of the same text with the **FIND** command.

The system treats the **CODE-DELETE** (or **f10**) operation and subsequent insertion of text as a unit for the **REDO** command.

## Canceling Edits

By pressing **CANCEL**, you can cancel entries and command operations immediately after you finish them. For example, you press **CANCEL** to restore text you delete (the system treats the **CODE-DELETE** (or **f10**) operation and subsequent insertion of text as a unit in a selected text deletion).



## Closing an Editor Session

You close an Editor session with the **FINISH** command, using the following procedure:

- 1 Press the **FINISH** key. The following Finish form appears in the command area with the cursor in the **Save?** field:

```
Finish
Save? <>
```

- 2 To save (file) the session's entries, go to step 3, or type **y** for **yes** (the default).

To exit the Editor without saving the session's entries, type **n** for **no**.

- 3 Press **GO** to exit the Editor. The Executive command prompt replaces the Editor screen, and the system files your entries if you instruct it to.

To cancel the command, press **CANCEL**.

## Terminating the Editor Abnormally

If you do not use the **FINISH** command to terminate the Editor, an abnormal termination occurs. **ACTION-FINISH** causes an abnormal termination. The Executive command line replaces the Editor screen, and the system displays an appropriate message.

To recover entries when an Editor session terminates abnormally, use the **REPLAY** command (refer to Replaying an Editor Session, in this section).

## Storing Editor Files

When you respond **yes** to the **Save** option in the **FINISH** command, the system saves your entries on a disk file with the file name you specified in the **EDIT** command form at the beginning of the session. (It also saves a typescript (.ts) file of the session; refer to Specifying Editor File Names, in this section.)

If a disk file of the same name exists, the system automatically appends **-Old** to it. You can access the **-Old** file by specifying the file name with the suffix in the **EDIT** command form. The system retains only the most recent previous version of any file.

Refer to the *BTOS Standard Software Operations Guide* for further file information.



## Advanced Editing Operations

The Editor application provides editing operations that allow you to make major changes in text efficiently. These operations include:

- selecting text
- searching for text strings
- searching for and replacing text
- copying disk file text to Editor screen text and vice versa
- inserting hexadecimal values

*Note:* In this guide, keys that you use in combination are hyphenated. For example, **CODE-V** indicates that you hold down the **CODE** key and then press the letter **V**.

### Selecting Text for Editing

The Editor allows you to select any amount of continuous text. The system treats the selection as a unit for editing operations, such as move, copy, or delete. The system highlights text you select.

Table 3-1 shows the types of selection available and how to make them.

Table 3-1 **Types of Text Selection**

Selection Type	Key	Character Selection
Mark	MARK	from cursor to end of line
Word Mark	MARK-Up Arrow	word containing the cursor and the space following it
Line Mark	MARK-Right Arrow	line containing the cursor
Entire File	CODE-E (EVERYTHING command)	entire file in memory

## Changing a Selection

You can reduce or expand a text selection after you make it by using the following procedure:

- 1 Move the cursor to the position where you want the selection to end.
- 2 Press **BOUND**. Selection adjustment depends on your original selection type:
  - mark selection stops at the cursor position
  - word mark selection includes the word containing the cursor
  - line mark selection includes the line containing the cursor
  - entire file selection stops at the cursor position

## Canceling a Selection

To cancel a selection after you make it, use the following procedure:

- 1 Move the cursor into the highlighted selection.
- 2 Press **MARK-BOUND**. The highlight disappears except for the character above the cursor.
- 3 To eliminate the cursor character highlight, press **OVERTYPE** or **DELETE** and retype the character.

## Deleting a Text Selection

To delete a text selection, use the following procedure:

- 1 Select the text.
- 2 Press **CODE-DELETE** or **f10**. The highlighted text disappears.

You can retrieve deleted text by pressing **CANCEL** immediately after deleting the text and/or typing other text in its place (the system treats these operations as a unit in a selected text deletion).

