SOFTWARE

BY ALFORD'S

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ABOUT THIS MANUAL

This manual is designed to provide a complete technical description of the SCREDITOR III Word Processor. It is not designed as a training manual for the entry level operator. If you are not familiar with the operation of screen editors and word processing equipment, the SCREDITOR III TRAINING AND USER'S GUIDE and its accompanying tutorial cassette will quickly bring you up to speed. To install SCREDITOR III in your system, refer to the SYSTEM INSTALLATION MANUAL.

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SCREDITOR III DEFINITIONS

Many words are used in this manual with which you might not be familiar, or which are used in a special way. This section gives information about many of these terms, and should be read and referred to as you read the rest of this manual.

BUFFER -

A buffer is a place in which something is stored until it is needed, or a place in which to put something while you are working on it. SCREDITOR III has a number of buffers, but one in particular is of interest to you. This is the current buffer, described later.

CHARACTERS -

A character can be a number, punctuation mark or letter; in short, anything which is displayable by SCREDITOR III.

COMMANDS -

Commands are those directives you give to SCREDITOR III to tell it how to work, and are entered during COMMAND MODE. In this manual, when a COMMAND is referred to, both the COMMAND name and the word COMMAND will be typed in upper case. COMMANDS are distinct from OPERATORS (see below), which although also commands, are entered differently. Occasionally in this manual, COMMANDS will be referred to as ESCAPE COMMANDS, since you will 'escape' from SCREEN EDIT MODE to enter the COMMANDS.

CURRENT BUFFER -

The current buffer is both that part of a file which is in memory and is available for editing, and the place in memory where it is put. The two definitions are used interchangeably in this manual.

CURRENT LINE -

This is the line on which the cursor is sitting when in SCREEN EDIT MODE.

CURRENT COLUMN -

This is the column in which the cursor is sitting when in SCREEN EDIT MODE.

CURSOR -

This is the indicator which your terminal uses to show where the next character will be typed on the screen. Usually the cursor is a box or underline which, on some displays, blinks.

DELIMITER -

A delimiter is a character which is used to separate, or mark the beginning or end of groups of characters which together comprise a single unit of information.

DISK OPERATING SYSTEM (DOS) -

DOS is the program which controls the loading and execution of your programs, and which manages the space on disk in the creation, changing and deletion of files. Your DOS may be called FLEX, DOS68, OS-9, etc...

ESCAPE COMMANDS -

See COMMANDS, above.

FILE CONTROL BLOCK (FCB) -

Most DOS's use a special block of memory to allow programs to pass data to and from disk files. This block of memory is called file control block. There is one file control block in SCREDITOR III for the old file being edited, one for the new file being created and one for any working

files which might be open. The OS-9 version does not use FCB's, but does have a path number byte which is associated with each file. For this reason, even though FCB's are not used in the OS-9 version, discussions about open FCB's in this manual still apply in principal, if not in detail. Generally, file control block will be typed as FCB in this manual.

MELD -

Meld means 'to merge.' In SCREDITOR III, meld is used to describe the action of merging a group of words comprising a paragraph into the minimum number of lines possible by removing extra spaces from each line, bringing words onto the line from the line which follows to completely fill the line, justifying the line to whatever is set for the current justification mode, and continuing to the end of the paragraph, deleting lines as they become empty. Melding only occurs in TEXT MODE, and is effected by the use of the MELD OPERATOR or an exit from INSERT CHARACTER MODE.

This is a different action than paragraph packing, described below, which simply removes extra spaces from each line and then justifies the line according to the COMMAND entered.

MISCELLANEOUS DOS COMMANDS -

These are the COMMANDS which use the work file control block such as CLOSE FILES (CF), LOAD PRINTER DATA (LP), etc...

MODES -

A mode, as it is defined in SCREDITOR III, is a particular state of operation; that is, while a certain mode is active, SCREDITOR III will act differently than when the mode is not active.

OPERATOR -

An OPERATOR is a special type of command which is performed by typing a single special purpose key on the keyboard, such as CURSOR LEFT, INSERT LINE, etc... OPERATORS, although they are commands in the strict sense, are not referred to as such in this manual in order to differentiate them from ESCAPE COMMANDS. Whenever a single-key OPERATOR is referred to in this manual, it will be typed in upper case to differentiate it from you, the operator.

OPTION CHARACTER -

Option characters are an extension of a command name, and are similar in function to the various type characters used in COMMANDS which have numerical targets. For instance, the JUSTIFY LINE COMMAND, JL, must be followed by either A, C, L or R to indicate the type of justification. These four letters are option characters.

PACK -

This is the action of removing extra spaces from a line, and is different than MELD, described above. Although a MELD packs, a PACK does not MELD.

SINGLE KEY OPERATOR -

See OPERATOR, above.

SCROLL -

Scrolling is the action of moving all or part of the screen display area up, down, left or right during editing.

STRING -

A string is a group of characters which is treated as a single unit of information by a COMMAND or OPERATOR. Your name could be thought of as a string. Typical uses of strings in SCREDITOR III are the entries which are used by the CHANGE and FIND COMMANDS.

SCREDITOR III DEFINITIONS

TARGET -

A target is any numerical or string argument in a COMMAND. For instance, if you wanted to go to line 1000, 1000 would be the target. Also, if you wanted to delete 17 lines, 17 would be the target. If you wanted to set the right margin at column 95, 95 would be the target.

TYPE CHARACTER -

Every numerical target in every COMMAND in SCREDITOR III must be preceded by a type character, which tells the COMMAND how the number will be used. There are four type characters defined in this version of the program, as follows:

1) The pounds symbol (#), followed by a number, which indicates that the number which follows is an absolute column, line or page number.

2) The ampersand, or 'at' symbol (@), which indicates that the number which follows is an offset, or number of columns, lines or pages.

3) The asterisk (*), which means 'to the last' column, line or page. This type character is never followed by a number, and SCREDITOR III determines what the number will be as the COMMAND using it is executed.

4) The end of the command entry (either end of line (EOL) or end of command (EOC)) which indicates that the current or a default column, line or page is indicated.

WORD-WRAP -

Word-wrap is the action of automatically moving a part-word from the end of one line onto the next line during text entry. The actual action of word-wrap in SCREDITOR III is described in detail at the end of the TEXT MODE description in the modes section of this manual.

SCREDITOR III DOS INFORMATION

The information in the first part of this section pertains to the Smoke Signal Broadcasting (SSB) and Technical Systems Consultants (FLEX) versions of SCREDITOR III. OS-9 information is contained in part TWO of this section due to the number of differences between the OS-9 version and the SSB and FLEX versions. Additional information which pertains to these differences is contained in the GENERAL INFORMATION ADDENDUM at the end of this manual.

SSB AND FLEX OPERATING SYSTEMS

BEFORE STARTING -

Before SCREDITOR III can be used, three data files must reside on the system drive, CONGEN.DAT, KEYGEN.DAT, and PRTGEN.DAT. These three files contain information about your display, keyboard and printer. All three must exist even though you may not be using a printer in your installation. These three files are created by the CONGEN, KEYGEN and PRTGEN installation programs described in the SYSTEM INSTALLATION MANUAL.

CALLING THE EDITOR -

SCREDITOR III is called from DOS in one of several ways, as shown in the EDIT FILE EXTENSIONS section above. The general syntax of the call is

```
(EDNAME),(OLD FILE),(NEW FILE)
```

where (EDNAME) is the name of SCREDITOR III in your system, (OLD FILE) is an existing file on one of your disk drives, and (NEW FILE) is the file to which the edited text will be written, and the three fields are separated by valid DOS delimiters (shown as commas here).

The following examples will show the various forms of the call. These examples use ED as the name of SCREDITOR III, although your version may be named something else. Also, we show commas as the delimiters even though you could use any delimiter which is valid for your DOS.

```
ED,,FILE
ED,FILE
ED,FILE1,FILE2
ED
```

The first example will create a file named FILE.TXT on the working drive. Note that two commas are typed, indicating that there is no old file to read for the edit session. These two commas (or any other valid delimiter as defined by your DOS) must both be supplied.

The second example will edit the existing file named FILE.TXT on the working drive. Refer to the EDIT FILE EXTENSIONS section below for more information on how this is done.

The third example will edit the existing file named FILE1.TXT on the working drive, creating a file named FILE2.TXT on the same drive.

