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INed Editor User's Guide

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Software

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About This Book

This book, *AIX INed Editor User's Guide*, describes the INed editor.

Who Should Use This Book

This book is intended for users and programmers who use the INed editor to create and modify programs, text files, and other lines of data in the operating system environment.

How to Use This Book

Overview of Contents

This book provides system guidelines for using the INed editor and describes how to use the editor to insert, manipulate, edit, and format text. It provides instructions for controlling windows, refreshing the screen, and manipulating files and directories. It also describes how to run AIX and filter commands, use profiles, and use the local menu and the history display menu. Appendixes list the INed editor functions for the standard keyboard, the INed editor commands, and the INed editor ASCII control characters.

Highlighting

The following highlighting conventions are used in this book:

Bold	Identifies commands, subroutines, keywords, files, structures, directories, and other items whose names are predefined by the system. Also identifies graphical objects such as buttons, labels, and icons that the user selects.
Italics	Identifies parameters whose actual names or values are to be supplied by the user.
`Monospace`	Identifies examples of specific data values, examples of text similar to what you might see displayed, examples of portions of program code similar to what you might write as a programmer, messages from the system, or information you should actually type.

Summary of Changes

Throughout this book, INed editor functions were changed to match the keyboard mappings used in dtterm windows, the default graphical interface. A summary of the keyboard mappings for dtterm windows was added to "Appendix A. INed Editor Functions for the Standard Keyboard." Appendix A continues to contain a summary of the keyboard mappings for the lft and aixterm environments.

ISO 9000

ISO 9000 registered quality systems were used in the development and manufacturing of this product.

Related Publications

The following books contain information related to using the INed editor:

- *AIX Commands Reference*, Order Number 86 A2 38JX to 86 A2 43JX.

- *AIX Files Reference*, Order Number 86 A2 79AP.

- *AIX 4.3 System User's Guide: Operating System and Devices*,
  Order Number 86 A2 97HX.

- *AIX and Related Products Documentation Overview*, Order Number 86 A2 71WE.

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Table of Contents

Chapter 1. INed Editor Overview

The INed editor is a full-screen text editor that allows you to view, enter, and revise text at any place in the editor window. (The window is the rectangular portion of the editor screen.) You can enter text in the window with a keyboard and edit or revise the text by using the editor command keys. These allow you to manipulate and format text by pressing the appropriate keys rather than typing and entering commands on a command line. Throughout this book, editor command keys are described for use in dtterm windows in the AIX Common Desktop Environment. For a summary of editor command keys, see INed Editor Functions for the Standard Keyboard. Use the **key maps** command to locate the appropriate editor command keys for your environment.

INed Editing Functions

The INed editor includes:

- A file manager for the following:

  - Creating, changing, deleting, and recovering files and directories

  - Moving among files and directories

  - Moving and copying files and directories

  - Restricting access to files and directories

- Commands for working with structured files and their histories.

- Commands for limited text formatting.

The INed editor allows you to use command keys for the following text-editing and text-processing functions:

- Move the cursor and scroll the window horizontally and vertically.

- Divide a window into multiple windows to:

  - Edit the same file at two or more places

  - Edit multiple files in multiple windows

  - Copy text from one file to another file.

- Insert, delete, move, and copy characters, lines, or blocks of text.

- Restore deleted lines and blocks of text.

- Search for and replace specified text.

You can also use the command keys to:

- Reset margins and tabs, center lines, and enter control characters.

- Print files.

- Run the INed editor, AIX, and filter commands from the editor.

- Obtain help information.

- Display the history of a structured file.

System Guidelines for the INed Editor

The INed editor allows you to edit files that have up to 65,500 lines (regardless of the number of characters per line), provided the system allows files that large. The maximum file size allowed by a system varies. If you need to edit a file that is longer than 65,500 lines, use the **split** command to divide the file before editing it. (Use the **cat** command to rejoin the file when you complete the edit session.)

Note: Some INed editor functions do not work with files that are larger than 20,000 lines.

When you edit an ASCII file, the INed editor creates a corresponding ... (dots) file. *Dots files* are hidden files that the INed editor uses for recovery in case of system failure. The name of a dots file starts with three periods (...) followed by the first three characters of the file name, followed by a string of numbers and letters.

Dots files accumulate, and you should delete them periodically to free space in the file system. You should *always* delete the dots file when you are restoring a file into a directory where there is already a file with the same name. For example, if you back up a file, edit the file with the INed editor, and then restore the same file, you will see errors in the file when you try to edit it with the INed editor. In this case, use the **del** command to delete the dots file.

When you use the file manager, the INed editor records history information in the **.index** file in the current directory. Extensive use of the file manager can cause the **.index** file to become large. You can reduce the size of an **.index** file by using the **rmhist** command. When you use the **rmhist** command on an **.index** file, you lose history recorded in the **.index** file.

Chapter 2. Starting and Ending an Editing Session

The INed editor stores information (programs, memos, and other text documents) as files. Working with a file or directory is called an *editing session.* You can start an editing session either by creating a new file or by accessing an existing file or directory.

When you want to type new information such as a letter, memo, or program, you must create a file. The INed editor can edit two types of files: text and structured. *Text files* contain only sequences of characters. *Structured files* store specialized data and contain a history, which you can use to recover past versions of the file. Structured files may become quite large after several changes. You can use commands such as the **ghost** command, **newfile** command, and **rmhist** command to work with structured files.

While you are editing the file, you can save changes without ending the editing session. You can also make a copy of the file you are editing by saving it in a different file, or, using the Print menu, print the file or append it to another file. When you end the session, you store the file. You can either store the file with your new changes or store the original file with no changes.

Note: Start the INed editor to perform any INed functions.

Editor Screen

The top of the editor screen shows you the left and right margins and the tab stops. The bottom of the screen gives you the following information:

- Full path name: The sequence of directories from the root directory (/) to the file name of the current file. The current file is the file in the window. Each level in the directory is indicated by a / (slash).

- Insert/overwrite indicator: The mode of the keyboard. `Insert` means the new text you type is inserted at the cursor position. `Overwrite` means the new text you type replaces the existing text.

- Line number: The line number of the cursor's present position (the current line) counting from the top of the file.

- Total lines: The total number of lines in the file.

- Text indicators: The symbols that show that the window does not completely contain all of the text in the file. For example, a > (right angle bracket) means there is text to the right of the window.

File Manager Screen

The AIX file system is an arrangement of directories and files. The top of the file system is a directory called the **root** directory. The **root** directory is indicated by the / (slash) symbol. At the next level are several directories. One of the directories at the second level is the **u** directory. It can contain the home directories of users in the system. Which directory contains the home directories depends on how the system is configured.

See the figure AIX File System, which shows a portion of a simple AIX file system. In this diagram, file names are italic and directory names are bold.

```
                           /
         ┌──────┬──────┬──────── · · · · ·
        bin    lib    etc     u
                               │
                      ┌────────┼────────┐
                     lisa     ed    courtney
                      │
           ┌──────┬───┴──┬──────┐
          cdr    mail  phone  book  salary
                               │
                    ┌──────┬───┴──┬──────┐
                  chapt1  chapt2  chapt3  chapt4
```
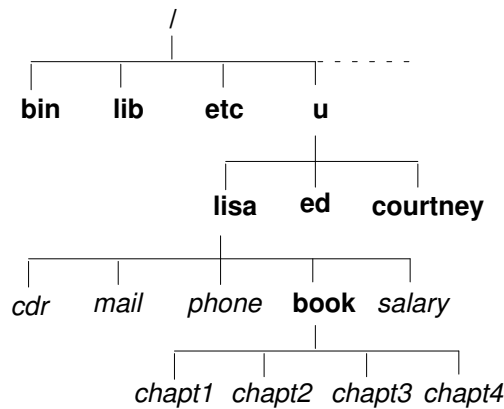
AIX File System

The editor displays the full path name of the current file at the bottom of the File Manager screen. Each level in the directory is indicated by a / (slash) symbol. For example, if you are editing `chapt1` in the illustration, the full path name is `/u/lisa/book/chapt1`. When you access the File Manager screen, each file in the current directory displays on the screen. You can type in descriptions for each file. The File Manager does not automatically create descriptions. You can use the File Manager screen and the command keys to manipulate files and directories.

How to Start an Editing Session with the INed Editor

Prerequisite Tasks

- Start the operating system.

- Be at the system prompt on the command line.

To Access the Editor Screen

The lowercase `e` begins the INed editor.

To Access the File Manager at the Current Directory

- Enter the following (be sure to type the . (period).):

    `e .`

    The lowercase `e` begins the INed editor, and the **.** (period) starts the File Manager screen at the current directory.

    The editor displays the File Manager screen, which contains all of the files in a directory. See To Access a File from the File Manager Screen for information about how to access a file once you are in the File Manager screen.

- When you are finished, press the Ctrl–A, D key sequence (the **Exit** function) to return to the system prompt.

To Access the File Manager at Your Home Directory

- Enter the following:

    `e $HOME`

    The lowercase `e` begins the INed editor, and the **$HOME** causes the editor to display the File Manager screen of your home directory no matter which directory you are currently in.

    The editor displays the File Manager screen, which contains all of the files in your directory. See To Access a File from the File Manager Screen for information about how to access a file once you are in the File Manager screen.

- When you are finished, press the Ctrl–A, D key sequence (the **Exit** function) to return to the system prompt.

How to Create a File with the INed Editor

To Create a File

- Access the File Manager screen and press the Enter key (the **Return** function) until the cursor is at the beginning of the first blank line of the File field.

- Type a name for your new file. Use the following guidelines when you name a file:

  - Give each file a unique name.

  - Choose names that are easy to remember. For example, the file name `memo_form` may mean more to you than `form_12`.

  - Make file names between 1 (one) and 10 characters long. If necessary, file names may be as long as 255 characters. To enter a file name longer than 14 characters, use the Ctrl–A, R key sequence (the **Right** function).

  - Use letters, numbers, underscores, and other characters that do not have a special meaning to the operating system. In general, you should avoid using the following characters:

*	Asterisk
\	Backslash
	Space
–	Minus sign
&	Ampersand
;	Semicolon
?	Question mark
(	Left parenthesis
)	Right parenthesis
[	Left bracket
]	Right bracket
{	Left brace
}	Right brace
>	Greater–than sign
<	Less–than sign
'	Single quotation mark
"	Double quotation mark
'	Grave accent
^	Circumflex accent
|	Pipe symbol
@	At sign.

  - Use capitalization and characters carefully. Each time you want to use a file, you must type the file name exactly as you created it. The following examples are all unique file names: `chapter1`, `CHAPTER1`, `Chapter1`, and `chapter_1`.

- Press the Tab key to move the cursor to the Description field.

- Type a brief description of the file.

The description is to help you locate files quickly and easily from the File Manager screen. The editor does not require a description of the file.

- Press the F11 key (the **Zoom In** function).

  The Create File menu is displayed. The name of the file you are creating is at the end of the first line of this menu. If you typed the wrong file name or want to change this file request, press the F4 key (the **Cancel** function) and return to step 2.

- Press the Enter key (the **Return** function) to move the cursor to the type of file you want to create.

  Note: Unless you have a special need for a structured file, select **Create a text file (without history)**. Text files are ASCII files.

- Press the Ctrl–A, Enter key sequence (the **Enter** function).

  The editor displays an editor window for the new file.

  Note: The **Enter** and **Execute** functions are both used with the Ctrl–A, Enter key sequence, but for different purposes. See INed Editor Functions for the Standard Keyboard for more information.

- Edit the file.

- Press the F12 key (the **Zoom Out** function) to return to the File Manager screen.

- To make sure the files you edit are saved, use the Ctrl–A, S key sequence (the **Save** function) or save the file and end the editing session using the Ctrl–A, D key sequence (the **Exit** function).

How to Access an Existing File with the INed Editor

Prerequisite Tasks

- Start the operating system.

- Be at the system prompt on the command line.

To Access a File from the File Manager Screen

- Access the File Manager screen.

- Move the cursor to the file you want to edit using the Page Up and Page Down functions.

- Press the F11 key (the **Zoom In** function).

To Access the Last File Edited

Enter the following:

```
e
```

The INed editor displays the part of the file where the cursor was located when the file was last stored. This works only if you exited without pressing the F12 key (the **Zoom Out** function) first. Otherwise, you get the File Manager window with the cursor on the file name it was on when you last exited.

To Access a Specific File

Enter the following:

```
e File
```

where *File* is the name of a file you want to edit.

To Access a Specific File at a Specific Location

Enter the following:

```
e File LineNumber ColumnNumber
```

where *File* is the name of a file you want to edit, *LineNumber* is the line number you want to be the current line, and *ColumnNumber* is the column where you want the cursor.

The file is displayed with the cursor located where specified.

For example, to go to line 55 of the `NYexpenses` file, enter:

```
e NYexpenses 55
```

To go to the same line of the same file but start in column 25, enter:

```
e NYexpenses 55 25
```

To Access a Specific File at a Pattern after a Specific Location

Enter the following:

```
e File LineNumber ColumnNumber Pattern
```

where *File* is the name of a file you want to edit, *LineNumber* is the line number where you want to start searching, *ColumnNumber* is the column where you want to start searching, and *Pattern* is a character string or regular expression representing the text for which you want to search.

The file is displayed with the cursor located where *Pattern* is located.

For example, to go to the `NYexpenses` file, search from the first character of the file, and begin editing at the first occurrence of the string `dinner`, enter:

```
e NYexpenses 0 0 dinner
```

How to End an Editing Session with the INed Editor

To Save File Changes, Store Updated Files, and Exit

Press the Ctrl–A, D key sequence (the **Exit** function).

Usually when you create or revise files, you want to store the latest versions.

The editor stores the files and returns to the system prompt.

After the files are stored, the editing session ends, and the previous screen is displayed. (If you entered the editor from the system prompt, the system prompt is displayed.)

The next time you use the files, you will see the updated versions, exactly as you stored them.

If no changes were made to the files, the files are not stored.

Note: To save space when storing a text file, the editor may replace multiple blanks at the beginning of lines with tab characters. Some programs cannot process files that contain tab characters. Before you use these programs with INed editor text files, you should run the **untab** command.

To Ignore Editing Changes, Restore Original Files, and Exit

Sometimes when you create or revise a file, you may want to start over and not store anything you just typed.

• Press the Ctrl–A, Enter key sequence (the **Enter** function).

   Attention: When you use this command, the editor does not save any of the changes made to text files during this editing session. However, any changes already saved with the Ctrl–A, S key sequence (the **Save** function) are retained.

• Type `q` in the Enter box.

- Press the Ctrl–A, D key sequence (the **Exit** function).

    The editor does not save the editing changes and returns to the system prompt.

    The next time you use the files, you will see the original versions exactly as they were when you began your last editing session or last saved with the **Save** function.

    Note: If you are editing structured files, the changes are saved.

To Cancel the Editor if No Other Method Works

Press the Ctrl–\ key sequence (the **Quit** function).

The editor attempts to save all files and returns to the system prompt.

Chapter 3. Moving the Cursor and Scrolling Windows

Within the INed editor window, cursor movement keys let you move the cursor without changing any text. For example, you can move the cursor in the following directions:

- Horizontally or vertically
- To the beginning or end of a line
- To the beginning of the next line
- To the top left of the editor window.

When you finish editing one window of text, you can move (scroll) the window to view different parts of your file. You can scroll down to view the next window of text or scroll up to view the previous window of text. You can also scroll right and left to view text that is wider than the window.

- How to Scroll a Window with the INed Editor

How to Move the Cursor within the INed Editor

To Move Horizontally or Vertically

The four arrow keys move the cursor in the direction of the arrow engraved on the key.