## Moving and Copying a Text Selection

You can move and copy text by making a selection first and then specifying the location of the moved or copied text; or you can specify the new text location before you select the text.

To move and copy text by making the text selection first, use the following procedure:

- 1 Select the text to move or copy.
- 2 Move the cursor to the beginning of the new text location.
- 3 Press **MOVE** or **COPY**. The system moves or copies text to the location you specify.

To move and copy text by specifying the new location before making a selection, use the following procedure:

- 1 Move the cursor to the new text location.
- 2 Press the **MOVE** or **COPY** key, but do not release it.
- 3 Select the text to move or copy.
- 4 Release the **MOVE** or **COPY** key. The system moves or copies text to the location you specify.

## Searching for Text

You execute the **FIND** command to search the file for a specific text string. The search starts at the cursor position, and the system matches text without regard for upper- and lowercase. You use the following procedure:

- 1 Position the cursor where you want the search to start; you can also perform this step before step 4 by moving the cursor out of the command form into the text frame.
- 2 Press **CODE-F**. The following Find form appears in the command area with the cursor in the **String:** field:

```
Find
String: < >
```

- 3 Enter the text string for the search.

- 4 To execute the command, press **GO**. The Find form disappears, and the system highlights the first occurrence of the text string, if any.

To cancel the command, press **CANCEL**.

- 5 To continue the search, press the **REDO** key (**f1**). The system highlights the next text string occurrence.

To alter the text string, enter editing changes. To resume the search after you edit, repeat steps 2 and 4.

To remove the last highlight from the search string, use the procedure under Canceling a Selection, in this section, or overtype the highlighted text.

## Searching and Replacing Text

The **SUBSTITUTE** command allows you to search for a specific text string and replace it with another text string. The system matches text without regard for upper- and lowercase. You use the following procedure:

- 1 Select the text for the substitute operation; you can perform this step before step 5 by moving the cursor out of the command form into the text frame.
- 2 Press **CODE-S**. The following Substitute form appears in the command area with the cursor in the **New:** field:

**Substitute**

**New:** <>

**Old:** <>

- 3 Enter the text you want to replace existing text; then press **NEXT**. The cursor moves to the **Old:** field.
- 4 Enter the text you want to replace.
- 5 To execute the command, press **GO**. The Substitute form disappears, and the system searches for and replaces the text you specify.

To cancel the command, press **CANCEL**.

## Copying from a Disk File to the File in Memory

The **READ** command allows you to copy characters from a disk file into the file in memory, starting the copy at the cursor position.

---

***Caution:** When you execute the **READ** command, the system opens the disk file and sets up a pointer to the text you specify to be copied. Therefore:*

- *If the file is on a floppy disk, you must finish the Editor session before you remove the disk.*
  - *Because the file remains open until you end the session, you cannot write to it with the **WRITE** command in this session.*
- 

You use the following procedure:

- 1 Position the cursor at the destination location for the copied text; you can also perform this step at some other point before step 6 by moving the cursor out of the command form into the text frame.
- 2 Press **CODE-R**. The following Read form appears in the command area with the cursor in the **File:** field:

```
Read
File: < >
Number of Characters: < >
Position: < >
```

- 3 Enter the name of the file from which you want to copy text; then press **NEXT**. The cursor moves to the **Number of Characters:** field.
- 4 To copy the entire file, go to step 5.

To copy all text from the starting position (specified in step 5), leave this field blank.

To specify the number of characters to copy, enter a number; then press **NEXT**. The cursor moves to the **Position:** field.

The system numbers file characters from 0 (the first file character); you must manually count the number of characters you want to copy.



- 5 To start text copy from the beginning of the file, leave this field blank.

To specify the character you want to start copied text with, enter a number.

You must manually count the number of characters from the first file character (0), and enter the number of the starting character.

- 6 To execute the command, press **GO**. The Read form disappears, and the system copies the text you specify, highlighted, into the file on the Editor screen.

To remove the highlight from the selection, follow the procedure under Canceling a Selection, in this section.

To cancel the command, press **CANCEL**.