In the fourth example, the edit session will start with no files open. This call is used when you wish to use SCREDITOR III as an electronic scratch pad, and do not intend to save your work. If you change your mind after opening, a COMMAND is included in SCREDITOR III to open an output file after the edit session starts.

In all of these examples, of course, specific drive numbers could have been given for the files. In the case of example two, if a drive number had been specified, the output file would be created on the same drive as the input file. Any time you are editing a file on one drive, and the resulting file is to be created on a different drive, you must supply the filename and drive number for both files (unless one or both of them will be on the work drive, in which case you may omit the drive number for the file(s) on the work drive).

SCREDITOR III DOS INFORMATION

SYSTEM DRIVE ASSIGNMENTS -

The work drive is the drive on which your operating system expects to find files which will be operated on by the various commands such as SCREDITOR III.

The system drive is the drive on which your operating system expects to find the commands themselves.

Unless specifically stated in the call to SCREDITOR III from DOS, all files referenced by the program are presumed to exist on the work drive, except for the KEYGEN, CONGEN and PRTGEN data files, which must reside on the system drive.

Files may be edited which exist any drive by giving explicit drive numbers with the file names. When a file is being edited from one drive to another drive, explicit drive numbers for any drive other than the working drive must be given.

EDIT FILE EXTENSIONS -

All MISCELLANEOUS DOS COMMANDS, except the SAVE and LOAD SYMBOLS and the LOAD PRINTER DATA COMMANDS will default to a .TXT extension if not specifically entered. The SAVE and LOAD SYMBOLS and the LOAD PRINTER DATA COMMANDS will FORCE .DAT extensions, and if extensions are entered, they will be ignored and .DAT will be used.

Unless specifically entered otherwise, SCREDITOR III will use .BAK and .TXT extensions for the main edit input and output files.

If an existing file with a .TXT extension is being edited, and no output file is explicitly given in the call to SCREDITOR III, the output file will be named with a .TMP (SSB) or .SCR (FLEX) extension until the end of the edit session, and will be created on the same drive as the old file. At the end of the edit session, the disk is examined for a file having the same name with a .BAK extension. If found, the old .BAK file will be deleted. The input file will then be renamed to a .BAK extension. Finally, the .TMP or .SCR output file will be renamed with the .TXT extension. Since no files are deleted or renamed until the end of the edit session, there is little chance of losing a file. See example one below.

If the input file for an edit session has any extension other than .TXT and no output filename is entered, the edit session will operate exactly as with the .TXT extension; i.e., the output file will have the same name but with a .TMP or .SCR extension. When the edit session is complete, the .BAK file with the same name will be deleted if it exists, the input file renamed to .BAK and the output file will be renamed to the old input file name and extension. See example two below.

If an explicit output filename is specified, no renaming or deletion will take place, and the file name given in the call for the output file will be used on the output file throughout the edit session. If no extensions are given, .TXT will default. See examples three and four below.

The following are typical calls to the editor from DOS:

1) ED,FILE
2) ED,FILE.FOR
3) ED,FILE.BAS,FILE.TXT
4) ED,FILE1,FILE2

DATA FILE EXTENSIONS -

All data files such as those created by CONGEN, KEYGEN, PRTGEN and the SAVE SYMBOLS COMMAND will have a .DAT extension.

SCREDITOR III DOS INFORMATION

FILES EDITED BY SCREDITOR III -

SCREDITOR III accepts standard text files, of either the compressed or non-compressed type, and generates compressed text files. Unless you have imbedded printer control codes in the text, the files created by SCREDITOR III will be fully compatible with Basic, assemblers, other editors, processors, etc...

When lines are saved by SCREDITOR III, each line is truncated to the last non-space character in the line. Trailing spaces are never saved to disk. If a line has no non-space characters (a blank line), only a carriage return will be written to disk.

No end of file mark is written to disk by SCREDITOR III. Any program which requires an end of file mark (few do anymore) will have problems with SCREDITOR III.

DATA FILES GENERATED BY SCREDITOR III -

The files created by the SAVE SYMBOLS COMMAND are binary data files, and may not be edited.

The symbol file has the three characters SYM written as the first data in the file. In this way, only a symbol file may be loaded by the LOAD SYMBOLS COMMAND.

OTHER FILES GENERATED BY SCREDITOR III -

The files generated by the OPEN WRITE-OUT and OPEN PRINT-OUT COMMANDS are standard compressed sequential files, and may be edited just as any other such file.

FILES CREATED BY CONGEN, KEYGEN and PRTGEN -

The files created by CONGEN, KEYGEN and PRTGEN are binary data files, and may not be edited.

FILE ERROR HANDLING -

If an error occurs in the reading or writing of the main input or output file, a DISK ERROR will be posted and an immediate return to DOS will occur, regardless of when the error happens during the operation of SCREDITOR III.

If an error occurs in the opening, reading or writing of a working file during the edit session, one of several actions may occur:

In the case where a file does not exist during a file opening for a COMMAND which reads but doesn't write, the disk error will be posted and no other action takes place.

In the case where a file already exists with the same name during a file opening for a write COMMAND the disk error will be posted and no other action takes place.

In the case of a read or write error during a disk work COMMAND the error will be posted. An attempt will be made to close the file, and all of these COMMANDS may be disabled (depending on the type of error) for the remainder of the edit session to minimize the possibility of having a blown disk.

More information about error handling is given with each of the COMMANDS which perform disk operations.

SCREDITOR III DOS INFORMATION

PART TWO - OS-9 OPERATING SYSTEM

BEFORE STARTING -

Before SCREDITOR III can be used, three data files must reside in the EDIT_DATA directory on drive D0. (Information about using devices other than drive D0 is given at the end of the SYSTEM INSTALLATION MANUAL). These three files will be named CONGEN+(five-digit user ID), KEYGEN+(five-digit user ID) and PRTGEN+(five-digit user ID). These three files contain information about your display, keyboard and printer. All three must exist even though you may not be using a printer in your installation. These three files are created by the CONGEN, KEYGEN and PRTGEN installation programs described in the SYSTEM INSTALLATION MANUAL.

CALLING THE EDITOR -

SCREDITOR III is called from OS-9 in one of several ways. The general syntax of the call is

(EDNAME) (OLD PATH) (NEW PATH) (MEMORY MODIFIER)

where (EDNAME) is the name of SCREDITOR III in your system, (OLD PATH) is generally an existing file on one of your disk drives (but could be some other device such as a serial communications line) and (NEW PATH) is the file to which the edited text will be written, and the three fields are separated by spaces. Both the OLD PATH and NEW PATH are optional.

The following examples will show the various forms of the call. These examples use ED as the name of SCREDITOR III, although your version may be named something else.

```
ED PATH
ED PATH1 PATH2
ED #20K
```

The first example will edit the file described by PATH. As with any OS-9 pathname, the actual location of the file will be determined by the pathname. If only the filename itself is given, the file is assumed to be located in the current working directory. If the file does not exist in the path given, it will be created.

The second example will edit the existing file described by PATH1 and will create a new file described by PATH2. If PATH1 and PATH2 are identical, an error will occur.

The third example will begin the edit session with no file creation or opening. In addition, the memory modifier has been included to allow the use of 20K of memory. The default memory allocation of SCREDITOR III is 10K. The memory modifier may be used with any call to SCREDITOR III. Additional information about the memory modifier is contained in the GENERAL INFORMATION ADDENDUM at the end of this manual.

If an existing file is being edited, and no explicit output file name is given when SCREDITOR III is called, a temporary file named SCRATCH followed by your five-digit user I.D. and the three digit process number is created (such as SCRATCH00018003 for user 18 and process 3). At the end of the edit session, the old file will be deleted and the SCRATCH file will be renamed to the old file name.

FILES EDITED BY SCREDITOR III -

SCREDITOR III accepts standard OS-9 binary files. Care should be taken to insure that you are really editing a text file and not a data file or process file!

Unless you have imbedded printer control codes in the text, the files created by SCREDITOR III will be fully compatible with Basic, assemblers, other editors, processors, etc...

SCREDITOR III DOS INFORMATION

When lines are saved by SCREDITOR III, each line is truncated to the last non-space character in the line. Trailing spaces are never saved to disk. If a line has no non-space characters (a blank line), only a carriage return will be written to disk.

No end of file mark is written to disk by SCREDITOR III.

