

valFORTH™ SOFTWARE SYSTEM EDITOR COMMAND SUMMARY

Below is a quick reference list of all the commands which the video editor recognizes.

ENTERING THE EDIT MODE: (executed outside of the edit mode)

V	(scr# ---)	Enter the edit mode and view the specified screen.
L	(---)	Re-view the current screen.
WHERE	(---)	Enter the edit mode and position the cursor over the word that caused a compilation error.
LOCATE	cccc (---)	Enter the edit mode and position the cursor over the word "cccc" where it is defined.
LOCATOR	(ON/OFF ---)	When ON, allows all words compiled until the next OFF to be locatable using the LOCATE command above.
*BUFS	(#lines --)	Sets the length (in lines) of the storage buffer. The default is five.

CURSOR MOVEMENT: (issued within the edit mode)

ctrl	↑	Move cursor up one line, wrapping to the bottom line if moved off the top.
ctrl	↓	Move cursor down one line, wrapping to the top line if moved off the bottom.
ctrl	←	Move cursor left one character, wrapping to the right edge if moved off the left.
ctrl	→	Move cursor right one character, wrapping to the left edge if moved off the right.
RETURN		Position the cursor at the beginning of the next line.
TAB		Advance to next tabular column.

EDITING COMMANDS: (issued within the edit mode)

ctrl	INS	Insert one blank at cursor location, losing the last character on the line.
ctrl	DEL	Delete character under cursor, closing the line.
shift	INS	Insert blank line above current line, losing the last line on the screen.
shift	DEL	Delete current cursor line, closing the screen.
ctrl	I	Toggle insert-mode/replace-mode. (see full description of ctrl-I).
BACKS		Delete last character typed, if on the same line as the cursor.
ctrl	H	Erase to end of line (Hack).

BUFFER MANAGEMENT: (issued within the edit mode)

ctrl	T	Delete current cursor line sending it to the edit buffer for later use.
ctrl	F	Take the current buffer line and insert it above the current cursor line.
ctrl	K	Copy current cursor line sending it to the edit buffer for later use.
ctrl	U	Take the current* buffer line and copy it to the current cursor line.
ctrl	R	Roll the buffer making the topmost buffer line current.
ctrl	B	Roll the buffer backwards making the fourth buffer line on the screen current.
ctrl	C	Clear the current* buffer line and performs a ctrl-B.

*Note: The current buffer line is bottommost on the video display.

CHANGING SCREENS: (issued within the edit mode)

ctrl	P	Display the previous screen saving all changes made to the current screen.
ctrl	N	Display the next screen saving all changes made to the current screen.
ctrl	S	Save the changes made to the current screen and end the edit session.
ctrl	Q	Quit the edit session forgetting all changes made to the current screen.

SPECIAL KEYS: (issued within the edit mode)

ESC		Do not interpret the next key typed as any of the commands above. Send it directly to the screen instead.
ctrl	A	Put the arrow "-->" ("next screen") in the lower-right-hand corner of the screen unless it is already there, in which case remove it.
ctrl	J	Split the current line into two lines at the point where the cursor is.
ctrl	O	Corrects any major editing blunders.

SCREEN MANAGEMENT: (executed outside of the edit mode)

FLUSH	(--)	Save any updated FORTH screens to disk.
EMPTY-	(--)	Forget any changes made to any screens not yet FLUSHed to disk.
BUFFERS		
COPY	(from to --)	Copies screen #from to screen #to.
CLEAR	(scr# --)	Blank fills specified screen.
CLEARs	(scr# #screens --)	Blank fills the specified number of screens starting with screen scr#.
SMOVE	(from to #screens --)	Duplicate the specified number of screens starting with screen number #from.