## Copying from a File in Memory to a Disk File

The **WRITE** command allows you to copy selected text from the Editor screen to a disk file. You use the following procedure:

- 1 Select the text you want to copy (refer to Selecting Text to Edit, in this section). You can also perform this step before step 4 by moving the cursor out of the command form into the text frame.
- 2 Press **CODE-W**. The following Write form appears in the command area with the cursor in the **File:** field:

```
Write
File: <>
```

- 3 Enter the name of the file you want to copy text to.
- 4 To execute the command, press **GO**. The Write form disappears, and the system copies the selected text to the disk file you specify.

To cancel the command, press **CANCEL**.

## Inserting Hexadecimal Values

The **INSERT** command allows you to insert a byte whose code is a specified hexadecimal value. For example, to insert a division sign ( $\div$ ) into the text, you insert the hexadecimal value of **15**. You use the following procedure:

- 1 Position the cursor at the location for the insertion; you can also perform this step before step 3 by moving the cursor out of the command form into the text frame.
- 2 Press **CODE-I**. The following Insert form appears in the command area with the cursor in the **Code:** field.

**Insert**

**Code:** <>

- 3 Insert the hexadecimal value for the byte.
- 4 To execute the command, press **GO**. The system inserts the character defined by the hexadecimal code you specify.

To cancel the command, press **CANCEL**.



## Status and Error Messages

Editor status and error messages that display in the message frame assist you with Editor operations. Table A-1 lists messages and provides additional information to help you solve a problem.

Table A-1 **Status and Error Messages**

<b>Message</b>	<b>Explanation/Action</b>
<b>Bad length</b>	In the <b>READ</b> command form, the specified number of characters, plus the position, exceeds file length. Verify the parameter information, and reactivate the command.
<b>Bad position</b>	The position specified in the <b>READ</b> command form is beyond the end of the file. Verify the starting character position, and reactivate the command.
<b>Cannot edit there</b> <b>Cannot select there</b>	You attempted to edit outside the text frame and command form. Move the cursor to an acceptable editing location.
<b>Cannot open file</b>	You cannot open the specified file for reading or writing. Either the file is already open or it does not exist. Verify the file's status (you cannot simultaneously read and write a file).
<b>Cannot put</b>	The file you are editing and its old version are already open. Write the entire file to a new file name, selecting it with the <b>EVERYTHING</b> command first; then rename it.
<b>Cannot write on that file</b>	You cannot write in the file specified in the <b>WRITE</b> command form. The file may be write-protected or the disk may be full. Specify a different file or clear some disk space.
<b>Choose a frame</b>	You pressed a key (such as <b>SCROLL UP</b> or <b>NEXT PAGE</b> ) that requires the cursor to be in the text frame. Move the cursor to the text frame.
<b>Disk full, please finish</b>	Disk storage space is low. Save your file immediately. If you cannot save, create disk space by deleting unneeded files, then replay the session with the <b>REPLAY</b> command.
<b>Illegal action</b>	You pressed one or more keys that cannot operate at this point in your session.

Table A-1 Status and Error Messages (continued)

Message	Explanation/Action
<b>Memory low, please finish</b>	Memory storage is low. You can free memory by saving the file and reentering the Editor.  A large text selection during the <b>SUBSTITUTE</b> operation can cause this message. Substitute a sequence of smaller selections.
<b>Next not legal</b>	You pressed <b>NEXT</b> when the cursor was not in a form field.
<b>No form</b>	You pressed <b>GO</b> without completing a command form.
<b>No such command</b>	You pressed one or more keys that cannot operate at this point in your session.
<b>Not found</b>	The system could not find the text specified in the Find form. Either the text does not exist or it is located prior to the cursor's position when you executed the <b>FIND</b> command.
<b>Nothing selected</b>	You specified a command (such as <b>MOVE</b> or <b>COPY</b> ) that requires a text selection, and no selection exists. Select text and repeat the command.
<b>Nothing to write</b>	The <b>WRITE</b> command has nothing to write. Select text and repeat the command.
<b>Replay complete</b>	Replay is finished; you can resume Editor operations.
<b>Replay suspended</b>	You pressed <b>CANCEL</b> during a Replay operation. Press <b>GO</b> to continue the Replay operation, or press <b>CANCEL</b> again to stop it and resume normal editing. When you begin normal editing, the remainder of the Replay operation, if any, is lost.