DATA FILES GENERATED BY SCREDITOR III -

The files created by the SAVE SYMBOLS COMMAND are binary data files, and may not be edited. In addition, the symbol file has the three characters SYM written as the first data in the file. In this way, only a valid symbol file may be loaded by the LOAD SYMBOLS COMMAND.

OTHER FILES GENERATED BY SCREDITOR III -

The files generated by the OPEN WRITE-OUT and (if a file is specified) OPEN PRINTER PATH COMMANDS are standard sequential files, and may be edited just as any other such file.

FILES CREATED BY CONGEN, KEYGEN and PRTGEN -

The files created by CONGEN, KEYGEN and PRTGEN are binary data files, and may not be edited. The KEYGEN and CONGEN files will always be created in the EDIT_DATA directory on drive D0 (See the note in the information at the end of the SYSTEM INSTALLATION MANUAL about changing the name of D0). These files must exist in this directory for SCREDITOR III to be loaded and executed. In addition, a PRTGEN data file must also exist in this directory on start-up, although an alternate file may be loaded during the edit session to allow you to change printers while editing.

A separate set of the three data files must exist in the EDIT_DATA directory for EACH user on the system.

PATHNAMES DURING EDITING -

The pathnames you will supply for such COMMANDS as OPEN READ-IN, OPEN PRINTER PATH, OPEN WRITE-OUT, etc..., should conform exactly to OS-9 syntax, except as noted in the individual command descriptions. Specific information is included in each command description on this.

DATA FILE EXTENSIONS -

All data files created by CONGEN, KEYGEN, and PRTGEN will have an extension which is made up of the five characters of your USER I.D. Whenever you use SCREDITOR III, your KEYGEN, CONGEN and PRTGEN files will be loaded. If you log onto the system with your USER I.D., but at a terminal other than your own, some special problems may occur. If, for instance, the terminal, printer or keyboard layout are different, SCREDITOR III will not operate properly, since your KEYGEN, CONGEN and PRTGEN data files will be used when you edit.

FILE ERROR HANDLING -

If an error occurs in the reading or writing of the main input or output file, a DISK ERROR will be posted and an immediate return to the parent process will occur, regardless of when the error happens during the operation of SCREDITOR III.

If an error occurs in the opening, reading or writing of a working file during the edit session, one of several actions may occur.

In the case where a file does not exist during a file opening for a COMMAND which reads but doesn't write, the disk error will be posted and no other action takes place.

SCREDITOR III DOS INFORMATION

In the case where a file already exists with the same name during a file opening for a write COMMAND the disk error will be posted and no other action takes place.

In the case of a read or write error during a disk work COMMAND the error will be posted. An attempt will be made to close the file, and all of these COMMANDS may, depending upon the type of error, be disabled for the remainder of the edit session to minimize the possibility of damaging a disk.

SCREDITOR III DISPLAY INFORMATION

The screen display format presented by SCREDITOR III can be thought of as being made up of three sections. The first is the BANNER LINE, the second is the TAB/MARGIN line, and the third is the SCREEN DISPLAY AREA. The following paragraphs describe each of these in greater detail.

BANNER LINE

The banner line is physically the top line of the screen, and is divided into two sections. The first is the status flag section, and is the left side of the line. The second is the numeric status section, and is the remainder of the line.

STATUS FLAG SECTION -

The status flag section of the BANNER LINE displays current editing state information. The flags used by SCREDITOR III are two-character abbreviations for the particular state. When a particular MODE is active, the flag will be displayed. At other times, the flag position is blank. Each flag will always be displayed in the same position of the status flag section. The flag assignments are as follows:

```
IL IC xE AS PR MC Wx Jx Px
```

IL indicates that INSERT LINE MODE is active.

IC indicates that INSERT CHARACTER MODE is active.

xE indicates whether LINE or TEXT MODE is active. If LINE is active, LE will be displayed. If TEXT MODE is active, TE will be displayed.

AS indicates that INSERT SYMBOL MODE is active.

PR indicates that the input file has not been fully read. When the last line in the input file has been read, this flag will be cleared.

MC indicates that MULTI-COLUMN MODE is active.

Wx will be displayed as WP, WR, WW or WE or blank depending upon whether a PRINT-OUT, READ-IN or WRITE-OUT is active, or an error has occurred (WE) which has disabled all of the disk work COMMANDS. If no work file is open, the indicator will be blank. The WP state is not used in the OS-9 version of SCREDITOR III.

Jx will be displayed as JL, JC, JR or JA depending upon whether LEFT, CENTER, RIGHT or ALL JUSTIFICATION MODE is active.

Px will be displayed as PS or PC if a printer data file is loaded and printing may be done. PS indicates that printing will pause at the end of each printed page. PC indicates that printing will be continuous. If no PRINTER DATA file is loaded, or if the path has been closed in the OS-9 version, the indicator will be blank.

NUMERIC STATUS SECTION -

The NUMERIC STATUS SECTION continuously displays general editing information. This information is continuously updated as necessary to reflect current data. The layout of this section is as follows:

```
C:001 R:01 L:00001 T:00001 D:001-072
```

C:001 indicates the current cursor column in the SCREEN DISPLAY AREA, numbered from 1 to 249.

R:01 indicates the current cursor row in the SCREEN DISPLAY AREA, from 1 to the length of your screen less two (22 for 24 line displays).

SCREDITOR III DISPLAY INFORMATION

L:00001 indicates the line number of the line on which the cursor resides, referenced from the first line of the file, which is line one. If a file is larger than memory and a NEW or SAVE COMMAND has been issued, this number will still be relative to the start of the file.

T:00001 indicates the line number of the last line in the current buffer, referenced from the first line in the file, as with the L indicator.

D:001-079 indicates the current horizontal portion of the display area which is being displayed. Whenever a horizontal scroll occurs, this indicator changes to show which columns of the displayed lines are being shown.

TAB/MARGIN LINE

The TAB/MARGIN line is a general purpose line. When SCREDITOR III is loaded and run, the copyright notice will be displayed on this line, and will automatically clear after about one second. After clearing, the remainder of the screen is displayed, and the TAB/MARGIN display becomes active.

During normal screen editing, the tab settings and margins of the current display area are shown. these settings are continuously updated whenever horizontal scrolls occur to reflect the tab and margin information pertaining to the displayed part of the lines.

Each tab is displayed as a T, the left margin as an L, and the right margin as an R, except in the case where both margins are in the same column, when a B is displayed. One or both margins may or may not be displayed at any given time depending upon where the current display area is horizontally. Those column positions which have no tab or margin settings will be displayed as the character which you defined in the CONGEN process as the TAB SEPARATOR. If a tab setting exists in the same column as either margin, the margin will be displayed until it is moved, at which time the tab becomes active again.

Whenever an error message is posted by SCREDITOR III, the TAB/MARGIN LINE is cleared, and the error message is displayed in its place. Only the SPACE BAR will clear an error message and restore the TAB/MARGIN LINE.

Whenever you enter COMMAND MODE, the TAB/MARGIN LINE is cleared, and becomes the command entry line. At the conclusion of COMMAND MODE (last entered COMMAND executed) the line will return to TAB/MARGIN display. If an error occurs in the execution of a command line, the error message will be displayed as described above. When the error is cleared, SCREEN EDIT MODE will always be re-entered.

SCREEN DISPLAY AREA

The remainder of the screen is devoted to the SCREEN DISPLAY AREA. This is the area in which all screen editing occurs. This area may be thought of as a window into the text file which is being edited. The actual screen display area is made up of two sections.

The first is the left-most side of the display, and contains line information. The first column will contain one of four characters. An asterisk or lower case P indicates a marked line. A lower or upper case P indicates the first line of a page as it will be printed. If neither a page or marked line condition exists, the first column will be blank.

After the line marker, a line or page number will be displayed if the numbers display is turned on. If not on, no display space will be taken. The next column after the line or page numbers (if on) or after the line marker (if numbers are off) will always be a blank.

As a point of interest, the right-most display column is never used by SCREDITOR III to eliminate scrolling problems with some terminals. In total therefore, the maximum number of text columns displayed will be either the length of a line minus three if numbers are off (77 columns for an 80 column display), or minus eight if numbers are on (72 columns for an 80 column display).

SCREDITOR III DISPLAY INFORMATION

GENERAL DISPLAY INFORMATION

During SCREEN EDIT MODE when the either side of the display is passed, an automatic horizontal scroll takes place to keep the cursor in the display window.

During COMMAND MODE, when the cursor reaches the right side of the display, the line will physically move left one column each time a key is entered which would move the cursor right. The line will move to the right under the opposite input conditions.