- To move to the right, press the Right Arrow key.
- To move to the left, press the Left Arrow key.
- To move up in the window, press the Up Arrow key.
- To move down in the window, press the Down Arrow key.

You can move the cursor past the edges of the box containing the text window. However, you cannot type in any area of the screen except the text window. If you continue to press the cursor movement key, the cursor moves to the opposite edge of the same line or column.

To Move to the Beginning of the Current Line

To move to the beginning of the line, press the Ctrl–A, Left Arrow key sequence (the **Begin Line** function).

The cursor moves to the first nonblank character on the current line. If the line is blank, the cursor moves to the left edge of the screen.

To Move to the End of the Current Line

To move to the end of the line, press the Ctrl–A, Right Arrow key sequence (the **End Line** function).

The cursor moves one space to the right of the last character on the current line. It does not move the cursor to the right margin.

To Move to the Beginning of the Next Line

Press the Enter key (the **Return** function).

The Enter key operates much like the carriage return on a typewriter. However, the Enter key does not always place the cursor at the left margin of the next line. Pressing the Enter key places the cursor as follows:

- If the cursor is on the last line of a window, the editor scrolls the window up one line.

- If the next line of the file is a text line, the editor places the cursor under the first nonblank character of that line.
- If the next line of the file is a blank line, the editor places the cursor on the line underneath the first nonblank character of the previous line.

To Move to the Top Left Corner of the Window

Press the Ctrl–A, H key sequence (the **Home** function).

To Move the Cursor to a Tab Stop

To move the cursor to the next tab stop, press the Tab key (the **Tab** function).

The editor sets tab stops for you. The `t` characters at the top of the editor screen are tab markers. You can set or remove tab stops.

In a tree-structured file, pressing the Tab key moves the cursor to the next field.

How to Scroll a Window with the INed Editor

Prerequisite Task

Start the INed editor.

To Scroll Up or Down One–Third of a Page

To scroll up (toward the beginning of the file), press the Page Up key (the **Lines Up** function).

To scroll down (toward the end of the file), press the Page Down key (the **Lines Down** function).

To Scroll Up or Down One Page

To scroll up one page, press the Ctrl–A, Page Up key sequence (the **Page Up** function).

To scroll down one page, press the Ctrl–A, Page Down key sequence (the **Page Down** function).

To Scroll Up or Down by Multiple Pages

1. Press the Ctrl–A, Enter key sequence (the **Enter** function).

   The editor displays the ENTER box.

   Note: The **Enter** and **Execute** functions are both used with the Ctrl–A, Enter key sequence, but for different purposes. See INed Editor Functions for the Standard Keyboard for more information.

2. In the ENTER box, type the number of pages you want to scroll.

3. Press the Ctrl–A, Page Up key sequence (the **Page Up** function) to scroll up; press the Ctrl–A, Page Down key sequence (the **Page Down** function) to scroll down.

To Scroll a Specific Line to the Top or Bottom of the Window

1. Move the cursor to the line you want to place at the top or bottom of the window, and press the Ctrl–A, Enter key sequence (the **Enter** function).

   The editor displays the ENTER box.

2. Press the Page Up key (the **Lines Up** function) to scroll that line to the bottom of the window; press the Page Down key (the **Lines Down** function) to scroll that line to the top of the window.

To Scroll Up or Down a Specified Number of Lines

1. Press the Ctrl–A, Enter key sequence (the **Enter** function).

   The editor displays the ENTER box.

2. Type in the ENTER box the number of lines you want to scroll, and press the Page Up key (the **Lines Up** function) to scroll up; press the Page Down key (the **Lines Down** function) to scroll down.

To Scroll to the Top of a File

Place the cursor on any line other than the first to scroll, and press the Ctrl–A, G key sequence (the **Go To** function).

The editor scrolls to the first line of the file.

To Scroll to the Bottom of a File

1. Go to the first line of the file by pressing the Ctrl–A, G key sequence (the **Go To** function).

2. Press the Ctrl–A, G key sequence (the **Go To** function) again.

   The editor scrolls to the last line of the file.

To Scroll to a Specific Line in a File

1. Press the Ctrl–A, Enter key sequence (the **Enter** function).

   The editor displays the ENTER box.

2. Type in the ENTER box the number of the line to which you want to scroll, and press the Ctrl–A, G key sequence (the **Go To** function).

   The editor scrolls the specified line number to the center of the window.

To Scroll to the Right or Left by One-Third of a Window

Press the Ctrl–A, R key sequence (the **Right** function) to scroll right; press the Ctrl–A, L key sequence (the **Left** function) to scroll left.

To Scroll a Specific Column to the Right or Left Side of the Window

1. Move the cursor to a character in the column you want to move to the right or left side of the window, and press the Ctrl–A, Enter key sequence (the **Enter** function).

   The editor displays the ENTER box.

2. Press the Ctrl–A, R key sequence (the **Right** function) to make that column the leftmost column on the window; press the Ctrl–A, L key sequence (the **Left** function) to make that column the rightmost column on the window.

To Scroll Right or Left a Specified Number of Columns

1. Press the Ctrl–A, Enter key sequence (the **Enter** function).

   The editor displays the ENTER box.

2. Type in the ENTER box the number of columns you want to move.

3. Press the Ctrl–A, R key sequence (the **Right** function) to scroll right; press the Ctrl–A, L key sequence (the **Left** function) to scroll left.

Chapter 4. Using the Help and Enter Command Keys

The **Help** command key lets you see an explanation of error messages, current screen conditions, and command keys.

You use the **Enter** command key to change the action of other command keys. When you press the **Enter** command key, the editor creates an ENTER box.

The **Enter** command key toggles the ENTER box on and off. You can either leave the ENTER box blank or enter an argument. *Arguments* consist of numbers, letters, or words that expand or change the way the commands work.

How to Use the Help Command Key with the INed Editor

The Help menu is a list of topics giving more information. For example, Keyboard Layouts displays keyboard charts for the editor. Two other topics on the Help menu are Suggestions for Your Menu and Suggestions for Your Print Menu. They contain examples of how to change the New Task menu and create a print profile.

To View the Help Menu

Press the F1 key (the **Help** function).

If an error message, menu, or special condition is on the screen, an explanation is displayed. Otherwise, the Help menu is displayed.

To remove the Help menu, press the F4 key (the **Cancel** function).

To Select Items from the Help Menu

Move the cursor to the desired topic, and press the Ctrl–A, Enter key sequence (the **Execute** function).

Note: The **Execute** and **Enter** functions are both used with the Ctrl–A, Enter key sequence, but for different purposes. See INed Editor Functions for the Standard Keyboard for more information.

The editor displays the topic selected. For example, the editor displays the Alphabetical List of Editor Commands menu when you select this topic from the Help menu.

To Display a Subtopic

Move the cursor to the subtopic and press the F11 key (the **Zoom In** function).

To Leave a Subtopic

To return to your file from a subtopic, press the Ctrl–A, U key sequence (the **Use** function).

To return to the previous menu, press the F12 key (the **Zoom Out** function).

To display the next item on the menu (without returning to it), press the Ctrl–A, F12 key sequence (the **Next** function).

To display the previous item on the menu (without returning to it), press the Ctrl–A, F11 key sequence (the **Previous** function).

To View an Explanation of an Error Message, Menu, or Screen Condition

1. Press the F1 key (the **Help** function).

   Under normal conditions, the editor displays the Help menu. However, use the Help key to display additional information about:

   – Error messages. If a popup error message is displayed on the window and you press the F1 key (the **Help** function), another popup box explains the cause of the error and what to do.

   – Menus. If a menu is on the window, pressing the F1 key (the **Help** function) displays an explanation of the menu item that the cursor is on.

   – Screen conditions. If a special condition exists (for example, if the cursor is out of the editor window), pressing the F1 key (the **Help** function) explains about the cursor and how to continue editing.

   The editor displays an explanation.

2. Press the F4 key (the **Cancel** function) to remove the Help message.

How to Use the Enter Command Key with the INed Editor

To Change the Function of Command Keys

1. Press the Ctrl–A, Enter (the **Enter** function).

2. Press the appropriate command key.

For some editor commands, you can press the command key, or you can press the Ctrl–A, Enter key sequence (the **Enter** function) and then press the command key without entering anything in the ENTER box. Pressing the Ctrl–A, Enter key sequence (the **Enter** function) before pressing the command key changes the way the command works.

For example, if you press the Delete key (the **Delete Char** function), the editor deletes the character at the cursor position. If you first press the Ctrl–A, Enter key sequence (the **Enter** function), and then press the Delete key (the **Delete Char** function), the editor deletes the rest of the line beginning at the cursor position.

You can also use the Ctrl–A, Enter key sequence (the **Enter** function) with the cursor motion keys to define a block or lines of text. For more information, see How to Move, Copy, and Delete Marked Text with the INed Editor.

To Create an ENTER Box and Enter a Value

1. Press the Ctrl–A, Enter key sequence (the **Enter** function).

   The editor creates an ENTER box. The Ctrl–A, Enter key sequence toggles the ENTER box on and off. (If you press the Ctrl–A, Enter key sequence more than once, the ENTER box is displayed and removed from display.)

2. Type an input value.

   Whatever you type is displayed in the box.

3. Press the appropriate command key.

   For example, if you press the F6 key (the **Insert Line** function), the editor inserts a blank line above the cursor. To insert ten blank lines, you can either press the F6 key ten times, or you can insert ten blank lines at once by pressing the Ctrl–A, Enter key sequence, typing 10 in the ENTER box, and pressing the F6 key.

To Repeat the Last Value

Press the Ctrl–A, A key sequence to reenter the last value or argument entered in the ENTER box (instead of pressing the Ctrl–A, Enter key sequence and retyping the value). This function is convenient if the wrong command key is pressed after typing a long value in the ENTER box.

1. Press the Ctrl–A, A key sequence (the **Last Arg** function).

   The ENTER box with the last value is displayed on the window.

2. Press the appropriate command key.

To Remove ENTER, Menu, and Message Boxes

Press the F4 key (the **Cancel** function).

Chapter 5. Manipulating Text

This chapter explains how to use the INed editor command keys to manipulate text efficiently. For example, you can delete, move, copy, and mark text.

You can delete text in several different ways. You can delete one character at a time, delete complete lines, delete several lines, or delete the remainder of a line.

You can mark text by complete lines, by boxes, or by text lines. You can then pick up the marked text (or a copy) and store it in the *pick-up stack buffer*, or you can delete it. A stack buffer stores text in sequence. The last text stored is the first text out. You can place (put down) the contents of the pick-up stack buffer in other areas of your text including into other files. You can put down a copy of the text and leave the text in the buffer, or you can put down the text and remove it from the buffer. You can also put down multiple copies of the text.

Note: The pick-up stack buffer only keeps text for the current editing session. When you exit the editor, it deletes all of the stack buffers.

You can select the text you want to replace by using the Ctrl–A, Up Arrow or Ctrl–A, Down Arrow key sequence (the **Search Up** or **Search Down** function). You can then use the Replace command key to replace the text.

How to Delete and Restore Text with the INed Editor

To Delete Characters Right of the Cursor

Text deleted this way cannot be recovered.

1. Move the cursor to the characters you want to delete, and press the Delete key (the **Delete Char** function).

   The cursor does not move. The character at the cursor position is deleted, and all characters located to the right of the cursor move left.

   As you hold down the Delete key, the editor continues to delete characters.

2. When you have deleted all the characters that you want to remove, release the Delete key.

To Delete Characters Left of the Cursor

Text deleted this way cannot be recovered.

1. Move the cursor to the right of the characters you want to delete, and press the Backspace key (the **Backspace** function).

   The cursor moves left one space, and the character to the left of the cursor is deleted. In insert mode, the remaining line of text moves left to fill the deleted character's position. In overwrite mode, the deleted character's position is space-filled, and the remaining line of text does not move.

   As you hold down the Backspace key, the editor continues to delete characters.

2. When you have deleted all the characters that you want to remove, release the Backspace key.

To Delete One or More Lines

1. Move the cursor to the line that you want to delete, and press the Ctrl–A, Delete key sequence (the **Delete Line** function).

   As you hold down the Delete key the editor continues to delete lines.

2. When you have deleted all the lines that you want to remove, release the Delete key.

To restore text deleted this way, see To Restore the Last Deleted Text.

To Delete a Specified Number of Lines

1. Move the cursor to the first line you want to delete, and press the Ctrl–A, Enter key sequence (the **Enter** function).

2. Type the number of lines you want to delete in the ENTER box, and press the Ctrl–A, Delete key sequence (the **Delete Line** function).

To restore text deleted this way, see To Restore the Last Deleted Text.

To Delete from the Cursor to the End of the Line

1. Move the cursor to the first character that you want to delete, and press the Ctrl–A, Enter key sequence (the **Enter** function).

2. Press the Delete key (the **Delete Char** function).

To restore text deleted this way, see To Restore the Last Deleted Text.

To Delete to the End of the Line and Join the Next Line

1. Move the cursor to the first character that you want to delete, and press the Ctrl–A, Enter key sequence (the **Enter** function).

2. Press the Ctrl–A, Delete key sequence (the **Delete Line** function) to delete the rest of the line and move the following line into the deleted space.

To restore text deleted this way, see To Restore the Last Deleted Text.

To Restore the Last Deleted Text

Move the cursor to the line where you want the text restored, and press the Ctrl–A, I key sequence (the **Restore** function) to restore the last deleted text or line at the cursor line location.

Each time you delete lines of text, the editor stores the deleted text in a stack buffer.

When you press the Ctrl–A, I key sequence, the editor restores the last deleted text at the cursor line, moving the cursor line down to make room for the restored text.

If you continue to press the Ctrl–A, I key sequence, the editor restores all of the text you deleted in the current editing session.

For example, if you delete lines 2, 3, and 4 of the following text:

```
1 uuuuuuuuuuuuuuuu
2 The ABC Company
3 1234 North Drive
4 Austin, TX
5 vvvvvvvvvvvvvvvv
```

the text looks like this:

```
1 uuuuuuuuuuuuuuuu
5 vvvvvvvvvvvvvvvv
```

and the delete buffer contains:

```
4 Austin, TX
3 1234 North Drive
2 The ABC Company
```

If the cursor is under a character on line 5 and you press the Ctrl–A, I key sequence one time, the result is:

```
1 uuuuuuuuuuuuuuuu
4 Austin, TX
5 vvvvvvvvvvvvvvv
```

If you press the Ctrl–A, I key sequence two more times, the result is:

```
1 uuuuuuuuuuuuuuuu
2 The ABC Company
3 1234 North Drive
4 Austin, TX
5 vvvvvvvvvvvvvvv
```

To Restore More Than One Copy of the Last Deleted Line

1. Move the cursor to the line where you want the text restored, and press the Ctrl–A, Enter key sequence (the **Enter** function).

2. Type the number of copies you want restored in the ENTER box, and press the Ctrl–A, I key sequence (the **Restore** function).

How to Move, Copy, and Delete Marked Text with the INed Editor

When you pick up text, you take it out of its place in the file being edited and store it temporarily in a buffer. You can then put it down somewhere in the file, or you can put down a copy of it, leaving the text itself in the buffer.

Blocks of text can be complete lines of text, boxes of text, or text lines. Mark the text depending on your need. For example, it is usually better to box–mark text in a column format and text-mark sentences within a paragraph.

You can use motion functions such as the Ctrl–A, Page Up (the **Page Up** function); Ctrl–A, Page Down (**Page Down** function); Ctrl–A, L (**Left** function); Ctrl–A, R (**Right** function) key sequences, and the Enter key (**Return** function) either to begin to mark text or to continue to mark text.

The way the editor makes space for the text you move or copy depends on how you marked the text:

- If you pick up and put down box-marked text, the editor moves the existing text to the right of the column of text you put down.