## Editor Command List

Table B-1 lists and explains Editor commands alphabetically.

Table B-1 **Editor Commands**

<b>Command</b>	<b>Key</b>	<b>Action</b>
CANCEL	CANCEL	reverses the most recent entry or edit operation
EVERYTHING	CODE-E	selects entire file in memory
FIND	CODE-F	searches for a text string
FINISH	FINISH	ends an Editor session
HELP	HELP	displays an Editor command list
INSERT	CODE-I	enables insertion of a hexadecimal value
JUMP	CODE-J	moves text so that the cursor is at a specific percentage of the text's total length
NORMALIZE	CODE-N	moves text so that cursor is halfway between bottom and top of text frame
READ	CODE-R	copies characters from a disk file to a file in memory
REDO	f1	repeats the most recent entry or edit operation
SUBSTITUTE	CODE-S	searches for a text string and replaces it with another text string
VISIBLE	CODE-V	alternates between displaying and not displaying formatting characters
WRITE	CODE-R	appends selected text from a file in memory to a disk file
ZOOM	CODE-Z	alternates between text frame widths of 80 and 132 columns (only on workstations with the zoom capability)



## Glossary

**BTOS.** BTOS is an acronym for Burroughs Operating System.

**Command Area.** The command area is the last few lines of the Editor screen that displays the command list when you activate the **HELP** command, and where command forms appear. The command area temporarily obscures text at the bottom of the screen.

**Cursor.** The cursor is a blinking underline that marks the point of your next keyboard text entry or operation.

**Editor.** The Editor is a software application that allows you to enter and edit text using the workstation keyboard.

**Editor Screen.** The Editor screen is the display area of the Editor application. It consists of the status frame and the text frame.

**End-of-file Symbol.** The end-of-file symbol is a hollow square that marks the end of text in memory on the Editor screen.

**File Name.** A file name is the text string that identifies documents that you create and store on your workstation's disk.

**Hexadecimal.** Hexadecimal refers to a base 16 number system that employs two alphanumeric characters to identify numbers, letters, and other characters to the operating system.

**Insert Mode.** When the system is in insert mode, it automatically moves existing characters and spaces to the right to make room for inserted characters and spaces. The system is in insert mode if the red light on the **OVERTYPE** key is not lit. The system is normally in insert mode when you first turn it on.

**Keyboard.** For text entry, the keyboard includes all the keys found on a standard typewriter. In addition, the keyboard has many function keys for performing word processing operations.

**Message Frame.** The Message Frame is the second line of the Editor screen where the name of the file being edited displays (on certain models of workstations only).

**Overtyping Mode.** When the system is in overtyping mode, it automatically replaces existing characters and spaces with other characters and spaces as you enter them. The system is in overtyping mode when the red light on the **OVERTYPE** key is lit.

**Path.** The path identifies the volume and directory upon which the system acts. You identify it with the Executive **PATH** command, entering the volume name in square brackets and the directory name in angle brackets.

**Status Frame.** The status frame is the top line of the Editor screen that displays the Editor version number, cursor file position, and system messages. The name of the file on the Editor screen also displays on this line (on certain models of workstations only).



**Text Frame.** The text frame is the major portion of the Editor screen where you enter and edit text.

**Typescript File.** A typescript file (.ts) is a file created by the Editor. It contains the typescript for an Editor session, and is the file that the **REPLAY** command uses to replay the session.

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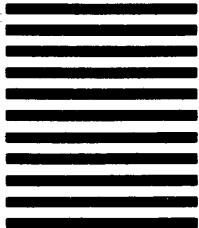
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