Any imbedded control codes in the screen display area will be displayed as an up arrow (^). The DC COMMAND will cause these control codes to be displayed as DD where DD is the decimal value of the imbedded code.

SCREDITOR III MODES

SCREDITOR III is a complex program in that the way it operates can be made to vary, depending upon the state of a number of things, including previous COMMANDS, what is currently being done, etc... These states, or modes, must be fully understood to make full use of the program. The following paragraphs describe each of the defined MODES of SCREDITOR III, and how the program operation changes when each is active.

ACTIVE SYMBOL MODE -

When the ACTIVE SYMBOL MODE is entered, the next entry from the keyboard will be treated as the name of a SYMBOL. When the key is typed, SCREDITOR III will look up that symbol, and, if it is defined, will replace the keyboard input with the string of characters, OPERATORS, and/or COMMANDS which comprise the symbol. Only when the last character of the symbol has been handled or an error occurs will the keyboard again become active.

Symbols will commonly define strings of characters which would otherwise have to be typed over and over from the keyboard, such as SCREDITOR III, which appears constantly throughout this manual. Read the sections of this manual about the DEFINE SYMBOL COMMAND and the ACTIVATE SYMBOL OPERATOR for more information.

COMMAND MODE -

During COMMAND MODE, the TAB/MARGIN line is cleared and becomes the command line. On this line various COMMANDS are entered, and are executed when a NEW LINE OPERATOR is typed. These COMMANDS are entered in this way due to the fact that they are either seldom used, or require some additional information for their execution.

INSERT CHARACTER MODE -

Insert character is defined as a distinct mode in SCREDITOR III. This is because several automatic operations occur at the start of, during, and at the end of this operation, as described in the following paragraphs:

INSERT CHARACTER MODE OPERATION DURING TEXT MODE -

When INSERT CHARACTER MODE is activated and SCREDITOR III is in TEXT MODE, a new line is generated after the current line by scrolling down the remainder of the current paragraph. Then the part of the line from the cursor to the right margin is moved down onto this new line.

Once INSERT CHARACTER MODE is active, operation is similar to INSERT LINE MODE, except that only the DESTRUCTIVE BACKSPACE OPERATOR may be entered without automatically leaving the mode.

When INSERT CHARACTER MODE is terminated by the entry of another OPERATOR, several things happen. First, the character which was under the cursor when the mode was entered is examined. If it was not a space, SCREDITOR III assumes that an insert was made to the middle of a word, and the part-word is rejoined to the last non-space character typed. If it was a space, this rejoining will not occur. Next, the remainder of the line or paragraph will be MELDED (see DEFINITIONS). Finally, if the keystroke was any OPERATOR other than DELETE LINE, DELETE CHARACTER or DELETE WORD, it will be executed. These three OPERATORS are ignored due to the fact that you will generally not know what will be deleted due to the automatic paragraph re-forming which just took place.

DURING LINE MODE -

When INSERT CHARACTER MODE is activated and SCREDITOR III is in LINE MODE, no immediate action occurs except for the change in the status section of the banner line.

Each time a character is entered after this, however, the part of the line from the cursor rightward is moved one column to the right, the character is entered at the cursor, and the

cursor moves one column to the right. As the part-line is moved, any character which was on the right margin will be lost.

DESTRUCTIVE BACKSPACE will move the right side of the line to the left, eliminating characters to the left of the cursor. Spaces will be generated at the right side of the line.

When another OPERATOR is entered, the only indication before the new OPERATOR is executed that INSERT CHARACTER MODE has ended will be the update of the status section of the command line. Again, DELETE CHARACTER, DELETE WORD and DELETE LINE will not be executed.

INSERT LINE MODE -

When SCREDITOR III enters INSERT LINE MODE, the part of the screen from the current line to the bottom of the display area will move down one line, generating a blank line before the current line. This blank line will become the new current line. The cursor will move to the left margin, and a horizontal scroll will occur if necessary to keep the cursor on the screen.

While in INSERT LINE MODE, the NEW LINE OPERATOR will generate new lines by means of scrolling the top part of the screen display area up one line from the current line up to the top of the display area. The cursor itself will remain on the same display line. Any COMMAND or OPERATOR which would cause the cursor to move from the current line, such as the CURSOR UP OPERATOR, or the TOP OF BUFFER COMMAND, will terminate INSERT LINE MODE.

LINE MODE -

When SCREDITOR III is in LINE MODE, several of the text formatting COMMANDS are turned off, and the action of several others are modified.

As has been previously noted, INSERT CHARACTER MODE acts differently in LINE MODE. Word-wrap is turned off. The SPLIT LINE and MELD PARAGRAPH OPERATORS are inactive and no paragraph MELD'ing will ever take place.

This mode is used to insure that changes to the text are limited to the current line only, and is the mode which would be used to enter tables and program source code, where text must stay where it was typed under all conditions. Individual COMMAND and OPERATOR descriptions will tell when there is a difference in operation between LINE and TEXT MODES.

MULTI-COLUMN MODE -

MULTI-COLUMN MODE is a special capability of SCREDITOR III, and allows insertions within the current margins without affecting the text outside the margins.

When an insertion in MULTI-COLUMN MODE is made, a new line is always generated at the end of the current buffer to receive the last part-line between the margins which is being moved down.

When a deletion is made in MULTI-COLUMN MODE, text between the margins is moved up into the current line, and throughout the current buffer down to its end. No line is ever deleted from the current buffer when this action takes place, however, even though after the deletion the bottom line in the buffer might become blank. This is because SCREDITOR III makes no assumptions as to why the line at the bottom of the buffer is blank, and an error on the side of caution is preferred.

If you are doing a number of insertions and deletions in MULTI-COLUMN MODE, the buffer will gradually grow with blank lines at the end of the text. It is up to you to manually delete these lines periodically by exiting MULTI-COLUMN MODE, moving to the bottom of the buffer, deleting the lines, then returning to your work point and re-entering MULTI-COLUMN MODE.

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A special condition can occur during the insertion or deletion of lines in MULTI-COLUMN MODE which should be noted. We call this text tearing. Since lines are truncated to the last displayable character as they are stored in the buffer in SCREDITOR III, the length of a blank line is only five characters long (due to internal bookkeeping characters). If a line is inserted in MULTI-COLUMN MODE, however, parts of lines are moved down in the buffer. Blank lines may no longer be blank lines.

It is possible, under some conditions, to double the space used by text in the buffer after inserting only one line. Under these conditions, the buffer can fill extremely fast. When an insert line condition would result in the buffer overflowing, a NOT ENOUGH ROOM TO INSERT message will be posted, and the insert will not occur. The only way to get around this is to extract part of the buffer out to a work file, do the insert, and then read the extracted text back into the buffer using the OPEN WRITE-OUT, WRITE-EXTRACT, CLOSE FILE, OPEN READ-IN and READ-IN COMMANDS.

When MULTI-COLUMN MODE is active, insertions and deletions of lines will be quite slow due to the fact that SCREDITOR III has to take material from between the current margins and move it up or down a line from the current line to the bottom of the current buffer.

NUMBERS DISPLAY MODE -

When this mode is active, line numbers will be displayed at the left side of each line. The numbers are referenced to the start of the file and will be continuously adjusted as insertions and deletions are made.

PAGE FLAG DISPLAY MODE -

When this mode is active, the first line of each new page will be marked with the letter P beside it in the left-most column of the display area. In addition, if NUMBERS DISPLAY MODE is also active, each line which is the start of a page will have the number of the page which it starts displayed instead of the line number.

The length of a page, which determines where the page start flag is displayed, is calculated from the first page in the file, which is page one (unless it has been changed by the DEFINE PAGE COMMAND). The actual calculation uses the length of odd header and footer definitions on odd pages (or the default top and bottom margins if the definitions have not been made, and uses the even definitions or defaults on even pages. In this way, the page flag always reflects the exact position in which a new page will start printing.

SCREEN EDIT MODE -

SCREEN EDIT MODE is the mode used for all keyboard text entry and for most manipulation and modification of the text. In this mode, the cursor is moved around on the screen display area as if you were pointing to specific places on a printed page. When you reach a place where you want to enter text or make changes, the action is similar to working at a typewriter, in that what you see on the screen is a nearly exact image of what the printed document would look like.

SINGLE-COLUMN MODE -

When MULTI-COLUMN MODE is not active, SCREDITOR III is in SINGLE COLUMN MODE.