- If you pick up and put down text-marked text, the editor moves the existing text down.

- If you move text to an existing line, the text after the cursor is added to the end of the text.

   Note: The pick-up stack buffer only keeps text for the current editing session. When you exit the editor, it deletes all of the stack buffers.

To Mark Complete Lines of Text

1. Place the cursor on either the first or last line that you want to mark, and press the Ctrl–A, Enter key sequence (the **Enter** function).

2. Use the Up or Down Arrow keys to mark a block of text consisting of complete lines of text.

   The editor highlights the column of text in which the cursor is moving.

   Note: Do not use the Right or Left Arrow keys. If you move to a different column, the editor marks the text as a box.

To Unmark Text

To unmark text, press the F4 key (the **Cancel** function) before you pick up or delete the marked text.

To Mark a Box of Text

When you mark a box of text, you indicate the upper-left corner and the lower-right corner of the box.

1. Place the cursor at the upper–left corner of the area you want to mark, and press the Ctrl–A, B key sequence (the **Box Mark** function).

   The following message replaces the full path name at the bottom of the screen:

   ```
   ****BOX/LINE****
   ```

2. Move the cursor one column to the right of the lower-right corner of the box area.

   The editor highlights the text from the beginning cursor position to the current cursor position. You can use most of the cursor control keys or window scrolling keys. Most of the other function keys and text entering keys do not work.

   Note: You must end a box mark one column to the right of the text you want to mark.

To Mark Text

When you mark text, you indicate the first and last letters of the text.

1. Place the cursor under the first letter of the text, and press the Ctrl–A, T key sequence (the **Text Mark** function).

   The following message replaces the full path name at the bottom of the screen:

   ```
   *******TEXT*******
   ```

2. Move the cursor one column to the right of the last letter of the text.

   The editor highlights the text from the beginning cursor position to the current cursor position. You can use most of the cursor control keys or window scrolling keys. Most of the other function keys and text entering keys do not work.

   Note: You must end the text mark field one character or space to the right of the text you want to mark.

To Pick Up Text

Mark the text or place the cursor on a line of text, and press the F7 key (the **Pick Up** function).

The marked text (or line of text) is removed from the window and is placed in the pick-up stack buffer.

To Pick Up a Copy of Text

Mark the text or place the cursor on a line of text, and press the F9 key (the **Pick Copy** function).

The marked text remains in the window and a copy is placed in the pick-up stack buffer.

To Put Down the Text from the Text Buffer

To put down the latest text in the pick-up stack buffer, move the cursor to the top-left position of the place where you want to put down the text, and press the F8 key (the **Put Down** function).

The editor removes the latest text in the pick-up stack buffer and puts it down at the cursor position. The next text in the stack buffer is then available to be put down.

To Put Down a Copy of the Text from the Text Buffer

To put down a copy of the latest text in the pick-up stack buffer, move the cursor to the top-left position of the place where you want to put down the text, and press the F10 key (the **Put Copy** function).

The editor puts down a copy of the text in the pick-up stack buffer but leaves the original copy in the stack buffer. You can press the F10 key to put a copy of this text in several places, one copy at a time.

To Put Down the Text from the Buffer Multiple Times

1. Move the cursor to the top-left position of the place where you want to put down the text, and press the Ctrl–A, Enter key sequence (the **Enter** function).

   The editor displays the ENTER box.

2. Type the number of copies you want inserted at the cursor position, and press the F8 key (the **Put Down** function).

To Put Down Multiple Copies of the Text from the Buffer

1. Move the cursor to the top-left position of the place where you want to put down the text, and Press the Ctrl–A, Enter key sequence (the **Enter** function).

   The editor displays the ENTER box.

2. Type the number of copies you want inserted at the cursor position, and press the F10 key (the **Put Copy** function).

To Delete Marked Text

Mark the text you want to delete, and press the Ctrl–A, Delete key sequence (the **Delete Line** function).

To Put Down Deleted Text

Move the cursor to the top-left position of the place where you want to put down the text, and press the Ctrl–A, I key sequence (the **Restore** function).

Note: Once you put down deleted text, the editor removes it from the delete buffer.

How to Search for and Replace Text with the INed Editor

To Search for a Character String

1. Press the Ctrl–A, Enter key sequence (the **Enter** function).

2. Type in the ENTER box the character string you want to find.

   Character strings are words or text you specify. When the editor finds the character string, the editor scrolls the window to display the character string, placing the cursor on the string's first character.

3. To search down toward the end of the file for the character string, press the Ctrl–A, Down Arrow key sequence (the **Search Down** function).

   To search up toward the beginning of the file for the character string, press the Ctrl–A, Up Arrow key sequence (the **Search Up** function).

   Use the following guidelines when you search for text:

   – When the editor does not find any more occurrences of the character string in the direction you are searching, it displays a message. You can press the F4 key (the **Cancel** function) to remove the message and then press the Ctrl–A, Down Arrow or Ctrl–A, Up Arrow key sequence to search in the opposite direction.

   – The editor only finds strings that exactly match the string you typed in the ENTER box, including its uppercase and lowercase letters. For example, if you type `March`, the editor locates `March`, but not `march` or `MARCH`.

   – The editor treats a blank space like any other character. For example, if you enter `he` with a blank space before the `h`, the editor locates `here` but not `(here` or `the`.

   To stop a search before it completes processing, press the Ctrl–C key sequence (the **Break** function). The editor displays the following message:

   `Stopped.`

   If the search completes before you press the Ctrl–C key sequence, the operation is not undone.

   Note: Some keyboards have the word Break engraved on a key. This key is not necessarily equivalent to the Ctrl–C key sequence (the **Break** function).

4. Continue to press the Ctrl–A, Down Arrow or Ctrl–A, Up Arrow key sequence to search for other occurrences of the character string.

To Search for Another Occurrence of a Word

1. Move the cursor to the first character of the word to be used as the search character string, and press the Ctrl–A, Enter key sequence (the **Enter** function).

2. To search down toward the end of the file for the character string, press the Ctrl–A, Down Arrow key sequence (the **Search Down** function).

   To search up toward the beginning of the file for the character string, press the Ctrl–A, Up Arrow key sequence (the **Search Up** function).

When you search for an existing word, the search character string begins at the character the cursor is on and ends at the character in front of the next blank. For example, if the cursor is on the letter `r` in the word `bright` and you press the Ctrl–A, Enter key sequence, and then the Ctrl–A, Down Arrow key sequence (the **Search Down** function), the editor looks for the next occurrence of the character string `right`.

To Replace Text

1. Press the Ctrl–A, Enter key sequence (the **Enter** function) and type in a word to search for in the ENTER box.

2. Press the Ctrl–A, Down Arrow or Ctrl–A, Up Arrow key sequence to move the cursor to the text you want to replace.

3. Press the Ctrl–A, Enter key sequence (the **Enter** function).

4. To replace the text, type the new text in the ENTER box.

5. Press the Ctrl–A, = key sequence (the **Replace** function).

6. Repeat steps 2, 3, and 5 until you replace all instances of the text string.

   For example, to search for `blossom` and replace it with `bloom` in the following text:

   `Blue Sage is one of the most widely distributed Salvia species.`

   Press the Ctrl–A, Enter key sequence, type the word `blossom` in the ENTER box, and press the Ctrl–A, Down Arrow key until you locate the first `blossom` you want to replace.

   Press the Ctrl–A, Enter key sequence, type the word `bloom` in the ENTER box, and press the Ctrl–A, = key sequence. The word `blossom` is in the search buffer, the word `bloom` is in the replacement buffer, and the text looks like this:

   ```
   Blue Sage is one of the most widely distributed
   Salvia species. In Texas it starts to bloom in
   April and continues to blossom much of the summer.
   ```

   Press the Ctrl–A, Down Arrow key sequence to find the next `blossom` and press the Ctrl–A, = key sequence. The text looks like this:

   ```
   Blue Sage is one of the most widely distributed
   Salvia species. In Texas it starts to bloom in
   April and continues to bloom much of the summer.
   ```

   Note: If you want to replace a text string throughout a file, you can use the **rpl** filter command.

Chapter 6. Inserting Text

At the beginning of each editing session, the editor puts your keyboard in insert mode. The **Insert Mode** command key lets you switch between insert and overwrite modes. The bottom of the editor screen reads either `INSERT` or `OVERWRITE`. Insert and overwrite modes affect all keyboard characters.

How to Insert Text with the INed Editor

To Switch between Insert and Overwrite Modes

Press the Insert key (the **Insert Mode** function).

In insert mode, you can type new text in the middle of existing text without deleting anything. For example, if the cursor is at the comma in the following text:

```
He who laughs, laughs best.
```

and you type the word `last`, the new text is placed directly in front of the cursor, as follows:

```
He who laughs last, laughs best.
```

In overwrite mode, you can type over existing text. For example, if the cursor is on the last letter of the word `lasts` in the following text:

```
He who laughs lasts.
```

and you type the following string:

```
, laughs best.
```

the editor replaces everything you type over with the new text:

```
He who laughs last, laughs best.
```

To Switch between the Current Font and Continuous Underline

Press the Ctrl–A, F key sequence (the **Font** function).

When you begin to edit a file, the font you type with (the default font for the INed editor) is Roman, and the alternate font is continuous underline.

To Display or Change the Current Font

Font changes affect only the text that you type after you change the font. To change the font for existing text, you must first change the font, and then retype the text.

1. Press the Ctrl–A, Enter key sequence (the **Enter** function).

2. Type one of the following characters in the ENTER box, and press the Ctrl–A, F key sequence (the **Font** function):

Key	Action
?	Displays the current and available fonts.
r	Roman font (not underlined).
w	Word–underline font. Each word is underlined, but spaces and punctuation are not underlined.
c	Continuous–underline font. Everything you enter, including spaces and punctuation, is underlined.
g	Graphics font. You can enter graphic characters on the display by typing the following keys:

Key	Graphic Character
s	Upper–left corner box
t	Top–side middle
d	Upper–right corner box
w	Left–side middle
q	Horizontal line
a	Vertical bar
z	Intersection
e	Right–side middle
f	Lower–left corner box
r	Bottom–side middle
g	Lower–right corner box.

Note: Use the Ctrl–A, P key sequence (the **Print** function) to print graphic characters. (How the graphic characters print depends on your printer.)

To Reset the Current Font to Roman

1. Press the Ctrl–A, Enter key sequence (the **Enter** function).

2. Press the Ctrl–A, F key sequence (the **Font** function).

To Type a Control Character

Press the Ctrl–A, Q key sequence (the **Quote** function), and type the character that corresponds to the desired control character.

Control characters are nonprinting characters. Some control characters perform formatting functions in text files. You can use the Ctrl–A, Q key sequence to insert one control character at a particular location in text. An example of a control character is `FF` (form feed). To enter a form–feed character, press the Ctrl–A, Q key sequence, and then type the letter `l`. See INed Editor ASCII Control Characters for more information.

Note: To print files formatted with control characters, go to the system prompt and use the operating system **qprt** command. The Ctrl–A, P key sequence (the **Print** function) does not recognize the control characters that you enter with the Ctrl–A, Q key sequence.

To Insert One Line

Move the cursor to the line directly below the place where you want the new lines to be inserted, and press the F6 key (the **Insert Line** function).

In the following example, a blank line needs to be inserted between the end of one paragraph and the beginning of the next paragraph:

```
this beginning will serve as a helpful guide to
our initial system introduction.
    Please feel free to call if you have any
questions or problems.
```

Move the cursor anywhere on the line that starts with `Please feel free` and press the F6 key. The result is:

```
this beginning will serve as a
helpful guide to our initial system introduction.
    Please feel free to call if you have any
questions or problems.
```

To Insert Multiple Lines

1. Move the cursor to the line directly below where you want the new lines to be inserted, and press the Ctrl–A, Enter key sequence (the **Enter** function).

    The editor displays the ENTER box.

2. Type in the ENTER box the number of lines you want to insert, and press the F6 key (the **Insert Line** function).

In the following example, two lines for a signature need to be inserted within the following:

```
Sincerely yours,
Lila Beardorf
Vice President, Ecological Affairs
```

Move the cursor to the line `Lila Beardorf`, press the Ctrl–A, Enter key sequence, type the number `2` in the ENTER box, and press the F6 key. The result is:

```
Sincerely yours,
Lila Beardorf


Vice President, Ecological Affairs
```

Chapter 7. Formatting Text

When you access a file, the editor's standard format is in effect. For example, the margins are set in column 1 and column 77. You can change the margins, format text within the margins, and center text. You can also enter and delete tabs for an editing session and enter special control characters.

How to Format Text with the INed Editor

If you want to indent only one line, use the Tab key.

If you have several lines of text to format or indent, change the margins. When you change the margins, the new margin settings apply only to:

- Text you enter after you change the margins

- Paragraphs you format with the F5 key (the **Format** function)

- Lines you center with the Ctrl–A, C key sequence (the **Center** function).

The tab stops you set and remove and the margins you change using the Ctrl–A, C key sequence (the **Center** function) or the F5 key (the **Format** function) affect only the current editing session. When you exit the file and then return to that file, the original tab stops and margins are in effect.

When the editor saves a file, it may change multiple blank spaces at the beginning of a line to tab characters.

To Set or Remove Tab Stops

The `t` characters above the editing window mark the positions of the current tab stops.

To remove a tab stop, move the cursor to the column where you want to remove the tab stop, and press the Ctrl–A, Enter key sequence (the **Enter** function). Then press the Ctrl–A, V key sequence (the **Set Tab** function).

To set a tab stop, move the cursor to the column where you want to set the tab stop, and press the Ctrl–A, V key sequence (the **Set Tab** function).

To Change the Left Margin

The `l` character above the editing window marks the current position of the left margin.

To move the left margin, move the cursor to the column where you want your left margin, and press the Ctrl–A, M key sequence (the **Margin** function).

To return the left margin to its original position, move the cursor to the first column in the window, and press the Ctrl–A, M key sequence (the **Margin** function).

To Change the Right Margin

The `r` character above the editing window marks the current position of the right margin.

Move the cursor to the column where you want your right margin, and press the Ctrl–A, Enter key sequence (the **Enter** function). Then press the Ctrl–A, M key sequence (the **Margin** function).

You can change the right margin to any column between 1 (one) and 200. If you want lines that are longer than the editor window, press the Ctrl–A, R key sequence (the **Right** function) to move the window beyond the edge of the current window, then move the cursor to the column you want.

To Change Both Margins

1. Move the cursor to the column where you want your left margin, and press the Ctrl–A, Enter key sequence (the **Enter** function).

2. Move the cursor to the column where you want your right margin, and press the Ctrl–A, M key sequence (the **Margin** function). The text will be highlighted as you move the cursor, and the path name field now has BOX/LINE.

To Format a Paragraph

The format feature is convenient if you changed the margins or made changes and now have ragged or broken lines. Formatting causes the text to fill in to fit the current margin settings from the cursor position to the end of the paragraph. The indentation of the first line of the paragraph does not change.

To format a paragraph, move the cursor to the first line of the paragraph you want to format, and press the F5 key (the **Format** function). (A paragraph contains text that is separated from other text by a blank line.)

For example, if your text looks like the following and your right margin is in column 50:

```
    Users' meetings provide a forum
for system operators to learn new techniques and share common
problems with
other people in their company.
```

you can press the F5 key to format the text as follows:

```
    Users' meetings provide a forum
for system operators to learn new techniques and share common
problems with other people in their company.
```

For some text you may get unexpected results when you press the F5 key. For example, if this is how your text looks:

```
P. Grant        994-9994
J. Rhodes       995-9995
B. Rouse        996-9996
C. Travenia     997-9997
L. Washington   998-9998
```

and you press the F5 key, the result is:

```
P. Grant   994-9994 J. Rhodes    995-9995 B. Rouse
  996-9996 C. Travenia    997-9997  L. Washington 998-9998
```

The editor places the original text in the delete buffer. If you press the F5 key and do not like the results, you can press the Ctrl–A, I key sequence (the **Restore** function) to return the paragraph to its original format. (The editor places the original text at the cursor position, followed by the restored text.)