In this mode, each line in the current buffer is treated as a separate entity by such OPERATORS as INSERT LINE and DELETE LINE, without regard to the current margins. In other words, regardless of whether or not text exists outside the current margins, an INSERT LINE MODE OPERATOR will cause a blank line to be generated outside as well as within the margins.

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Although this is no problem when straight text like this page is being entered, it would ruin the entry of a table of information to have extra lines inserted outside the column of data being changed. When columnar information is being edited, MULTI-COLUMN MODE should be used.

TEXT MODE -

TEXT MODE is the complementary function of LINE MODE. When LINE MODE is not active, TEXT MODE is.

In TEXT MODE, the text you are entering is dealt with as paragraphs instead of lines. Word wrap is active. The SPLIT LINE and MELD PARAGRAPH OPERATORS are active, and automatic justification will take place.

Although TEXT MODE will be used for most text entry, it should NEVER be used when tables or other columnar data are being entered, nor should it ever be on when information must stay on the line in which it is entered. If TEXT MODE is active, and an INSERT CHARACTER OPERATOR is entered during the typing of a table of information, the first OPERATOR other than BACKSPACE entered after INSERT CHARACTER MODE becomes active will cause the table to be nicely melded into a well justified paragraph. This can ruin hours of work in a few moments, so be careful!

WORD-WRAP -

Although word-wrap is not a mode, a few words are in order as to just how it works. When the end of a line is reached during TEXT MODE text entry, the cursor does not move after the character on the margin is typed. Instead, SCREDITOR III waits until one more character is typed. This extra character is then examined. If the character is a space or an OPERATOR, the line will be left intact.

If, the character is not a space or an OPERATOR, SCREDITOR III assumes that a part-word has been entered, and the part word along with the extra character are removed from the line, and the line is justified as necessary.

Under the condition of a space or displayable character being entered and the current line is not the last line in the buffer, a blank line will be inserted in the text after the old current line as if INSERT LINE MODE were active. Otherwise, a new line will be created at the end of the buffer.

If a word was removed from the previous line, it will be placed on this new line along with the extra character and the cursor will be placed in the column after the word.

If a space were the extra character, it will be ignored, and the cursor will be placed at the left margin in the new line.

SCREDITOR III COMMANDS AND OPERATORS

As indicated in the DEFINITIONS section, there are two types of commands recognized by SCREDITOR III, ESCAPE COMMANDS (or just COMMANDS) and OPERATORS. COMMANDS are entered in COMMAND MODE, and are executed before control returns to SCREEN EDIT MODE. These COMMANDS are so entered either because they are less often used the OPERATORS, or because they require additional information before they can execute.

The OPERATORS, on the other hand, with the exception of the ACTIVATE SYMBOL OPERATOR, do not require any additional information for their execution, and are used continuously during SCREEN EDIT MODE. For these reasons, they are assigned to special keys on the keyboard.

ENTERING COMMANDS -

When COMMAND MODE is entered by typing the ESCAPE OPERATOR, the TAB/MARGIN display will be cleared, and the cursor placed in column one on the line. In addition, the last command line entry will be displayed to allow you to make changes and re-execute it, if desired.

During COMMAND MODE, a number of the normal OPERATORS are available to allow you to make changes to the command line, and are active as follows:

CURSOR LEFT		SPLIT PARAGRAPH	(*)	INSERT LINE MODE	(*)
MELD PARAGRAPH	(*)	PAGE UP		CONVERT TO LOWER	(*)
SCROLL UP	(*)	NEW LINE	(*)	CURSOR UP	(*)
DELETE TO MARGIN (1)	(1)	PAGE DOWN	(2)	DELETE CHARACTER	
INSERT CHARACTER MODE	(*)	TAB SET/CLEAR	(*)	DELETE WORD	(*)
INSERT SPACE		DELETE LINE	(*)	CURSOR DOWN	(*)
GOTO MARK	(*)	TAB TO MARGIN		ESCAPE	(*)
DESTRUCTIVE BACKSPACE		SCROLL DOWN	(3)	TAB WORD	(*)
TAB FOREWARD	(*)	CURSOR RIGHT	(*)	TAB END OF LINE	(*)
ACTIVATE SYMBOL	(*)	CONVERT TO UPPER		TAB BACKWARD	(*)
			(*)	TAB WORD BACKWARD	(*)

(*) THIS OPERATOR IS NOT ACTIVE IN COMMAND MODE
(1) DELETES TO END OF COMMAND LINE
(2) CAUSES THE COMMAND LINE TO EXECUTE
(3) MOVES CURSOR TO START OF LINE ONLY

Those OPERATORS in this table which are not marked will perform their normal function when entered; i.e., CURSOR LEFT will move the cursor one position toward the start of the command line. Those which have different definitions or are undefined are so marked.

SPECIAL CHARACTERS -

During COMMAND MODE, certain characters are defined, as follows:

DELIMITER -

This character is normally used to separate multiple strings, command arguments, etc... There is no pre-defined delimiter in this version of SCREDITOR III, but rather the delimiter (shown in this manual as a slash (/)) 'floats', or is defined during the entry of each COMMAND which uses it to be the first character after the command name.

EOC CHARACTER -

(shown in this manual as a semi-colon (;)). This character is normally used to separate multiple COMMANDS. The EOC character, which is shown as (EOC) in the COMMAND descriptions in this manual, is definable during the CONGEN and will not necessarily be the same character as shown when you run SCREDITOR III.

EOL -

Although shown as if it were a character in this manual, actually means END OF LINE, or that no more non-space characters exist on the command line. EOL can be an EOC, but EOC is not an EOL.

TYPE CHARACTERS -

Four type characters are defined in this version of SCREDITOR III. The first is the pounds symbol (#), which is used as an indication that the number which follows will be an absolute line, column or page number. The second is a 'at' symbol (@) which indicates that the number which follows is a count of lines, columns or pages. The third is an asterisk (*) which indicates that the last line, column or page is desired. The fourth is the null type character, and is defined as the absence of any of the other three type characters. These characters will be better understood as each the description for each COMMAND which uses them is read.

DELETE (ABORT) -

When entered, SCREDITOR III will immediately leave COMMAND MODE and return to SCREEN EDIT MODE. This key is generally marked DEL or RUB on the keyboard, and is the ASCII rubout character $7F. This key is also used to provide an early stoppage of the execution of a number of COMMANDS (such as FIND, CHANGE and PRINT).

RE-EXECUTING A COMMAND LINE -

Many command line entries will be repetitive in nature; that is, you will wish to do them several times. SCREDITOR III provides an easy way to perform these operations without having to continuously enter the sequence of COMMANDS each time the function is to be performed.

For instance, if you are re-justifying an entire document, you could enter a justification COMMAND in COMMAND MODE to justify the first paragraph, then position the cursor to the next paragraph. To justify this next paragraph, you would only have to hit the ESCAPE OPERATOR followed by the NEW LINE OPERATOR and the command line would re-execute, justifying this new paragraph. This procedure could be followed through the entire buffer, saving quite a bit of typing!

Although the automatic re-display of the previously entered command line can save a lot of typing, it can also cause problems if you are not reasonably careful. If multiple COMMANDS have been entered, and an error occurs during their execution, only part of the command line will generally have executed (Murphy's Law). When this occurs, it is easy to re-enter COMMAND MODE, move the cursor over to the incorrect entry, make a spot correction, and then execute the entire line again by hitting the NEW LINE OPERATOR, WITHOUT DELETING THE PART OF THE COMMAND LINE WHICH EXECUTED WITHOUT AN ERROR. This may cause some embarrassing things to happen.

For instance, if the first COMMAND was the KL (KILL LINES) COMMAND, and it executed normally, and the next COMMAND was a JP (JUSTIFY PARAGRAPH) COMMAND which aborted because the current line after deleting lines was a blank line, the following might happen:

Seeing the paragraph didn't justify, and knowing why, you quickly move the cursor to the start of the paragraph, hit the ESCAPE OPERATOR followed by the NEW LINE OPERATOR without looking, thinking that now the paragraph would justify. Instead of simply justifying the paragraph, however, the KL COMMAND would re-execute, deleting the paragraph, and then the JP COMMAND would execute, nicely melding the multi-column table which follows into a clean and totally unreadable paragraph! When entering multiple COMMANDS, take extra care and watch carefully. SCREDITOR III will do what you tell it to, even when you don't want it to!

MULTIPLE COMMANDS -

Multiple COMMANDS may be entered on the same line in COMMAND MODE by separating them with an EOC character, as in the following example:

SCREDITOR III COMMANDS AND OPERATORS

TO;FI/SCREDITOR III/;NE;FI/MULTIPLE/;SM;FI/SINGLE/;SM

Although not shown, you would type the ESCAPE OPERATOR to enter COMMAND MODE. Then you would type the above string of COMMANDS, and terminate the COMMAND MODE by entering the NEW LINE OPERATOR. SCREDITOR III would then perform the following operations.

First, the display area would move to the top of the current buffer (TO;). Next, the first occurrence of 'SCREDITOR III' would be located (FI/SCREDITOR III/;). Now you hit the ABORT KEY to stop the FIND COMMAND. The part of the buffer up to but not including the line containing SCREDITOR III (the new current line) would then be saved, and new lines read from the INPUT file (NE;). Next, the first occurrence of 'MULTIPLE' would be found (FI/MULTIPLE/). The ABORT KEY is struck again. Then a mark would be set at that line (SM;). Next, the first occurrence of SINGLE would be found (FI/SINGLE/;). One more ABORT KEY. Finally, a mark would be set on that line (SM).

As each COMMAND is performed, the cursor is moved to the first character of the COMMAND which is in the process of being executed. By watching the cursor move, you can tell just what SCREDITOR III is actually doing during the execution of the line.

ENTERING OPERATORS IN COMMAND MODE -

Any OPERATOR except the ESCAPE OPERATOR may be entered in the command line by entering an up-arrow (^) followed by the two-character OPERATOR name abbreviation and an EOC character (EOL if entered as the last entry on the line. See SINGLE KEY OPERATORS, elsewhere, for operator name abbreviations). This type of entry is shown in the following example:

^CR;^TM;^TR;^TR;^DW;^TM

After entering these characters, you would type the NEW LINE OPERATOR to cause the command line to execute. This example would move the cursor to the right one column (^CR;), return the cursor to the left margin (^TM;), move to the right two tab-stops (^TR;^TR;), delete the word existing at that tab setting (DW;), and finally, return the cursor to the left margin (^TM).

EXCEPTIONS TO EOC USE -

Certain COMMANDS in SCREDITOR III cannot be followed by other COMMANDS. These COMMANDS are either terminal in nature (i.e., control does not return to SCREDITOR III after their execution), or are special in that anything may be typed as data for the COMMAND, including the EOC character (such as the DEFINE SYMBOL COMMAND). Those COMMANDS which do not allow EOC and additional COMMANDS are shown with (EOL) in the COMMAND DESCRIPTIONS and COMMAND SUMMARIES.

ERRORS -

When an error occurs during the operation of SCREDITOR III, one of three things will happen. First, if the error is a simple one (such as running into a margin), the bell on your terminal (if so equipped) will ring. This error indication can be considered a warning.

The second thing that can happen is that the TAB/MARGIN line will clear and an error message will be posted. After the message is displayed, the terminal bell will ring. This type of error generally requires something to be done to correct the situation. When an error message is posted, you must hit the space bar to clear it. After hitting the space bar, control will return to SCREEN EDIT MODE. You should then do whatever is necessary to correct the situation.

The third type of error occurs during the reading or writing of the main edit files. If such an error occurs, an immediate abort to DOS will occur on the assumption that if you do anything else, you may not have a disk to come back to when you are finished editing!

SCREDITOR III COMMANDS AND OPERATORS

CORRECTING COMMAND MODE ERRORS -

When an error occurs in the execution of a command line, you can make corrections to the erroneous command entry by first clearing the error message, if any (by hitting the SPACE BAR), and then entering the ESCAPE OPERATOR as if you were going to enter a COMMAND. When this is done, the previous command line will be displayed and you may edit and correct it as necessary. When the corrections have been made, entering the NEW LINE OPERATOR will cause the command line to be re-executed. READ THE WARNING ABOUT RE-ENTRY OF COMMANDS GIVEN PREVIOUSLY!

BUFFER FULL ERROR -

There is one error returned by SCREDITOR III which will require special action on your part. This error occurs when the current buffer becomes totally full. When it happens, you cannot move the cursor off of the current line, or execute any COMMAND or OPERATOR which could do so (such as TOP, BOTTOM, etc...).

The only way to recover from this error is to make some room in the buffer. The easiest way is to use the SAVE COMMAND and save some lines to the output file. You can also open a WRITE-OUT file and extract some lines, or you could simply delete the current line. In any case, you must remove some lines from the current buffer in whatever way you choose to make room.

EXECUTING THE COMMAND LINE -

When the command entry is complete, entering the NEW LINE OPERATOR will cause the execution of the command line to begin. If multiple COMMANDS have been entered, the cursor will be positioned to the start of each COMMAND as it is executed as a visual indication of what is currently being done by SCREDITOR III.

The NEW LINE OPERATOR can be typed to begin execution of the command line with the cursor at any position on the line. This makes it convenient to enter a command line and execute it, and then re-execute the line without having to re-type it. Simply wait until the execution is complete and control returns to SCREEN EDIT MODE, then hit the ESCAPE OPERATOR followed immediately by the NEW LINE OPERATOR. The command line will then re-execute.

When the NEW LINE OPERATOR is entered, the command line is automatically truncated to the last non-space character on the line. Spaces at the end of the command line are never retained when the line is executed.

GENERAL COMMAND DESCRIPTION CONVENTIONS -

In this manual, several conventions are used, as has been previously stated. Before reading the following section on SCREDITOR III COMMANDS, it would be good to re-state these conventions.

First, parentheses are used to indicate a field of information. For instance, (STRING1) indicates a string of characters, and the parentheses are not actually entered. Another example would be (FILE) or (FILENAME) which indicates that a filename valid for your DOS would be entered. Again, the parentheses themselves are not typed when you enter the command line.

Second, (EOC) is used consistently to indicate either that an EOC character or the end of the line exists. In the case of multiple COMMANDS on the command line, (EOC) indicates that the EOC character would exist. If no further commands follow, (EOC) indicates the end of the line. (EOL) indicates that the COMMAND may not be followed by (EOC) and other COMMANDS.

Third, as indicated previously, the semi-colon is used in this manual as the EOC character, but you may be using some other character depending upon what you specified during CONGEN.

SCREDITOR III COMMAND DESCRIPTIONS

The following pages describe each COMMAND in detail. The COMMANDS are listed in alphabetical order by the two-letter COMMAND NAME. Note that certain COMMANDS are only available in versions of SCREDITOR III for particular operating systems, or operate differently depending upon the operating system in use. Also, note that some COMMANDS allow other COMMANDS to follow them on a command line, and that others do not. Those that do will have (EOC) in the syntax line, and those that don't will have (EOL).

AB - ABORT EDIT SESSION

SYNTAX: AB(EOL)

GENERAL: The ABORT COMMAND is used to immediately quit an edit session and return to DOS. If an input file is open, it will be closed intact. If an output file is open, it will be deleted. If a work file is open, it will be closed, but will not be deleted.

This COMMAND may be used to close a file which was opened for the express purpose of printing a file or extracting lines to a work file, and control will return to DOS without changing the original file(s). Also, if it is determined that an edit session has begun on wrong files, this COMMAND is convenient in that the state of all files upon return to DOS is identical to that which existed when the edit session started except for any WRITE-OUT files which may have been created during the aborted edit session.

ERRORS: If another COMMAND follows the AB COMMAND, an ILLEGAL TERMINATOR error will be posted.

If an error occurs in the file closings, a DISK ERROR will be posted and control returned to DOS.

BO - MOVE TO BOTTOM OF BUFFER

SYNTAX: BO(EOC)

GENERAL: The BOTTOM COMMAND will move the edit display area to the bottom of the current buffer. A partial screen of lines will be displayed if there is less than a full screen page of lines remaining from the current cursor position to the end of the buffer.

This COMMAND is used to rapidly position the edit display area to the bottom of the current buffer.

ERRORS: If the buffer has become completely full, a BUFFER FULL message will be displayed and no movement will occur until a line has been removed from the buffer by deletion, NEW, SAVE or WRITE-OUT.

If the cursor is presently on the last line in the buffer, a BOTTOM OF BUFFER message will be posted.

If any character other than (EOC) or (EOL) follows the two-character COMMAND name, an ILLEGAL TERMINATOR error will be posted.