You can also format text with the **fformat** command, **fill** or **ffill** command and **just** or **fjust** command.

To Center One Line or Multiple Lines between Margins

Move the cursor to any place on the first line you want centered.

To center one line, press the Ctrl–A, C key sequence (the **Center** function).

To center multiple lines, press the Ctrl–A, Enter key sequence (the **Enter** function), and type in the ENTER box the number of lines to center.

The editor centers the text between the margins. If you have not set margins for the document, the editor centers the text within the window.

To Center Multiple Lines between Margins

Type in the ENTER box the number of lines to center.

The editor centers the text within the margins. If you have not set margins for the document, the editor centers the text within the window.

To Center a Block of Text

1. Place the cursor on the first or last line of the block of text, and press the Ctrl–A, Enter key sequence (the **Enter** function).

2. Move the cursor up or down to mark the lines, and press the Ctrl–A, C key sequence (the **Center** function).

To Split a Line

Move the cursor under the first character you want to move to the new line, and press the Ctrl–A, Enter key sequence (the **Enter** function).

Press the F6 key (the **Insert Line** function).

When you split lines, part of the text remains on the original line and the rest of the text moves to a new line. For example, to split the following line of text:

```
Jack and Jill went up the hill To fetch a pail of
water
```

move the cursor under the letter `T` of the word `To`, press the Ctrl–A, Enter key sequence, and then press the F6 key. The editor splits the text as follows:

```
Jack and Jill went up the hill
To fetch a pail of water.
```

Chapter 8. Controlling Windows and Refreshing the Screen

This chapter discusses how to create additional windows, remove windows, alternate two files in a window, and refresh the screen.

The top and bottom lines of the editor screen display the status of the window that contains the cursor. The bottom line displays the file name and the line number of the cursor window.

You can create additional windows, which can contain either the file you are editing or a different file. This means that you can edit one file while you view another file, view several files on the same screen, or move text from one file window to another.

When you specify a new file, the current file becomes the alternate file. You can switch between these two files by pressing the Ctrl–A, U key sequence (the **Use** function). The editor keeps the cursor position of both files. If you specify the current file as the alternate file, you can switch between two places in the same file without losing your cursor position. You can continue to specify more current files, but you can only alternate between the last two files you specify.

You can use additional windows to do the following:

- View and edit two or more files at the same time.

- View and edit the same file in two or more file locations.

- Use the same pick-up stack buffers for each of the files. For example, using the block functions, you can move or copy text from one file to another file.

- Use the delete buffer to delete text from one file and restore it in another file.

- Use the search buffers and replace buffers to search and replace the same text in more than one file.

How to Create and Remove Windows with the INed Editor

To Create a Window Containing the Current File

Move the cursor to the new window position.

To create a vertical window, place the cursor on the top line of the current window, but not in the first column, and press the Ctrl–A, W key sequence (the **Window** function).

To create a horizontal window, place the cursor elsewhere within the window, and press the Ctrl–A, W key sequence (the **Window** function).

To Create a Window Containing a Specified File

1. Move the cursor to the new window position.

   To create a vertical window, place the cursor on the top line of the current window, and press the Ctrl–A, Enter key sequence (the **Enter** function).

   To create a horizontal window, place the cursor elsewhere within the window, and press the Ctrl–A, Enter key sequence (the **Enter** function).

   The editor displays the ENTER box.

2. Type the name of a file to be edited, and press the Ctrl–A, W key sequence (the **Window** function).

    The information above and below the window changes to reflect the status of the window containing the cursor. For example, the full path name contains the name of the file that you selected.

To Remove All Windows Except the Window Containing the Cursor

Move the cursor to the window you want to keep, press the Ctrl–A, Enter key sequence (the **Enter** function), and then press the Ctrl–A, W key sequence (the **Window** function).

How to Access Different Windows with the Editor

To move to the window that was created immediately after the current window, press the Ctrl–A, N key sequence (the **Next Window** function).

To move to the window that was created immediately before the current window, press the Ctrl–A, Enter key sequence (the **Enter** function), and then press the Ctrl–A, N key sequence (the **Next Window** function).

You can move to another window in either of the following ways:

*   Press the Ctrl–A, N key sequence (the **Next Window** function) repeatedly to cycle among the windows.

*   Use the cursor movement keys to move the cursor into the desired window.

How to Alternate Files and Refresh the Screen with the INed Editor

To Specify a New File in the Editor Window

1. Press the Ctrl–A, Enter key sequence (the **Enter** function).

2. Type the file name you want to edit in the ENTER box, and press the Ctrl–A, U key sequence (the **Use** function).

    The editor window changes to the specified file name.

To Alternate the Current File with the Alternate File

Press the Ctrl–A, U key sequence (the **Use** function).

The editor window changes to the other file.

To Clear and Redraw the Screen

Press the Ctrl–A, Z key sequence (the **Refresh** function).

If a system message is displayed on the screen or if the display has become garbled, the Ctrl–A, Z key sequence clears the screen and redraws the display as it was before the message or problem occurred. It does not erase or delete any text in the window.

Chapter 9. Manipulating Files and Directories

This chapter discusses how to use editor command keys when working in files, directories, and the File Manager.

By using the File Manager screen and the appropriate command keys, you can do the following from within an INed session:

- Create files and directories.

- Access files and move among directories.

- Copy and move files into directories.

- Rename files and directories.

- Delete and recover files and directories.

How to Manipulate Files and Directories with the INed Editor

To Print a File

1. Be sure your printer is turned on and ready to print. Follow the instructions that came with your printer.

2. Access the file you want to print. To print with the Print menu, the file must be in the editor window.

3. Press the Ctrl–A, P key sequence (the **Print** function). The editor displays a Print menu.

4. Move the cursor to one of the following options on the menu and press the Ctrl–A, Enter key sequence (the **Enter** function):

   – **Print on default printer**

   The editor displays the following message:

   ```
   Printing on the default printer
   ```

   and prints the file on the default printer. This option prints the file name and the page number at the top of each page unless your print profile has been changed. See To Create a Print Profile for more information.

   – **Print (ask for options)**

   The editor displays a Print Options box. Type the print options (flags) you want in the box and press the Ctrl–A, Enter key sequence (the **Enter** function). The editor prints the file on the line printer using the options you specified.

   For example, to print a file that is wider than 80 columns, enter the **–cdp** flag in the Print Options box. The **–cdp** flag is the **piobe** command flag for condensing the print. (When you finish printing the file, you should turn the condensed print off by entering the **–cocdp** flag.) For information about the other available print options, see the **qprt** and **piobe**commands.

   – **Print to file (overwrite)**

   To print to a file means to copy (write) the contents of the file you are editing to another file. If you copy a file into an existing file, the file you are printing replaces any text in the file you are printing to.

   The editor displays the following message:

   ```
   File for printing
   ```

To write the file into the default file shown in parentheses, press the Ctrl–A, Enter key sequence (the **Enter** function). To write the file into a specific file, type the file name or full path name and then press the Ctrl–A, Enter key sequence. If the file does not exist, the editor displays a prompt. Press the Ctrl–A, Enter key sequence to create the file. While it prints the file, the editor displays the following message:

```
Printing to file
```

– **Print to file (append)**

To print to a file means to copy (write) the contents of the file you are editing to another file. If you append a file, the information is written to the end of the existing file without destroying its contents.

The editor displays the following message:

```
File for printing
```

To write the file into the default file shown in parentheses, press the Ctrl–A, Enter key sequence. To write the file into a specific file, type the file name or full path name and then press the Ctrl–A, Enter key sequence. (You can print more than one file into the file; each file is added to the end of the previous file.) If the file does not exist, the editor displays a prompt. Press the Ctrl–A, Enter key sequence to create the file. While it prints the file, the editor displays the message:

```
Printing to file
```

To Save Changes to the File You Are Editing

Press the Ctrl–A, S key sequence (the **Save** function).

The editor saves the changes and does not exit the file you are editing.

The editor also makes a copy of the file without the current changes and stores it in a file with the same base name as the original file and the **.bak** extension. (If you have not made any changes to the file, the editor does not rewrite the file, and the **.bak** file remains at the previous level.)

Note: The **.bak** files are only for text files.

The editor displays several popup messages while saving the file.

To Save Changes into a Different File

1. Press the Ctrl–A, Enter key sequence (the **Enter** function), and type the name of the file in which you want to store the copy of the file you are editing in the ENTER box. If you specify a new file name in the ENTER box, the editor creates the new file for you.

   Note: If you copy a file into an existing file, the file overwrites the existing file, destroying and replacing the text that is in the file.

2. Press the Ctrl–A, S key sequence (the **Save** function).

   The editor saves the changes and does not exit the file you are editing.

   The editor also makes a copy of the file without the current changes and stores it in a file with the same base name as the original file and the **.bak** extension. (If you have not made any changes to the file, the editor does not rewrite the file, and the **.bak** file remains at the previous level.)

   Note: The **.bak** files are only for text files.

   The editor displays several popup messages while saving the file.

To Copy a File

1. Access the File Manager screen and move to the directory containing the file you want to copy.

2. Move the cursor to the line of the file you want to copy, and press the F9 key (the **Pick Copy** function). The cursor moves to the next line.

3. To copy the file to a different directory, press the Ctrl–A, Enter key sequence, type the path name of the other directory in the ENTER box, and press the Ctrl–A, U key sequence (the **Use** function).

4. Press the F8 key (the **Put Down** function).

   The editor displays a message.

5. Type a name for the new file and press the Ctrl–A, Enter key sequence, or if you do not want to copy the file, press the F4 key (the **Cancel** function) instead.

   The editor creates the copy of the file you picked up. If you want to change the description of the file, press the Tab key to move the cursor to the Description field, press the Ctrl–A, Enter key sequence then the Delete key, and type the new description.

To Delete a File

1. Access the File Manager screen and move to the directory containing the file you want to delete.

2. Move the cursor to the line of the file you want to delete, and press the Ctrl–A, D key sequence (the **Delete Line** function).

   When you delete a file, the editor puts the deleted file in the delete buffer. You can restore the file to your directory by pressing the Ctrl–A, I key sequence (the **Restore** function). Deleted files and text are stored in the delete buffer only for the current editing session.

To Create a Directory

1. Access the File manager screen, and press the F6 key (the **Insert Line** function).

2. Type the new directory name in the `File` field, and press the Tab key.

3. Type a description for the new directory in the `Description` field, and press the F11 key (the **Zoom In** function). The Create File menu is displayed.

4. Move the cursor to the **Create a directory** option, and press the Ctrl–A, Enter key sequence.

   When you create a new directory, the editor displays a blank File Manager screen for the new directory. You can use this screen to create new files and directories. To exit this directory and return to the previous File Manager screen, press the F12 key (the **Zoom Out** function).

To Move from One Directory to Another Directory

1. Access the File Manager screen.

   The directory you are located in is your current directory. The File Manager screen displays each file in the current directory. The descriptions are typed in by the user and not created by the File Manager.

   Note: If you know the full path name of a directory, you can move to that directory by pressing the Ctrl–A, Enter key sequence, typing the full path name in the ENTER box, and pressing the Ctrl–A, U key sequence (the **Use** function).

2. To go to the parent directory level, press the F12 key (the **Zoom Out** function).

   To go to a subdirectory of the current directory, move the cursor to the name of the subdirectory and press the F11 key (the **Zoom In** function).

To Move to Your Home Directory

1. Press the F2 key (the **Menu** function) to display the New Task Menu.

2. Move the cursor to the **Show home directory** option, and press the Ctrl–A, Enter key sequence.

   The directory that ends with your user name is called your home directory (**$HOME**).

3. The editor displays the File Manager screen for your home directory.

To Rename a File or Directory

1. Access the File Manager screen and move to the directory containing the file or directory you want to rename.

2. Move the cursor to the line of the file or directory you want to rename, and press the Insert key (the **Insert Mode** function) to change from insert mode to overwrite mode.

3. Type the new name over the top of the old name.

   When you change a file or directory name, you can use most of the editing command keys. For example, if the new file name is shorter than the old file name, you can press the Delete key (the **Delete Char** function) to delete the remaining letters of the old file name.

To Move a File to Another Directory

1. Access the File Manager screen and move to the directory containing the file you want to move.

2. Move the cursor to the line of the file you want to move, and press the F7 key (the **Pick Up** function).

3. Move the cursor to a line in the File Manager screen of the directory in which you want to place the file, and press the F8 key (the **Put Down** function).

   When you move a file to another directory, the file is deleted from the original directory and stored in the directory you specify.

To Copy a File into Another Directory

1. Access the File Manager screen and move to the directory containing the file you want to copy.

2. Move the cursor to the line of the file you want to copy, and press the F9 key (the **Pick Copy** function).

3. Move to the File Manager screen of the directory in which you want to copy the file.

4. Move the cursor to a line, and press the F8 key (the **Put Down** function).

   When you copy a file to another directory, the file is left in the original directory, and an exact copy of it is stored in the directory you specify.

To Delete a Directory

1. Access the File Manager screen that contains the directory you want to delete.

2. Move the cursor to the line of the directory you want to delete, and press the Ctrl–A, D key sequence (the **Delete Line** function).

   When you delete a directory, the editor removes the directory and the entire directory structure (all of the files and directories it contains). The editor puts the deleted directory in the delete buffer. You can press the Ctrl–A, I key sequence (the **Restore** function) to restore the directory and any files it contained. Deleted directories and files are stored in the delete buffer only for the current editing session.

To Display a Hidden File or Details of a File or Directory

1. Access the File Manager screen, and press the F3 key (the **Local Menu** function).

   The editor displays the Local Menu.

   Note: When you become familiar with the Local Menu options, you can select the first two options without going to the Local Menu by using the Ctrl–A, F1 or Ctrl–A, F2 key sequence. To select an option, (1), (2), (4), or (5), highlight the appropriate Local Menu option by using the up or down arrow key, and then press the Ctrl–A, Enter key sequence (the **Execute** function). For more information on the function keys, see the INed Editor Functions for the Standard Keyboard.

2. Move the cursor to one of the following options, and press the Ctrl–A, Enter key sequence (the **Execute** function):

   `(1) Display Visible Files`

   Displays the File Manager screen for the current directory. To display or change which files are hidden in your File Manager screens, create a File Manager profile.

   `(2) Display All Files`

   Displays the File Manager screen containing all files in the directory, including hidden files. Hidden files are usually created and used internally by the system; most hidden files begin with a . (period). To display or change which files are hidden in your File Manager screens, create a File Manager profile.

   `(4) Show Details About Files`

   Displays the Detailed File Status screen showing some detailed file information for all the files in the directory.

   `(5) Show More Details About This File`

   Displays the Detailed File Status Information screen for a specific file.

To Recover a File or Directory

1. Access the File Manager screen of your home directory, and press the F3 key (the **Local Menu** function).

2. Move the cursor to the (2) Display All Files option, and press the Ctrl–A, Enter key sequence.

3. Move the cursor to the line containing the **.putdir** directory, and press the F11 key (the **Zoom In** function).

   When you delete a file or directory, the editor saves it in the **.putdir** directory. The editor prefixes the files in the **.putdir** directory with a number and a **.** (period). If you delete many files or directories, you should delete the contents of the **.putdir** directory periodically.

4. Move the cursor to the line containing the file or directory you want to restore, and press the F9 key (the **Pick Copy** function).