CC - CONTROL CODE IMBEDDMENT

SYNTAX: CC#nn(EOC)

The command name must be followed by the pound symbol (#) type character and that in turn by a two-digit number in the range of 1 to 31.

In all versions of SCREDITOR III, the codes 0 and 13 are not allowed.

In addition, in the SSB version code 26 is not allowed. In the FLEX version, codes 9 and 26 are not allowed. In the OS-9 version, code 27 is not allowed.

It is strongly suggested that codes under 14 not be used except where pre-defined to allow upward compatibility with later releases of SCREDITOR III.

GENERAL: When this COMMAND is executed, the character under the cursor will be replaced by a code which will be used for the control of your printer during the use of the PR COMMAND. Each such control code imbeddment will be displayed as an up-arrow during normal editing, and may be erased by use of the DELETE CHARACTER operator, or by over-typing by any other key.

The code entered is used to select the actual string of character(s) which will be sent to the printer when the control code is encountered. There are seven control strings which are always defined by the same CC codes. They are as follows:

CODE 1 - START UNDERLINE
CODE 2 - END UNDERLINE
CODE 3 - START BOLDFACE
CODE 4 - END BOLDFACE
CODE 5 - START DOUBLE WIDTH
CODE 6 - END DOUBLE WIDTH
CODE 7 - OPERATOR STOP

All of the other codes except as noted in the syntax comments may be defined by the user to allow the implementation of specialty printer operations.

The reason that CODES 1-6 are always defined for the same functions involves the way in which SCREDITOR III interprets these codes. Special consideration is given to the code since there is an alternate way in which to generate the functions with some printers.

In the case of underline and boldface printing, printers which support backspace but do not directly implement the codes (such as an IBM SELECTRIC) may perform these functions by printing a character, backspacing, and then either typing an underline or re-typing the character.

In the case of printing double width characters, each character to be so printed may be printed followed by a space.

When SCREDITOR III encounters one of these codes during printing, it examines the printer characteristics previously loaded. If the function is defined, the sequence of characters defined are sent to the printer.

In the case of underline and boldface, if the function is not defined, the backspace function is checked. If backspace is defined, it is used as previously described to perform the operation.

In the case of printing double width, that characteristic is examined. If defined, the defined string will be sent to the printer to implement the function. If not defined, spaces are sent after each character to effectively double space the word.

When these functions are turned on, they will remain in effect until the associated off code is sent. Only one of these standard codes should be active at any given time, or unpredictable results will occur.

Even though print double width is a "stock" code, SCREDITOR III makes no assumption as to whether or not your printer is actually printing double width. No attempt at any special display justification is made. Since this type if printing is seldom if ever included within justified material (most printers won't allow part of a line to be double width), it was not considered worth the effort to add the necessary coding to SCREDITOR III to maintain display proportion.

The operator stop code is defined to allow users of incremental printers (which print a character and wait for another) to stop to change type elements, ribbon colors, etc... When

the OP STOP code is encountered, printing will cease until any key on the keyboard is hit except the ABORT key. Printing will then resume. If the ABORT key is hit, printing will stop and control will return to SCREEN EDIT MODE.

Each imbedded code takes a character space in the line. During printing, the space taken by the imbedment will be printed as a blank. Under some conditions, justification will appear ragged, especially in the case of a control code at the start or end of a line. It is up to the operator to visually inspect the result of justification to insure that the desired result has been obtained.

During editing, automatic word wrap, melding, justification, etc..., will change the position of words on lines and between lines. When imbedded codes are being used, it is a good idea to look at text before it is printed to insure that everything is going to be printed as desired.

ERRORS: If an attempt is made to insert CODE 0, CODE 13 or any of the proscribed codes listed in the syntax comments, an ILLEGAL CONTROL CODE error will be posted.

If any type character other than the pounds symbol is entered, an ILLEGAL TYPE message will be displayed.

If the type character is entered, but no number follows, an ILLEGAL TERMINATOR message will be posted.

If neither type character nor number is entered, an ILLEGAL TYPE message will be posted.

CD - CODE DISPLAY

SYNTAX: CD(EOC)

GENERAL: This COMMAND is used to display any printer control codes imbedded by the CC COMMAND.

When the COMMAND is issued, the screen display area will be cleared, and any control codes which exist in the display area will be displayed decimally.

When it is desired to return to SCREEN EDIT MODE, hitting the space bar will restore the display to normal operation.

ERRORS: If any character other than (EOC) or (EOL) follows the two-letter command name, an ILLEGAL TERMINATOR message will be posted.

CF - CLOSE READ-IN, PRINT-OUT or WRITE-OUT FILE

SYNTAX: CF(EOC)

GENERAL: This COMMAND will close a file previously opened by an OPEN PRINT-OUT (SSB and FLEX only), OPEN READ-IN or OPEN WRITE-OUT COMMAND. This will generally be done in order to release the work file control block for use by some other routine such as OPEN WRITE-OUT, LOAD or SAVE SYMBOLS, or OPEN PRINT-OUT since the READ-IN or WRITE-OUT file is normally automatically when returning to DOS.

Only one use can be made of the work file control block at a time. In order to allow another COMMAND to use the it, this COMMAND would have to be executed to release the block for the desired COMMAND.

Even though OS-9 does not use FCB's, this COMMAND is still necessary since a number of pointers and temporaries are shared by several different work file COMMANDS.

This COMMAND is not active once a PRINT-MERGE COMMAND has been issued.

ERRORS: If the READ-IN or WRITE-OUT is not active, a FILE NOT OPEN error will be posted.

Any DOS error will be posted as DISK I/O ERROR #XXX where XXX is the decimal numerical value of the error returned from DOS. If this occurs, all COMMANDS which perform disk I/O with the exception of NEW, SAVE, LOG and ABORT will be disabled for the remainder of the current edit session.

If any character other than (EOC) or (EOL) follows the two-letter command name, an ILLEGAL TERMINATOR error will occur.

If this COMMAND is issued after a PRINT-MERGE COMMAND has been executed, an FCB IN USE error will be posted.

CH - CHANGE ONE STRING TO ANOTHER STRING

SYNTAX: CH/(STRING1)/(STRING2)/(EOC)

This COMMAND utilizes 'floating' delimiters. The slashes shown in the syntax line may be any displayable character, including spaces. The only limitation is that all three delimiters must be the same, and may not appear in the strings themselves.

The second string may be null; i.e., two adjacent delimiters. The net effect of this is to delete all occurrences of the first string.

When this COMMAND is entered, the first occurrence of STRING1 will be located, the cursor placed on the first character of STRING1, and a pause executed to allow the operator to determine whether or not to change the string.

At this point, one of three entries may be made. First, if a single letter Y is entered, the string will be replaced and a second pause will occur to allow the operator to decide whether or not to continue the search-and-replace cycle.

Second, if the letter C is typed, the remainder of the changes will be made without additional pauses for operator supervision. The screen display will operate exactly as if the pauses were being made. Once the 'continuous' change mode is entered, hitting the ABORT key will stop the change function, and hitting any other key will return the function to the original pause after location mode.

Third, if the ABORT key is entered, no further changes will be made, and the operation will abort and return to COMMAND MODE if additional COMMANDS exist to be done, or otherwise to SCREEN EDIT MODE.

If additional COMMANDS follow the CHANGE COMMAND, care should be taken, as the COMMAND returns a BOTTOM OF BUFFER error when the end of the buffer is reached. This will cause the error message and an immediate return to SCREEN EDIT MODE.

GENERAL: The strings entered in this COMMAND must exactly reflect the case (upper or lower) of both the string being searched for and the string with which to replace it. The search routine does not consider This, THIS and this to be the same string; therefore, if a word occurs at the beginning of a sentence with normal capitalization, it would not be located in a search which uses all capital or lower case letters.

If a string consists of multiple words separated by spaces, and the string in the buffer extends from the end of one line onto another line it will not be found by the search routine, which examines each line in the buffer separately.

Since SCREDITOR III continuously changes the number of spaces between words as it packs, melds and justifies paragraphs, it is not a good practice to search for a string made up of words which are separated by spaces.

The search routine in SCREDITOR III is fully zoned; that is, will only search between the current margins. If an occurrence of the string lies outside the current margins, or extends into either margin, it will not be found.

ERRORS: If the search routine reaches the bottom of the current buffer, a BOTTOM OF BUFFER message will be posted.