   Attention: Do not use the F7 key (the **Pick Up** function) or the Ctrl–A, D key sequence (the **Delete Line** function) unless you intend to remove the file or directory from the **.putdir** directory and make the file or directory unrecoverable.

5. To return to the File Manager screen, press the F12 key (the **Zoom Out** function).

6. To restore the file or directory, press the F8 key (the **Put Down** function).

To Change File or Directory Permissions

1. Access the File Manager screen containing the file or directory, and press the F3 key (the **Local Menu** function).

   If you are the owner of a file or directory, you can change the protection (permissions) at any time.

2. Move the cursor to the (4) Show Details About Files option, and press the Ctrl–A, Enter key sequence (the **Execute** function).

   The Detailed File Status screen displays information for the entire directory. The fields in this screen contain the following information:

File Name	**Name of the file or directory.**
T	Type of entry. An r indicates a regular text file or structured file, d indicates a directory, c indicates a character device, and b indicates a block device.
Owner	Owner of the file or directory.
Size	Size of the file or directory in bytes.
Modification Date	Date and time the file or directory was last modified.
Permissions	Permissions for owner, group, and others. An r indicates read permission, w indicates write permission, and x indicates execute permission.

   You can change the permissions either at this level or at the detailed file level.

   To change the permissions at the detailed file level, move to the appropriate directory or file, press the F3 key (the **Local Menu** function), move the cursor to option (5) Show More Details About This File, and press the Ctrl–A, Enter key sequence (the **Execute** function). The Detailed File Status Information screen displays information for the file.

   Move the cursor to the Permissions field. Change the permissions by changing to overwrite mode and typing the new permissions in the appropriate field.

3. To exit the Detailed File Status or Detailed File Status Information screen, do one of the following:

   – Press the F3 key (the **Local Menu** function), move the cursor to option (3) Return to normal directory display, and press the Ctrl–A, Enter key sequence (the **Execute** function).

   – Press the F12 key (the **Zoom Out** function) to return to the previous level.

Chapter 10. Running AIX and Filter Commands

You can run AIX commands either by putting the file you are editing on hold while the command runs or by running the command in a box. Filters are programs that take standard input, transform it in some way, and write to standard output. For example, you can use filter commands to replace specified text in a paragraph or file or to sort text into alphabetic or arithmetic order.

How to Run AIX Commands and Filter Commands from the INed Editor

To Run AIX Commands

1. Press the F2 key (the **Menu** function).

   The editor displays the New Task menu. The New Task menu lets you run operating system commands without leaving the editor.

2. Move the cursor to one of the following options, and press the Ctrl–A, Enter key sequence (the **Execute** function):

   – Execute AIX shell commands.

   – Run an AIX Shell Command within a Box.

   Note: Always select the Execute AIX shell commands option if:

   – The command requires a response.

   – You want to use the operating system command to make changes in the file you are editing.

   – You want to save the file you are editing before running the operating system command.

If you select the Execute AIX shellcommands option, the editor displays the message `Saving file` (the wording of this message may vary) and displays a shell prompt. Enter an operating system command or commands at the shell prompt. Press the Ctrl–D key sequence (the shell command to exit) to resume editing.

To Run AIX Commands in a Box

If you select Run an AIX Shell Command within a Box option, the editor displays the Shell command box. Type an operating system command in the box and press the Ctrl–A, Enter key sequence (the **Execute** function). The editor displays the message `Executing` and, when the command completes, displays the results of the operating system command in a box. If the command has no output, the editor displays the message `No output`.

Note: You can also run an operating system command in a box by pressing the Ctrl–A, Enter key sequence (the **Enter** function), typing the command in the ENTER box, and pressing the F2 key (the **Menu** function). The editor displays the message `Executing` (the wording of this message may vary) and displays the results in a box.

To Run Filter Commands

1. Press the Ctrl–A, Enter key sequence (the **Enter** function), and type the filter command in the ENTER box.

   Filters are commands that change files. For example, the **rpl** command is the INed editor filter command to replace text in a file. Some other useful operating system filter commands are the **nl**, **sort**, and **tr** commands. You can also use many other operating system commands as filters. For more information on commands, see Editor Commands.

2. Press the Ctrl–A, X key sequence (the **Do** function).

   The editor uses the following conventions when it runs a filter command:

   - Only the text from the cursor line to the end of the paragraph is affected, unless you specify otherwise. The end of a paragraph is a blank line or a line beginning with a **.** (period).

   - Text beyond the current paragraph must be specified as follows:

   - Enter the number of paragraphs to change, a space, and then the filter command.

   - Enter the number of lines to change followed by an `l` (lowercase letter L), a space, and then the filter command.

   - When you enter a filter command, it remains effective until you enter a new filter command or exit the editor. To rerun the most recently entered filter command, press the Ctrl–A, X key sequence (the **Do** function). To display (but not run) the most recently entered filter command, press the Ctrl–A, Enter key sequence (the **Enter** function) and then the Ctrl–A, X key sequence (the **Do** function).

   - Filter commands can contain several parameters. Separate parameters with a space. If a parameter contains a space or a special character, use ʹ (single quotation marks) or ʺ (double quotation marks) to enclose the parameter.

   - If you press the Ctrl–A, X key sequence (the **Do** function) and run an operating system command that is not a filter command, the output of the command replaces the text from the cursor to the end of the current paragraph. For example, you can use the operating system **cat** command to replace text with text from another file. (If you want to add the text, but not replace the current paragraph, you can run the **cat** command at a blank line.)

   - If the filter command produces no output, the paragraph is removed.

   To stop a filter command before it completes processing, press the Ctrl–C key sequence (the **Break** function). The editor displays a message like `Filter stopped`. If the command completes before you press the Ctrl–C key sequence (the **Break** function), the operation is not canceled or undone.

   Note: Some keyboards have Break engraved on the top of a key. This key does not necessarily issue the **Break** function.

To Perform a Simple Sort or Sort Numerically

1. Put the cursor on the first line you want to sort, and press the Ctrl–A, Enter key sequence (the **Enter** function).

2. To perform a simple sort, type `sort` in the ENTER box.

   To sort numerically, type the following in the ENTER box:

   `sort -n`

   The **sort** command has other flags that you can use to sort lines.

3. Press the Ctrl–A, X key sequence (the **Do** function).

   The editor displays the sorted lines in ascending or arithmetic order.

To Replace Text from the Current Line to the End of the Paragraph, by Paragraphs, or by Lines

1. Press the Ctrl–A, Enter key sequence (the **Enter** function).

2. To replace text from the current line to the end of the paragraph, type the following in the ENTER box, and press the Ctrl–A, X key sequence (the **Do** function):

   `rpl OldText NewText`

   where *OldText* is the text you want to replace and *NewText* is the new text.

   To replace text by paragraphs or by lines, type the following in the ENTER box:

   `Number rpl OldText NewText`

   where *Number* is either the number of paragraphs or the number of lines you want to search, *OldText* is the text you want to replace, and *NewText* is the new text.

   Text can consist of either one word or a phrase. For example, you can replace the word `priority` with the phrase `order of importance`. Use the following guidelines when you type text for the **rpl** command:

   – Capitalization is important. For example, typing `cheryl` does not change the words `Cheryl` or `CHERYL`. The **rpl** command contains information on how to search for uppercase or lowercase letters and other pattern-matching symbols.

   – Blanks are important. For example, if you replace `the` with `a` (with no blanks before and after `the`), words such as `them` and `other` become `am` and `oar`.

   – Separate single words with a blank. For example, to change `ski` to `sky`, type the following:

   `rpl ski sky`

   – Enclose phrases with ″ (double quotation marks). To change `sky` to `blue sky`, type the following:

   `rpl sky ″blue sky″`

   – Delete text by entering two ″ ″ (double quotation marks) following the text to be deleted, also enclosed in double quotation marks. To delete `blue sky`, type the following:

   `rpl ″blue sky″ ″″`

   – Replace text throughout a file by going to the top of the file and using at least the number of lines in the file to search and replace. If the file contains 550 lines, replace `blue sky` with `gray sky` by typing the following:

   `551 rpl ″blue sky″ ″gray sky″`

   – Only phrases that are on the same line are changed. If `blue` is the last word on one line and `sky` is the first word on the next line, the phrase `blue sky` is not changed.

   Editor Commands contains a list, with brief descriptions, of the editor commands.

Chapter 11. Using Profiles

The editor profile (**editorprf**) is a structured file that you can use to customize the editor by specifying the following:

- What the New Task menu contains

- What the Help menu contains

- Which files the editor should watch for changes

- Which directories the editor should search to locate forms, helpers, messages, and scripts.

You can also create a print profile (**printprf**) to modify your Print menu and a File Manager profile (**indexprf**) to change your File Manager screen.

How to Use Profiles with the INed Editor

To Create the Editor Profile File

Before you can customize the editor, you must create the **editorprf** file as follows:

1. Press the F2 key (the **Menu** function) to display the New Task menu.

2. Move the cursor to Edit Your Editor Profile, and press the Ctrl–A, Enter key sequence (the **Execute** function).

   If the **$HOME/profiles** directory and the structured file **editorprf** do not exist, the editor creates them for you. The editor then displays the Editor Profile File screen, which contains the following options:

   – Change the defaults in your New Task menu.

   – Change your Help menu.

   – Specify files for the editor to watch.

   – Specify editor search paths.

   – Change your keyboard mapping to a different national language.

   When the Editor Profile File screen is displayed, do one of the following:

   – Move the cursor to the option you want to edit and press the F11 key (the **Zoom In** function).

   – Return to the file you were editing by pressing the Ctrl–A, U key sequence (the **Use** function).

   – Exit the editor by pressing the Ctrl–A, D key sequence (the **Exit** function).

To Change the New Task Menu

1. Select MENU Options from the Editor Profile File screen.

   The Menu Options screen is displayed.

   When you change or add options in this screen, you change your New Task menu. You make changes by modifying the existing options or adding new options. For example, you could add an option to compile the current program file. Or, if you use a certain operating system command frequently, you can add it as an option.

2. Move the cursor to an existing menu option to change that option.

    OR

    Move the cursor to a blank line to add a menu option.

3. Press the F11 key (the **Zoom In** function) to display the Details of Menu Option screen.

4. Make the changes or the new entries you want:

    –   Enter the option as you want it displayed in the New Task menu in the `Description shown in menu` field.

    –   Enter one of the following in the `Type` field to specify how you want the option to work:

`form`	Changes to the named form.
`file`	Changes to the named file.
`helper`	Changes to the new helper.
`screen`	Clears the screen and runs the program.
`popbox`	Runs a program and displays the results in a popup box.

        If you select `screen` or `popbox`, the operating system processes the file or program. This means that you can enter | (pipe symbols) or **>**, **>>**, **<** (redirection symbols).

    –   Enter the command, file name, or helper in the `Name of file or program` field. You can enter shell and editor variables in addition to normal shell variables and operating system file names. Indicate a shell variable by typing a **$** (dollar sign) followed by the variable name. Underscore messages that you want to be displayed as a user prompt. In addition to any other shell variables you set, you can use these names:

$ALTFILE	Name of the alternate file.
$FORM	Name of the current form.
$FILE	Name of the file you are editing.
$HOME	Name of your home directory.
$HELPER	Name of the current helper.
$SYS	Editor directory where the helpers, forms, and help files are installed.

    –   Enter any character in the appropriate box if you want one of the following functions:

        –   `Sync and reopen file`. A character in this box causes the editor to save the file, run the menu option, and reopen the file. Use this box for any New Task menu option that can modify a file you are editing.

        –   `Save all files`. A character in this box causes the editor to save all text files and run the program. Use this box for any option that can read a file you are editing.

    Note: If there is not enough room in a field, press the Ctrl–A, R key sequence (the **Right** function) to scroll the field. Press the Ctrl–A, L key sequence (the **Left** function) to scroll back.

•   Press the Ctrl–A, S key sequence (the **Save** function).

    The changes you make are effective the next time you press the F2 key (the **Menu** function).

•   To exit this screen or the Menu Options screen, do one of the following:

•   Press the F12 key (the **Zoom Out** function) to return to the previous screen.

•   Press the Ctrl–A, U key sequence (the **Use** function) to return to your editing file.

•   Press the Ctrl–A, D key sequence (the **Exit** function) to return to the system prompt.

To Change the Help Menu

1. Select HELP Options from the Editor Profile File screen.

   The Help Options screen is displayed.

   When you change or add options in this screen, you change your Help menu. You make changes by modifying the existing options or adding new options. For example, you could add your own help information to the Help menu or create your own help menu.

2. Move the cursor to an existing menu option to change that option.

   OR

   Move the cursor to a blank line to add a menu option.

3. Make the changes or the new entries you want:

   – Enter the option as you want it displayed in the Help menu in the `Description shown in menu` field.

   – Enter one of the following (normally, `file`) in the `Type` field to specify how you want the option to work:

`form`	Changes to the named form.
`file`	Changes to the named file.
`helper`	Changes to the new helper.
`screen`	Clears the screen and runs the program.
`popbox`	Runs a program and displays the results in a popup box.

   – Enter the file name (or path name) in the `Name of file or program` field. You can enter shell and editor variables in addition to normal shell variables and operating system file names. Indicate a shell variable by typing a **$** (dollar sign) followed by the variable name. In addition to any other shell variables you set, you can use these names:

$ALTFILE	Name of the alternate file.
$FORM	Name of the current form.
$FILE	Name of the file you are editing.
$HOME	Name of your home directory.
$HELPER	Name of the current helper.
$SYS	Editor directory where the helpers, forms, and help files are installed.

4. Press the Ctrl–A, S key sequence (the **Save** function).

   The changes you make are effective the next time you view the Help menu.

5. Create a file that corresponds to the file name in this menu and put the help information into the file.

6. To exit this screen, do one of the following:

   – Press the F12 key (the **Zoom Out** function) to return to the Menu options screen.

   – Press the Ctrl–A, U key sequence (the **Use** function) to return to your editing file.

   – Press the Ctrl–A, D key sequence (the **Exit** function) to return to the system prompt.

To Enter Files for the Editor to Watch

1. Select Files the Editor Should Watch from the Editor Profile File screen.

   The Files the Editor Should Watch screen is displayed.

   The editor can watch files to see if they have changed. It does this by checking the files when you start the editor or refresh the screen. For example, if you have a mail file, the editor can check whether you have any new messages. Use this screen to enter any file that you want the editor to watch and display a message when the file changes.

2. Move the cursor to an existing menu option to change that option.

   OR

   Move the cursor to a blank line to add a menu option.

3. Make the changes or the new entries you want:

   – Enter a message in the `Message to display when the file changes` field. This is the message you receive when the editor notifies you of the file change.

   – Enter the file name (or path name) in the `Name of file` field. You can enter shell variables in this field.

4. Press the Ctrl–A, S key sequence (the **Save** function).

   The changes you make are effective immediately.

5. To exit this screen, do one of the following:

   – Press the F12 key (the **Zoom Out** function) to return to the Menu options screen.

   – Press the Ctrl–A, U key sequence (the **Use** function) to return to your editing file.

   – Press the Ctrl–A, D key sequence (the **Exit** function) to return to the system prompt.

To Change the Editor Search Paths

Use the Editor Search Paths screen to specify the search paths for the editor to use to find forms, helpers, messages, and scripts.

1. Select Editor Search Paths from the Editor Profile File screen.

2. Move the cursor to the appropriate box, and enter the names of the directories, one per line, that you want the editor to look in. (Enter the directories in the sequence you want the editor to search.)

3. Press the Ctrl–A, S key sequence (the **Save** function).

   The changes you make are effective after you exit the editor.

4. If necessary, put the forms, helpers, messages, or scripts in the directories you specified.

5. Do one of the following to exit this screen:

   – Press the F12 key (the **Zoom Out** function) to return to the Menu options screen.

   – Press the Ctrl–A, U key sequence (the **Use** function) to return to your editing file.

   – Press the Ctrl–A, D key sequence (the **Exit** function) to return to the system prompt.

To Create a Print Profile

1. Press the Ctrl–A, Enter key sequence (the **Enter** function), type `/usr/lpp/msg/$LANG` in the ENTER box, and press the Ctrl–A, U key sequence (the **Use** function) to access the File Manager screen for the **profiles** directory.

2. Move the cursor to the **printprf** file, and press the F9 key (the **Pick Copy** function).

3. Press the F2 key (the **Menu** function), move the cursor to the Show Your Profiles Directory option, and press the Ctrl–A, Enter key sequence (the **Enter** function). If the **$HOME/profiles** directory does not exist, the editor creates it. The **$HOME/profiles** directory is then displayed.

4. Press the F8 key (the **Put Down** function), and then press the F11 key (the **Zoom In** function).

   The Print Options screen is displayed. When you change this screen, you change the options in your Print menu.

5. Move the cursor to an existing option to change that option.

   OR

   Move the cursor to a blank line to add a menu option.

6. To display the Details of Print Option screen, press the F11 key (the **Zoom In** function).

7. To make the changes or the new entries you want, do the following:

   – Enter the option as you want it displayed in the Print menu in the `Description shown in menu` field.

   – Enter the print output instructions in the `Command` field. You can enter these types of commands:

      – Operating system commands

      – | (pipe symbol)

      – **>** (redirect and overwrite symbol)

      – **>>** (redirect and append symbol).

   If you enter a | (pipe symbol) in the first column, the editor pipes the printed output through the specified program. If you enter **>** or **>>** (redirect symbols), the editor redirects the output to the specified file. If you enter an operating system command, the editor executes the command. If you leave the `Command` field blank, the Print Helper prompts for an operating system command. If you do not specify a file or program name after the pipe or redirect symbol, the Print Helper prompts for the missing information.

   You can enter the following shell and editor variables in addition to normal shell variables and operating system file names:

$ALTFILE	Name of the alternate file.
$FORM	Name of the current form.
$FILE	Name of the file you are editing.
$HOME	Name of your home directory.
$HELPER	Name of the current helper.
$PRTCMD	Expanded command (used only in the `Description for popbox`).
$PRTFILE	Name of the temporary print output file.
$SYS	Editor directory where the helpers, forms, and help files are installed.

   – Enter the message you want the editor to display while the print command is executing in the `Description for popbox` field.

   – Enter any character in the appropriate box if you want one of the following functions:

      – `Save all ASCII files`. A character in this box causes the editor to save all of the open text files before printing the file.

      – `Clear screen and run command`. A character in this box causes the editor to clear the screen before executing the print command.

      – `Display all output of command`. A character in this box causes the output of the print command to display in a popup box.

8. Press the Ctrl–A, S key sequence (the **Save** function).

   The changes you make are effective the next time you use the Print menu.

9. To exit this screen, do one of the following:

   – Press the F12 key (the **Zoom Out** function) to return to the previous screen.

   – Press the Ctrl–A, U key sequence (the **Use** function) to return to the **profiles** file.

   – Press the Ctrl–A, D key sequence (the **Exit** function) to return to the system prompt.

To Create a File Manager Profile

1. Press the Ctrl–A, Enter key sequence (the **Enter** function), type `/usr/lpp/msg/$LANG` in the ENTER box, and press the Ctrl–A, U key sequence (the **Use** function) to access the File Manager screen for the **profiles** directory.

2. Move the cursor to the **indexprf** file, and press the F9 key (the **Pick Copy** function).

3. Press the F2 key (the **Menu** function), move the cursor to the Show Your Profiles Directory option, and press the Ctrl–A, Enter key sequence (the **Enter** function). If the **$HOME/profiles** directory does not exist, the editor creates it. The **$HOME/profiles** directory is then displayed.

4. Press the F8 key (the **Put Down** function), and then press the F11 key (the **Zoom In** function).

   The Directory Helper Options screen is displayed. When you change this screen, you change the defaults in your File Manager.

5. To change an existing default, move the cursor to the appropriate field and modify it:

   – The first field lets you specify whether the editor updates (synchronizes) the directory listing if you create a file with the Ctrl–A, U key sequence (the **Use** function). The default for this is `x` for yes. No character in this field means that you must manually list files created with the Ctrl–A, U key sequence (the **Use** function). You can manually list these files by selecting the Local menu option (1) Display Visible Files.

   – The second field specifies the directory for storing deleted files and directories.

   – The third field specifies the files to be hidden. The default hidden files are any files that begin with a **.** (period) or end in **.bak**, **.index**, or **.old**. The * (asterisk is a pattern–matching character that means any character or characters.

6. Press the Ctrl–A, S key sequence (the **Save** function).

7. To exit this screen, do one of the following:

   – Press the F12 key (the **Zoom Out** function) to return to the previous screen.

   – Press the Ctrl–A, U key sequence (the **Use** function) to return to the **profiles** file.

   – Press the Ctrl–A, D key sequence (the **Exit** function) to return to the system prompt.

Chapter 12. Using the Local Menu and the History Display Menu

The Local Menu allows you to display hidden files and details of files and directories. *Hidden files* are usually created and used internally by the system. To display or change your hidden files, see (2) Display All Files in the following procedure.

You can use the History Display menu to access the different levels (history) of a structured file and keep track of changes to the file. The History Display menu lets you see previous versions of a file. By using menus and forms, you can save the current version or re-create an earlier version of a file, or you can remove the history of structured files.

Note: Start the INed editor to perform an INed function.

How to Use the Local Menu with the INed Editor

The following procedure describes how to use the Local Menu:

1. Access the File Manager screen by entering `e .` at the system prompt.

2. Press the F3 key (the **Local Menu** function).

3. Move the cursor to one of the following options, and press the Ctrl–A, Enter key sequence (the **Execute** function):

   (1) Display Visible Files

   Displays the File Manager screen for the current directory. To display or change which files are hidden in your File Manager screens, create a File Manager profile.

   (2) Display All Files

   Displays the File Manager screen containing all files in the directory, including hidden files. Hidden files are usually created and used internally by the system; most hidden files begin with a . (period). To display or change which files are hidden in your File Manager screens, create a File Manager profile.

   (4) Show Details About Files

   Displays the Detailed File Status screen showing some detailed file information for all the files in the directory.

   (5) Show More Details About This File

   Displays the Detailed File Status Information screen for a specific file.

   Note: When you become familiar with the Local Menu options, you can select the first two options without going to the Local Menu by using the Ctrl–A, F1 or Ctrl–A, F2 key sequence. To select an option, (1), (2), (4), or (5), highlight the appropriate Local Menu option by using the up or down arrow key, and then press the Ctrl–A, Enter key sequence (the **Execute** function). For more information on the function keys, see the INed Editor Functions for the Standard Keyboard.

How to Access Previous Versions of a File with the INed Editor

To Access the History of File Screen

1. Place the cursor on the file you want, and press the F2 key (the **Menu** function).

   The New Task menu is displayed.

2. Move the cursor to the Display the History of the Current File option.

   If this option is not on your menu, you can change the New Task menu to add it.

3. Press the Ctrl–A, Enter key sequence (the **Execute** function).

   The History of File screen is displayed.

   This screen shows the name of the user who edited the file, the date and time the editing session started, and the number of lines or records that were inserted, deleted, or changed.

4. To exit this screen, do one of the following:

   Press the F12 key (the **Zoom Out** function) to return to an editing session.

   OR

   Press the Ctrl–A, D key sequence (the **Exit** function) to end the editing session and return to the system prompt.

To Access the History of a Structured File

1. Press the F2 key (the **Menu** function).

   The New Task Menu is displayed.

2. Move the cursor to the Display the History of the Current File option.

   If this option is not on your menu, you can change the New Task menu to add it.

3. Press the Ctrl–A, Enter key sequence (the **Execute** function).

   The History of File screen is displayed.

4. Move the cursor to the version of the file you want to display and press the F11 key (the **Zoom In** function).

   The editor displays the version of the file you selected.

5. Press the F3 key (the **Local Menu** function).

   The History Display Options menu is displayed.

   Note: When you become familiar with the Local Menu options, you can select the first two options without going to the Local Menu by using the Ctrl–A, F1 or Ctrl–A, F2 key sequence. To select an option, (1), (2), (4), or (5), highlight the appropriate Local Menu option by using the up or down arrow key, and then press the Ctrl–A, Enter key sequence (the **Execute** function). For more information on the function keys, see the INed Editor Functions for the Standard Keyboard.

6. Move the cursor to one of the following options and press the Ctrl–A, Enter key sequence (the **Execute** function):

   (1) Show Time of this Version of the File.

   Displays the last modification time of the current version in a popup box.

   (2) Show Next Time.

   Displays the next version of the file.

   (3)Show Previous Time.

   Displays the previous version of the file.

(4) Redisplay History.

Displays the History of File screen.

(5) Save Current Version of File.

Allows you to save this version of the file.

7. To remove the History Display Options menu, press the F4 key (the **Cancel** function).

To Save a Version of a Structured File

1. Press the F2 key (the **Menu** function).

   The New Task menu is displayed.

2. Move the cursor to the Display the History of the Current File option.

   If this option is not on your menu, you can change the New Task menu to add it.

3. Press the Ctrl–A, Enter key sequence (the **Execute** function).

   The History of File screen is displayed.

4. Move the cursor to the version of the file you want to display and press the F11 key (the **Zoom In** function), and press the F3 key (the **Local Menu** function).

5. Move the cursor to (5) Save Current Version of File, and press the Ctrl–A, Enter key sequence (the **Execute** function).

   The editor displays the following message:

   `Enter file name.`

   Note: The wording of this message may vary.

   When you save a version of a structured file, you must give the version a new name or make the version you are saving the current version.

6. To save this version of the file and retain the current version, type a new file name and press the Ctrl–A, Enter key sequence (the **Execute** function).

   The new file name consists of one version. It has no history until changes are made to the new file. The current version retains all of the history.

   Note: If you press the Ctrl–A, Enter key sequence (the **Execute** function) without typing a new file name, the current version of the file is put into a **.bak** file. The version of the file you are viewing becomes the current version, and the entire history of the file is removed.

7. Press the F12 key (the **Zoom Out** function) to return to the History of File screen.

To Remove the History of Structured Files

To remove dots files without removing the history, use the **del** command.

To remove the history from only one file, use the **rmhist** command.

To remove ... files (files the editor creates when you edit text files) and the history from all of your structured files, use the following procedure:

Note: If you create many structured files, this procedure can take a long time to run. You may want to use the **at** command to schedule this procedure for a time when you are not using the system.

1. Press the F2 key (the **Menu** function).

   The New Task menu is displayed.

2. Move the cursor to Housekeep, and press the Ctrl–A, Enter key sequence (the **Execute** function).

   The messages `Executing "Housekeep"` and `No output from "Housekeep"` are displayed.

Appendix A. INed Editor Functions for the Standard Keyboard

This appendix includes information on the INed editor standard keyboard functions and the actions performed using these functions. If you are using the INed editor from within a dtterm window in the AIX Common Desktop Environment, refer to Keyboard Mappings for dtterm Windows. If you are using the INed editor from within an lft or aixterm environment, refer to Keyboard Mappings for the lft and aixterm Environments. If you are using the INed editor from within another environment, refer to the **keymaps** command.

Entering the INed Editor

e [ ] | [*File* [*Line* [*Column* [*SearchKey*]]]]

e	When used alone, brings up last file edited.
.	Opens File Manager.

File [*Line* [*Column* [*SearchKey*]]]

Starts INed editing *File* at the location specified.

Keyboard Mappings for dtterm Windows

The following sections describe the keyboard functions that are available for the INed editor when the INed editor is used in a dtterm window.

Note: The Execute and Enter functions are both used with the Ctrl–A, Enter key sequence, but for different purposes.

INed Editor Commands

Commands separated by commas should be entered in sequence.

The keystrokes for this editor may differ from those listed on the keycaps. The actual keystrokes are in parentheses after the command name.

ENTER, *n* (Ctrl–A, Enter, *n*)

Repeats action *n* times. Press Ctrl–A and Enter, and enter box appears. Type *n* in the box, and then the command to be repeated.

LAST ARG (Ctrl–A, A)

Repeats the last argument typed in the ENTER box.

MENU (F2)   Displays New Task menu from which you can choose to run AIX commands.

LOCAL MENU (F3)

Displays the Local Menu for current options.

Getting Help

HELP (F1)	Displays Help menu, or explanations of error messages, menu items, and special conditions.
EXECUTE (Ctrl–A, Enter)	
	Displays help on selected topic.
ZOOM IN (F11)	Displays help on selected subtopic.
USE (Ctrl–A, U)	Returns you to your file.
ZOOM OUT (F12)	
	Returns you to Commands List menu.
NEXT (Ctrl–A, F12)	
	Displays next item on menu without returning to the menu.
PREVIOUS (Ctrl–A, F11)	
	Displays previous item on menu without returning to the menu.
CANCEL (F4)	Removes help message.

Cursor Movement

LEFT ARROW	Moves left.
RIGHT ARROW	Moves right.
UP ARROW	Moves up.
DOWN ARROW	Moves down.
HOME (Ctrl–A, H)	
	Moves to top left corner of window.
BEGIN LINE (Ctrl–A, Left Arrow)	
	Moves to beginning of line.
END LINE (Ctrl–A, Right Arrow)	
	Moves to end of line.
RETURN (Enter)	
	Moves to beginning of next line of text.
TAB (Tab)	Moves to next tab stop.
BACKTAB (Ctrl–T)	
	Moves to previous tab stop.

Scrolling Text

LINES UP (Page Up)	
	Scrolls up. Default is one-third of a screen.
LINES DOWN (Page Down)	
	Scrolls down. Default is one-third of a screen.
PAGE UP (Ctrl–A, Page Up)	
	Scrolls up one page.

PAGE DOWN (Ctrl–A, Page Down)

    Scrolls down one page.

LEFT (Ctrl–A, L) Scrolls left. Default is one-third of a screen.

RIGHT (Ctrl–A, R)

    Scrolls right. Default is one-third of a screen.

GOTO (Ctrl–A, G)

    Scrolls to top of file.

ENTER, GOTO (Ctrl–A, Enter, Ctrl–A, G)

    Scrolls to bottom of file.

ENTER, *n*, GOTO (Ctrl–A, Enter, *n*, Ctrl–A, G)

    Scrolls to line *n*.

Inserting, Moving, Deleting, and Restoring Text

INSERT MODE (Insert)

    Toggles between Insert mode (startup) and overwrite mode. In Insert mode, text is inserted before the cursor. In overwrite mode, entered text overwrites the text shown after the cursor.

INSERT LINE (F6)

    Inserts one line above cursor line.

ENTER, UP ARROW or DOWN ARROW (Ctrl–A, Enter, Up Arrow or Down Arrow)

    Marks a complete line of text. Move the cursor in the desired direction to mark more text.

MARK TEXT (Ctrl–A, T)

    Begins marking a piece of text. To end marking, move cursor to right of marked text and pick up or delete it.

MARK BOX OF TEXT (Ctrl–A, B)

    Begins marking a box of text. To end marking, move cursor to the right of the lower-right corner of the box area.

PICK UP (F7) Picks up marked text and puts it into buffer.

PICK COPY (F9)

    Copies marked text into buffer.

PUT DOWN (F8)

    Puts most recently picked up text after cursor.

PUT COPY (F10)

    Puts copied text after cursor.

DELETE CHAR (Delete)

    Deletes character at cursor. When repeated, deletes characters to right of cursor.

BACKSPACE (Backspace)

    Deletes characters to left of cursor.

DELETE LINE (Ctrl–A, Delete)

> Deletes marked text.

RESTORE (Ctrl–A, I)

> Restores most recently deleted text.

Searching and Replacing Text

Searches are case-sensitive.

ENTER, *String*, SEARCH DOWN

> (Ctrl–A, Enter, *String*, Ctrl–A, Down Arrow)
> Searches from the cursor down for first occurrence of *String*. For further occurrences of *String* in same direction, keep pressing SEARCH DOWN.

ENTER, *String*, SEARCH UP

> (Ctrl–A, Enter, *String*, Ctrl–A, Up Arrow)
> Searches from cursor up for first occurrence of *String*. For further occurrences of *String* in same direction, keep pressing SEARCH UP.

CANCEL (F4)   Reverses direction of search.

BREAK (Ctrl–C)   Stops search before it is complete.

ENTER, *NewText*, REPLACE

> (Ctrl–A, Enter, *NewText*, Ctrl–A, =)
> Replaces previously searched for *String* with *NewText*. If nothing is typed as *NewText*, deletes *String*.

Controlling Windows and Screens

NEXT WINDOW (Ctrl–A, N)

> Moves to the window that was created immediately after the current window.

PREVIOUS WINDOW (Ctrl–A, Enter, Ctrl–A, N)

> Moves to the window that was created immediately before the current window.

DELETE WINDOW (Ctrl–A, W, Ctrl–A, Enter, Ctrl–A, W)

> Deletes all windows, except the current window.

REFRESH (Ctrl–A, Z)

> Clears and redraws the screen.

Formatting Text

The INed editor sets page formatting features. Page formatting features are shown above the editor window. Each tab stop is shown with a `t`. Left and right margins are shown with `l` and `r`.

SET TAB (Ctrl–A, V)

        Sets tab stop at current column.

ENTER, SET TAB (Ctrl–A, Enter, Ctrl–A, V)

        Removes tab stop at current column.

MARGIN (Ctrl–A, M)

        Changes left margin to current column.

ENTER, MARGIN (Ctrl–A, Enter, Ctrl–A, M)

        Changes right margin to current column.

To move both margins at once, station cursor for left margin, press ENTER (Ctrl–A, Enter), move cursor for right margin, press MARGIN (Ctrl–A, M).

FORMAT (F5)   Resets paragraph to current margins. Original text is stored in delete buffer.

CENTER (Ctrl–A, C)

        Centers line of text.

FONT (Ctrl–A, F)

        Exchanges current font with alternate font, continuous underline.

QUOTE (Ctrl–A, Q)

        Inserts a special character.

Quitting and Saving Work

SAVE (Ctrl–A, S)

        Stores the changes made to the current file.

EXIT (Ctrl–A, D)   Saves files and quits.

ENTER, Q, EXIT (Ctrl–A, Enter, Q, Ctrl–A, D)

        Ignores file changes and quits.

QUIT (Ctrl–\ (Backslash))

        Cancels editor if other methods fail.

Printing

PRINT (Ctrl–A, P)

        Displays the print menu.

Running Filter Commands

The INed editor provides filters to change files.

FILTER   (Ctrl–A, Enter, *FilterCommand*, Ctrl–A, X)

DO (Ctrl–A, X)   Reruns the last filter command.

BREAK (Ctrl–C)   Stops the filter.

(1)	Ctrl–A, F1	Executes the (n)th option of the Local Menu (if valid).
(2)	Ctrl–A, F2	Executes the (n)th option of the Local Menu (if valid).
(3)	Ctrl–A, F3	Moves the window to the back.
(4)	Ctrl–A, F4	Closes the editing session.
(5)	Ctrl–A, F5	No effect.
(6)	Ctrl–A, F6	No effect.
(7)	Ctrl–A, F7	Gives the option to move the window.
(8)	Ctrl–A, F8	Gives the option to size the window.

Note: The keys that cause the **Break** and **Quit** functions may differ from the list. To determine which keys are in effect for your display, enter `stty -a` on the AIX command line. AIX displays a list showing the name of the key function, an equal sign, and the key sequence that performs that function.

For example, part of the stty list might look like this:

```
intr=^c
quit=^\
```

`intr` represents the Interrupt keys. (Interrupt is the same as Break.) If the `intr` entry shows `intr=^c` or `^C`, the Ctrl–C key sequence causes the **Break** function. The same is true for the `quit` character. For example, `quit=^\` indicates that the Ctrl–\ key sequence causes the **Quit** function.

Keyboard Mappings for the lft and aixterm Environments

The following sections describe the keyboard functions that are available for the INed editor when the INed editor is used in an lft or aixterm environment.

Notes:

1. If you use the INed editor in a windows environment that designates the Alt key for window–specific functions, turn on the Num Lock key to get the INed editor version of Alt key sequences.

2. Some keyboards have the words Ctrl/Act and Enter engraved on the tops of two separate keys. Use the Ctrl/Act key for the standard keyboard.

3. The **Execute** and **Enter** functions are both used with the Ctrl/Act key, but for different purposes.

INed Editor Commands

Commands separated by commas should be entered in sequence.

The keystrokes for this editor may differ from those listed on the keycaps. The actual keystrokes are in parentheses after the command name.

ENTER, *n* (Ctrl/Act, *n*)

> Repeats action *n* times. Press Ctrl/Act and enter box appears. Type *n* in the box, and then the command to be repeated.

LAST ARG (Alt–A)

> Repeats the last argument typed in the ENTER box.

MENU (F3)   Displays New Task menu from which you can choose to run AIX commands.

LOCAL MENU (F4)

> Displays the Local Menu for current options.

Getting Help

HELP (F1)   Displays Help menu, or explanations of error messages, menu items, and special conditions.

EXECUTE (Ctrl/Act)

> Displays help on selected topic.

ZOOM IN (F11)   Displays help on selected subtopic.

USE (Alt–U)   Returns you to your file.

ZOOM OUT (F12)

> Returns you to Commands List menu.

NEXT (Alt–F12)   Displays next item on menu without returning to the menu.

PREVIOUS (Alt–F11)

> Displays previous item on menu without returning to the menu.

CANCEL (Scroll Lock)

> Removes help message.

Cursor Movement

LEFT ARROW   Moves left.

RIGHT ARROW   Moves right.

UP ARROW   Moves up.

DOWN ARROW   Moves down.

HOME (Home)   Moves to top left corner of window.

BEGIN LINE (Alt–Left Arrow)

> Moves to beginning of line.

END LINE (Alt–Right Arrow)

> Moves to end of line.

RETURN (Enter)

Moves to beginning of next line of text.

TAB (Tab) Moves to next tab stop.

BACKTAB (Shift–Tab)

Moves to previous tab stop.

Scrolling Text

LINES UP (Page Up)

Scrolls up. Default is one-third of a screen.

LINES DOWN (Page Down)

Scrolls down. Default is one-third of a screen.

PAGE UP (Alt–Page Up)

Scrolls up one page.

PAGE DOWN (Alt–Page Down)

Scrolls down one page.

LEFT (Alt–L) Scrolls left. Default is one-third of a screen.

RIGHT (Alt–R) Scrolls right. Default is one-third of a screen.

GOTO (End) Scrolls to top of file.

ENTER, GOTO (Ctrl/Act, End)

Scrolls to bottom of file.

ENTER, *n*, GOTO (Ctrl/Act, *n*, End)

Scrolls to line *n*.

Inserting, Moving, Deleting, and Restoring Text

INSERT MODE (Insert)

Toggles between Insert mode (startup) and overwrite mode. In Insert mode, text is inserted before the cursor. In overwrite mode, entered text overwrites the text shown after the cursor.

INSERT LINE (F6)

Inserts one line above cursor line.

ENTER, UP ARROW or DOWN ARROW (Ctrl/Act, Up Arrow or Down Arrow)

Marks a complete line of text. Move the cursor in the desired direction to mark more text.

MARK TEXT (Alt–T)

Begins marking a piece of text. To end marking, move cursor to right of marked text and pick up or delete it.

MARK BOX OF TEXT (Alt–B)

Begins marking a box of text. To end marking, move cursor to the right of the lower–right corner of the box area.

PICK UP (F7) Picks up marked text and puts it into buffer.

PICK COPY (F9)

> Copies marked text into buffer.

PUT DOWN (F8)

> Puts most recently picked up text after cursor.

PUT COPY (F10)

> Puts copied text after cursor.

DELETE CHAR (Delete)

> Deletes character at cursor. When repeated, deletes characters to right of cursor.

BACKSPACE (Backspace)

> Deletes characters to left of cursor.

DELETE LINE (Alt–Delete)

> Deletes marked text.

RESTORE (Alt–Insert)

> Restores most recently deleted text.

Searching and Replacing Text

Searches are case-sensitive.

ENTER, *String*, SEARCH DOWN

> (Ctrl/Act, *String*, Alt–Down Arrow)
> Searches from the cursor down for first occurrence of *String*. For further occurrences of *String* in same direction, keep pressing SEARCH DOWN.

ENTER, *String*, SEARCH UP

> (Ctrl/Act, *String*, Alt–Up Arrow)
> Searches from cursor up for first occurrence of *String*. For further occurrences of *String* in same direction, keep pressing SEARCH UP.

CANCEL (Scroll Lock)

> Reverses direction of search.

BREAK (Ctrl–C)   Stops search before it is complete.

ENTER, *NewText*, REPLACE

> (Ctrl/Act, *NewText*, Alt–End)
> Replaces previously searched for *String* with *NewText*. If nothing is typed as *NewText*, deletes *String*.

Controlling Windows and Screens

NEXT WINDOW (Alt–N)

> Moves to the window that was created immediately after the current window.

PREVIOUS WINDOW (Ctrl/Act, Alt–N)

> Moves to the window that was created immediately before the current window.

DELETE WINDOW (Alt–W Ctrl/Act Alt–W)

> Deletes all windows, except the current window.

REFRESH (Alt–Z)

> Clears and redraws the screen.

Formatting Text

The INed editor sets page formatting features. Page formatting features are shown above the editor window. Each tab stop is shown with a `t`. Left and right margins are shown with `l` and `r`.

SET TAB (Alt–V)

> Sets tab stop at current column.

ENTER, SET TAB (Ctrl/Act, Alt–V)

> Removes tab stop at current column.

MARGIN (Alt–M)

> Changes left margin to current column.

ENTER, MARGIN (Ctrl/Act, Alt–M)

> Changes right margin to current column.

To move both margins at once, station cursor for left margin, press ENTER (Ctrl/Act), move cursor for right margin, press MARGIN (Alt–M).

FORMAT (F5) Resets paragraph to current margins. Original text is stored in delete buffer.

CENTER (Alt–C)

> Centers line of text.

FONT (Alt–F) Exchanges current font with alternate font, continuous underline.

QUOTE (Alt–Q) Inserts a special character.

Quitting and Saving Work

SAVE (Alt–S)   Stores the changes made to the current file.

EXIT (Alt–D)   Saves files and quits.

ENTER, *q*, EXIT (Ctrl/Act, *q*, Alt–D)

Ignores file changes and quits.

QUIT (Ctrl–\ (Backslash))

Cancels editor if other methods fail.

Printing

PRINT (Alt–Print Screen)

Displays the print menu.

Running Filter Commands

The INed editor provides filters to change files.

FILTER   (Ctrl/Act, *FilterCommand*, Alt–X)

DO (Alt–X)   Reruns the last filter command.

BREAK (Ctrl–C)   Stops the filter.

(1)	Alt–F1	Executes the (n)th option of the Local Menu (if valid).
(2)	Alt–F2	Executes the (n)th option of the Local Menu (if valid).
(3)	Alt–F3	Moves the window to the back.
(4)	Alt–F4	Closes the editing session.
(5)	Alt–F5	No effect.
(6)	Alt–F6	No effect.
(7)	Alt–F7	Gives the option to move the window.
(8)	Alt–F8	Gives the option to size the window.

Note: The keys that cause the **Break** and **Quit** functions may differ from the list. To determine which keys are in effect for your display, enter `stty -a` on the AIX command line. AIX displays a list showing the name of the key function, an equal sign, and the key sequence that performs that function.

For example, part of the stty list might look like this:

```
intr=^c
quit=^\
```

`intr` represents the Interrupt keys. (Interrupt is the same as Break.) If the `intr` entry shows `intr=^c` or `^C`, the Ctrl–C key sequence causes the **Break** function. The same is true for the `quit` character. For example, `quit=^\` indicates that the Ctrl–\ key sequence causes the **Quit** function.

Appendix B. Editor Commands

This appendix describes the following INed editor commands you can enter at the system prompt, run from the editor, and run as filters:

e	Starts the INed editor.
ghost	Reconstructs previous versions of an INed structured file.
history	Displays the history of an INed structured file.
keymaps	Displays INed command key layout for all keyboards.
newfile	Converts a text file into an INed structured file.
readfile	Displays the text of INed structured files.
rmhist	Removes the history information from INed structured files.
tdigest	Converts the **terms** files.
versions	Prints the modification dates of an INed structured file.

e Command

Purpose

Starts the INed editor.

Syntax

```
── e ──┬─────────────────────────────────────────────────────────────┐──►
       └─ File ─┬──────────────────────────────────────────────┐─┘
               └─ Line ─┬──────────────────────────────┐─┘
                       └─ Column ─┬──────────────┐─┘
                                 └─ SearchKey ─┘

►──┬──────────────────────────────────────────────┬──┬─────────────────┬──►
   └─ = Width x Height + Row + Column ─┘           └─ –b Number ─┘

►──┬─ –bwNumber ─┬──┬─ –rv ─┬──┬─ –fbFont ─┬──┬─ –fi FontSet ─┬──►

►──┬─ –fn FontName ─┬──┬─ –fs Font ─┬──┬─ –t ─┬──┤
```
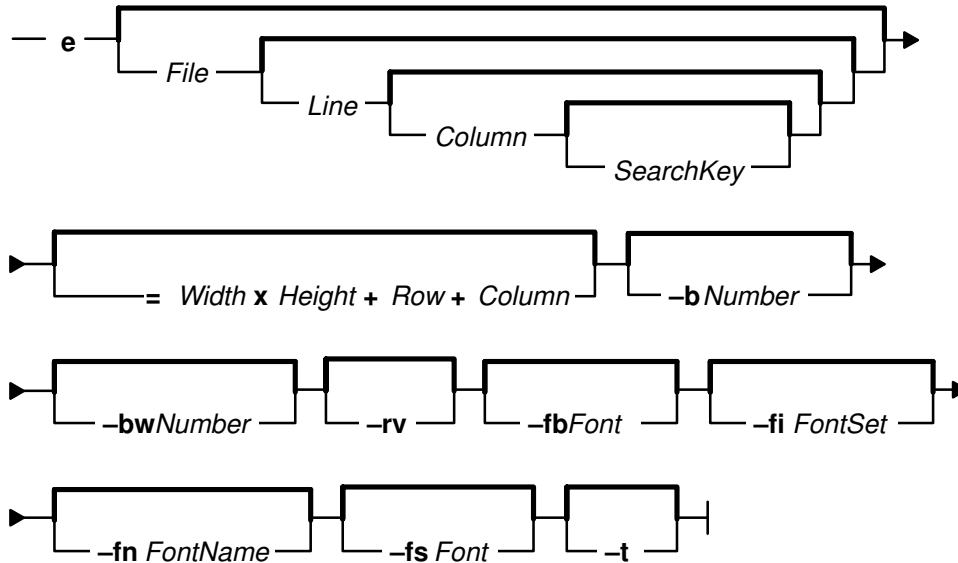
Description

The **e** command starts the INed full-screen editor. How the editor starts depends on the parameters you give the **e** command. For example:

e
Starts the editor at the file and cursor position displayed the last time you exited from the editor. If you were using multiple windows, only the file in the last active window is displayed. If the **$HOME/.estate** file does not exist, your current directory is displayed.

e *File*
Starts the editor at the first page of the specified file. If this file does not exist, the editor displays the menu to create it. The *File* parameter can be either a file in the current directory or a complete file path name.

You can enter as many as three additional parameters with the *File* parameter, as follows:

e *File Line*
Starts the editor at the specified line number (the *Line* parameter) where the cursor is to be positioned. If you do not specify a line number, line 1 is assumed.

e *File Line Column*
Starts the editor at the specified line number and the column number (the *Column* parameter) where the cursor is to be positioned.

e *File Line Column SearchKey*

Starts the editor at the line and column number where the cursor is to be positioned. A search down is then started to find the next occurrence of the search key (the *SearchKey* parameter). Enter:

```
File 0 0 SearchKey
```

to search from the beginning of the file.

If you are using the INed editor with AIXwindows, the window and border sizes and the font can be changed with **e** command flags.

Use the **TERM** environment variable to indicate the terminal type in the terminal description file.

While you can use a **TDESC** shell variable to specify the full path name of an alternative terminal description file to use in place of the default, you must produce that file with the **tdigest** command.

Flags

Use the following flags only when running the INed editor in AIXwindows. You can use any of these flags separately or together to change the INed window characteristics.

=*Width***x***Height***+***Row***+***Column*

Sets the size and placement of the INed window when using AIXwindows. The *Width* and *Height* variables designate the size of the INed window. The *Row* and *Column* variables designate the placement of the window on the screen. For example, =80x24+0+0 would produce an 80-column by 24-line window in the upper left corner of the display device. The default value of **=***Width***x***Height***+***Row***+***Column* is =80x24+0+0.

> **Note:** If the window size (*Width***x***Height*) is entered without values for *Row* and *Column*, the INed window is created with a blinking, broken-line border, and can be positioned with the mouse.

–b *Number*   Sets the distance from the AIXwindows border to the INed characters. The default value of the *Number* variable is 1.

–bw *Number*   Sets the width of the AIXwindows border. The default value of the *Number* variable is 2.

–fb *Font*   Specifies the name of the bold font. This font must be the same height and width as the normal font.

–fi *FontSet*   Specifies the name of the italics font set.

–fn *FontName* Specifies an AIXwindows font to be used in the INed window.

–fs *Font*   Specifies the name of the special graphics font.

–rv   Displays the INed window in reverse video.

–t   Opens INed in the current window.

Files

/usr/lpp/msg/$LANG/editorprf	Contains the system editor profile.
$HOME/profiles/editorprf	Contains the user's editor profile.
$HOME/.estate	Stores the name of the last file edited and the cursor position.
..._Filexxxxxxxx_	Contains the temporary dots file for editing the specified file.
File**.bak**	Contains the previous copy of the specified file.
/usr/bin/e	Contains the editor program.
/usr/lib/INed/terms.bin	Contains the standard terminal description file.

ghost Command

Purpose

Reconstructs previous versions of an INed structured file.

Syntax
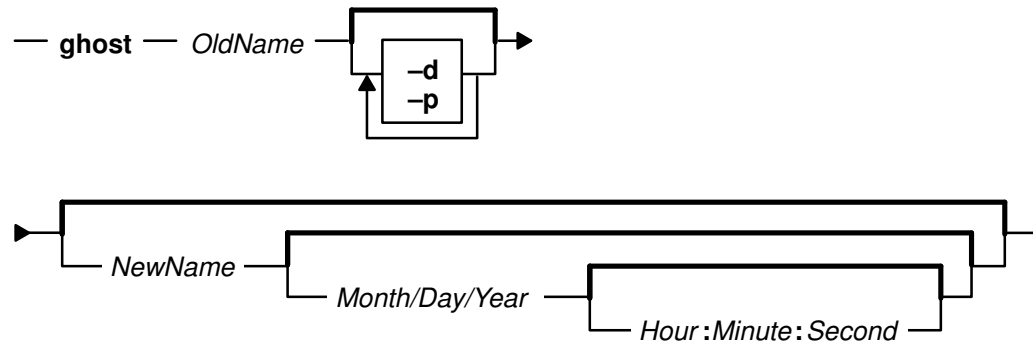
Description

The **ghost** command reads a structured file and reconstructs a previous version of it in the output file. If you specify only the old file name using the *OldName* parameter, that will also be the name of the reconstructed version. The old file is backed up by appending a **.bak** file, making it the *OldName***.bak** file.

Note: If your locale is not set to **En_US**, the date and time parameters may not be in the *Month/Day/Year* and *Hour***:***Minute***:***Second* format. The **ghost** command expects the date and time in the format specified by the current locale.

The *Month/Day/Year* parameter specifies a version date for the reconstruction. The *Hour***:***Minute***:***Second* parameter specifies the version time for the reconstruction. The default is the current date and time. If only the month and day are specified, the current year is assumed. If only the date is specified, the time is set to a value of 0 (midnight). If only the hour and minute are specified, the seconds are set to a value of 0. The hours are based on a 24-hour clock.

You can use the **versions** command to display the modification dates and times.

Flags

–d   Deletes the **.bak** file after reconstructing the previous version.

–p   Includes versions prior to, but not including, the date and time specified.

Examples

1. To reconstruct the current version of the `menu2` file as the `newmenu` file, enter:

   ```
   ghost menu2 newmenu
   ```

   This is useful if the `menu2` file is damaged.

2. To do the same thing as in example 1 but put the output in the `menu2` file, enter:

   ```
   ghost menu2
   ```

   The old file is saved as the `menu2.bak` file.

3. To reconstruct the July 15 version of the `menu2` file as the `newmenu` file, enter:

   ```
   ghost menu2 newmenu 7/15
   ```

4. To reconstruct the version of the `menu2` file that existed on July 15, 1980 at 3:10 in the afternoon, enter:

   ```
   ghost menu2 newmenu 7/15/80 15:10
   ```

5. To reconstruct the same version of the `menu2` file down to the second, enter:

   ```
   ghost menu2 newmenu 7/15/80 15:10:45
   ```

   This is useful if several changes were made to a file in a very short time.

history Command

Purpose

Displays the history of an INed structured file.

Syntax

— **history** — *File* —|

Description

The **history** command displays the incremental changes made to the specified structured file since that file's creation. The **history** command does not work with text files.

Each information record contains the type, user ID, group ID, and time.

The format of a structured file is record-oriented. For a structured file that contains only text, these records are the lines of text in the file. Extra information accompanies the records and is used for inserting lines, deleting lines, setting the current index, specifying start information, storing user comments, and specifying the start of an array. Information located at the end of the file specifies where in the file the current records are located so the file can be opened quickly.

keymaps Command

Purpose

Displays INed command key layout for all keyboards.

Syntax

— **keymaps** —|

Description

Before using the INed editor, you must know which keys on your keyboard are command keys corresponding to INed editor functions. For the standard keyboard, the layout of command keys is listed in INed Editor Functions for the Standard Keyboard. If you are using another keyboard (for example, a serial terminal keyboard), use the **keymaps** command to list the layouts of command keys for all keyboards.

The output of the **keymaps** command is voluminous. You may want to redirect it to a file or send it to a printer.

Files

/usr/lib/INed/def.trm	Contains the terminal definition database.
/usr/lib/nls/msg/$LANG/keys.map	Contains the keymap file.
/usr/lib/INed/terms.bin	Contains the compiled terminal definition database.

newfile Command

Purpose

Converts a text file into an INed structured file.

Syntax

```
── newfile ── File ─┬─────────────┬─┤
                    └─ NewName ───┘
```

Description

The **newfile** command converts a text file into a structured file. If you specify only the file name in the *File* parameter, that will also be the name of the structured file. The original text file is backed up by appending a **.bak** to its name, making it the *File***.bak** file. The **newfile** command exits with an error if the text file does not exist or if it cannot create the structured file.

See the **readfile** command to convert a structured file to a text file.

Examples

1. To convert the `menu2` text file into the `newmenu` structured file, enter:

   ```
   newfile menu2 newmenu
   ```

2. To convert the `menu2` text file into a structured file and save the text version as the `menu2.bak` file, enter:

   ```
   newfile menu2
   ```

readfile Command

Purpose

Displays the text of INed structured files.

Syntax
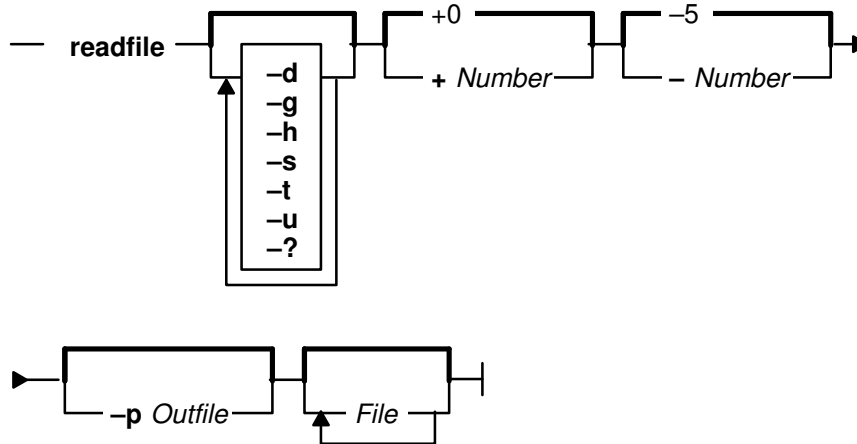
Description

The **readfile** command reads the specified structured file or a list of structured files and creates an ASCII printout to illustrate the file's tree structure. If the file is a structured file, the **readfile** command only prints the file's string data; there is no indentation. If the file is a text file, the **readfile** command works like the **cat** command.

If you do not specify the *File* parameter, the **readfile** command reads standard input as a text file.

Flags

–d   Creates a detailed formatted dump of the contents of the input files.

–g   Converts the control characters, such as graphic characters used in forms, to similar printing characters.

–h   Separates the output into sections with headers that identify the input file for each section.

–s   Suppresses messages that report unstructured and nonexistent files.

–t   Illustrates the structure of the file with a tree diagram. (The editor ignores this flag if the file is a structured file or a text file.)

–u   Suppresses buffering of output. (The default buffer size is the size of the disk block.)

–?   Displays a usage syntax message.

+Number   Begins reading the file at the record specified by the *Number* variable. (The first record is record 0.) The default for this flag is +0. Separate this flag from the other flags with a space.

–Number   For structured files, sets the size of the increments and decrements for indentation at the specified number of columns. This flag is ignored if you specify the **–t** flag. Separate this flag from the other flags with a space.

–o *Outfile*   Uses the value of the *Outfile* variable as the output file instead of standard output. If the output file name is the same name as an input file, the editor backs up the input file in a **.bak** file.

Examples

1. To view your editor profile with headings, enter:

   ```
   readfile –h profiles/editorprf
   ```

2. To change the `stextfile` structured file to the `asciifile` text file, enter:

   ```
   readfile stextfile>asciifile
   ```

rmhist Command

Purpose

Removes the history information from INed structured files.

Syntax
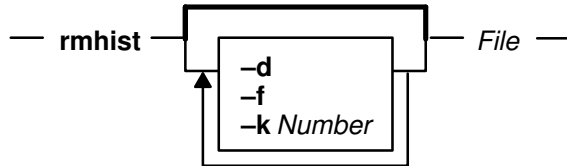
Description

The **rmhist** command takes the specified file or files and removes the history information from each file. The files are backed up so that the old versions of the files are available as the *File***.bak** file. If any of the files are not structured files, a warning message is displayed, and no action is taken on these nonstructured files.

Note: If the system date was set to a future date, the modification dates are invalid, and the **rmhist** command removes all history except the last history. It then resets the date for that record. You can correct this problem by using the **ghost** command. Enter the future date as the *mm/dd/yy* parameter to the **ghost** command, and then use the **rmhist** command to remove the history.

Flags

–d	Deletes the **.bak** file after removing the history information.
–f	Suppresses all messages about attempts to remove the history information from any files.
–k*Number*	Keeps only the last specified number of days of history information. The default value of the *Number* variable is 1.

Examples

1. To remove history for all but the last three days of the `myfile` structured file and then delete the `myfile.bak` file, enter:

   ```
   rmhist –dk3 myfile
   ```

2. To keep only one day of history for the `testfile` and `afile` structured files, but not delete the `testfile.bak` and `afile.bak` files, enter:

   ```
   rmhist testfile afile
   ```

tdigest Command

Purpose

Converts the **terms** files.

Syntax

— **tdigest** — *File1* — *File2* —|

Description

The **tdigest** command converts a structured file into a binary file. The conversion makes the entries readable by the INed editor.

The file designated by the *File1* parameter must be a structured file that contains terminal descriptions for the editor. The /**usr**/**lib**/**INed**/**def.trm** file is an example of this type of file. It contains a list of the terminal types supported by the INed editor. It also contains information about reading input from and writing output to various terminals. If two or more terminals have different terminal types, but use the same terminal descriptions, both of the terminal types are listed in the `Terminal Type` field.

To see the settings for the input and output sequences for a terminal description, go to the /**usr**/**lib**/**INed**/**def.trm** file, move the cursor to `Output` or `Input,` and press the F11 key (the **Zoom In** function). For information about keyboard layouts, press the F1 key (the **Help** function) within the INed editor. The `Input` list contains all of the INed functions and the corresponding key escape sequences. The `Output` list contains the values used to perform display functions such as cursor movement and clear screen.

If you want to use the editor on a terminal not listed in the **def.trm** file, you can add it to the **def.trm** file and run the **tdigest** command. The editor looks for the terminal description file in the /**usr**/**lib**/**INed**/**terms.bin** file.

Files

/**usr**/**lib**/**INed**/**def.trm**	Contains default terminal descriptions for the INed **termcap** editor. The **def.trm** file is a structured file.
/**usr**/**lib**/**INed**/**terms.bin**	Contains converted terminal descriptions. The **terms.bin** file is a binary file.

versions Command

Purpose

Prints the modification dates of an INed structured file.

Syntax

— **versions** — *File* —|

Description

The **versions** command displays a record of the modification dates and times from a structured file. These are the dates and times that the file was opened for modification. You can use these dates and times when you reconstruct the file using the **ghost** command. The **versions** command also displays the user ID and group ID of the user who modified the file.

Appendix C. INed Editor ASCII Control Characters

The following table lists the INed editor ASCII control characters.

Name	Hex Value	Control Key	Graphic Character
NUL	00	@	
SOH	01	A	Vertical bar
STX	02	B	
ETX	03	C	
EOT	04	D	Upper-right corner box
ENQ	05	E	Right-side middle
ACK	06	F	Lower-left corner box
BEL	07	G	Lower-right corner box
BS	08	H	
HT	09	I	
LF	0A	J	
VT	0B	K	
FF	0C	L	
CR	0D	M	
SO	0E	N	
SI	0F	O	
DLE	10	P	
DC1	11	Q	Horizontal line
DC2	12	R	Bottom-side middle
DC3	13	S	Upper-left corner box
DC4	14	T	Top-side middle
NAK	15	U	
SYN	16	V	
ETB	17	W	Left-side middle
CAN	18	X	
EM	19	Y	
SUB	1A	Z	Intersection
ESC	1B	[	
FS	1C	\	
RS	1E	^	
US	1F	_	

Index

Symbols

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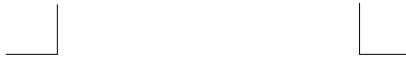**Please ask your Bull representative.** / Merci de demander à votre contact Bull.

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