If the change routine causes the current buffer to fill, a BUFFER FULL message will be posted and the search aborted. See special notes concerning BUFFER FULL elsewhere.

If a delimiter character is omitted, a DELIMITER ERROR will occur.

If the first string is not defined, an ILLEGAL TERMINATOR message will be displayed.

CM - CLEAR MARK(S)

SYNTAX: CM*(EOC)
CM<(EOC)
CM>(EOC)
CM(EOC)

There are four options supported by this COMMAND.

The first option is a single asterisk (*). When this option is used, all line marks in the current buffer will be cleared.

The second option is the less-than character (<). When this option is used, all marks from the start of the buffer up to and including the current line will be cleared.

The third option is the greater-than character (>). When this option is used, all marks from the current line to the end of the buffer will be cleared.

The last option consists of the command name immediately followed by (EOC) or (EOL). In this case, only the current line will be unmarked.

ERRORS: If one of the four options is not given, an ILLEGAL OPTION message will be posted.

If (EOC) or (EOL) does not follow the option character, an ILLEGAL TERMINATOR error will be posted.

CO - COPY LINES

SYNTAX: CO#nnnn#mmmm(EOC)
CO#nnnn@mmmm(EOC)
CO#nnnn*(EOC)
CO#nnnn(EOC)

There are four options supported by this COMMAND.

The first option above may be read as "Copy from line nnnn through line mmmm, inserting the copy before the current line."

The second option above may be read as "Copy mmmm lines starting at line nnnn, placing the copy before the current line.

The third option above may be read as "Copy all lines from nnnn to the end of the buffer and place the copy before the current line.

The last option reads as "Copy line nnnn and place the copy before the current line."

SCREDITOR III COMMAND DESCRIPTIONS

In all options, 'nnnn' and 'mmmm' are in the range of 1-65536.

GENERAL: The COPY COMMAND does not disturb the lines which have been copied in any way...even line marks are copied. Also, the resulting copy of the lines is an exact image of the pre-existant lines, including all justification, etc...

The COPY COMMAND always inserts the lines before the current line; that is, before the line on which the cursor was positioned when the COMMAND was executed.

COPY does not honor MULTI-COLUMN MODE. The lines copied will be from beginning to end of line irregardless of margins, and will be inserted intact, also irregardless of margins.

To copy a sentence from the middle of one paragraph to the middle of another, you would use the SPLIT OPERATOR to isolate the sentence on separate lines from the rest of the paragraph, split the target paragraph where the sentence will be moved, move the sentence, and then use the MELD operator to re-format the paragraphs. Although this appears to be rather slow, in practice, this type of movement is not often encountered in actual text editing.

ERRORS: The most common error which will be returned by the COPY COMMAND occurs when the lines to be copied overlap the current line. Under no circumstance can the current line be a part of the block of lines being copied. An ILLEGAL TARGET error will be posted when this is attempted.

The second error occurs when the buffer is filled. A BUFFER FULL message will be posted under this condition. See special notes on BUFFER FULL elsewhere.

If a character other than one of the four type characters #, @, * or (EOL) or (EOC) follows the command name, an ILLEGAL TYPE message will be posted.

If (EOC) or (EOL) does not follow the second (or only) number, an ILLEGAL TERMINATOR error will be posted.

CP - CLOSE PRINTER PATH (OS-9 VERSION ONLY)

SYNTAX: CP(EOC)

GENERAL: This COMMAND is designed to allow an early closing of the printer path in the case where more than one process or user may want to share the output device or file, and the device or file is non-shareable. The path is automatically closed by the LOAD PRINTER DATA COMMAND and the OPEN PRINTER PATH COMMAND, and when the LOG or ABORT COMMANDS are executed.

When the COMMAND is issued, the PC or PS printer status flag in the banner will be erased, indicating that the printing COMMANDS are not available.

ERRORS: If the printer path is not open when the COMMAND is issued, a PATH NOT OPEN error will be posted.

If any character other than (EOL) or (EOC) follows the two-letter command name, an ILLEGAL TERMINATOR message will be displayed.

DF - DEFINE FOOTER
DH - DEFINE HEADER

SYNTAX:

DFE(EOC)	DHE(EOC)
DFO(EOC)	DHO(EOC)
DFB(EOC)	DHB(EOC)

The entry of the HEADER and FOOTER definitions are identical, and therefore are being presented together in this command description.

The first option consists of the command name followed by E, and will define the header or footer which will be used on even pages.

The second option consists of the command name followed by O, and will define the header or footer which will be used on odd pages.

The third option consists of the command name followed by B, and will define both the even and odd header or footer.

GENERAL: When entered, the definition will consist of all lines from the start of the buffer up to, but not including, the current line.

The definitions are entered and justified exactly as normal text would be. Printer control codes may also be imbedded just as with normal text. It is, of course, your responsibility to know how your printer will respond to control codes which it receives!

One special string is defined in the header and footer definition...the page number. Wherever you desire the current page number to appear during printing, you will type four percent symbols (%%%%). This string will be replaced by the page number when printed.

ERRORS: If any character other than E, O or B follows the command name, an ILLEGAL OPTION message will post.

If the particular definition has been previously defined, an ALREADY DEFINED message will be displayed.

If the cursor is on the top line in the buffer, an ILLEGAL HEADER/FOOTER error will be returned.

If the difference between the printer page length and the header and footer length is less than five lines, a PAGE LENGTH error will be posted.

If any character other than (EOC) or (EOL) follows the option character an ILLEGAL TERMINATOR error will be returned.

DP - DEFINE PRINTER PAGE CHARACTERISTICS

SYNTAX: DP/(opt)/(opt)/(opt)...(EOL)
DP/(EOL)

There are two forms of the DP COMMAND. Both require that the COMMAND be the last or only COMMAND on the command line.

The first is an entry with new page characteristics, as in the first line above, where (opt) is defined as one of the following,

Tnnn - PRINTER TOP MARGIN
Lnnn - PRINTER LEFT MARGIN
Bnnn - PRINTER BOTTOM MARGIN
Pnnn - PRINTER PAGE LENGTH
Sn - SINGLE, DOUBLE or TRIPLE SPACING
Nnnnnn - STARTING PAGE NUMBER OF FILE

and where the allowable range of numbers is from 0-255 for the T, L, and P options (or less, as noted later), 1-3 for the S option, and 1-65535 for the N option.

The options may be entered in any order desired. A delimiter must separate each option. As with the FIND and CHANGE COMMANDS, the delimiter floats, and is defined for the length of the COMMAND as the first character after the command name.

The second form of this COMMAND is the command name followed by any delimiter character (other than a number or one of the above option letters), and immediately followed by (EOL). When this form is used, the current page characteristics will be displayed, and they may be edited if desired. If the ABORT key is struck, control will return to SCREEN EDIT MODE and no change to the page characteristics will occur. If the NEW LINE key is struck, the new characteristics will be entered.

GENERAL: The top and bottom margins are used whenever a header or footer is not defined. For instance, assume that an odd footer is defined, but no even footer. On even pages, then, the B value entered during PRTGEN, or as edited by this COMMAND, will be used as the footer line count, and on odd pages the footer definition will be used. The two values do not have to be the same. The maximum value which many be entered is less than 255, as determined by the formula L-M 4 (page length minus margins must be greater than four).

The left margin is used by all printing COMMANDS, and is included due to the fact that many printers do not allow paper positioning or settable margins. It is easier to use this method to set a fixed left margin than to enter every line in a text with an offset left margin (although this could be done by SCREDITOR III).

The page length is the actual length of the paper from top to bottom, counted in lines. The maximum number of lines actually printed on each page will be the difference between the page length and the sum of the top and bottom margins (whether default or header/footer definitions lengths), and cannot exceed 255. See the formula in the above paragraph.

The page number is the number of the first page in the file. For instance, if a file contained twelve pages, they would normally be numbered 1 through 12 when printed. If, however, you entered N12, they would be numbered from 12 through 24 when printed.

The spacing count determins whether the printed output will be single-, double- or triple-spaced. This value will not apply to the header/footer definitions. When this value is changed, the page flags in the screen display area will change to reflect the new number of lines to be printed per page. Again, the formula above must be adhered to.

ERRORS: If the number of lines to be printed excluding headers and footers is calculated to be less than five, a PAGE ERROR will be posted.

If any other option character other than T, L, B, P, S or N is entered, an ILLEGAL OPTION will be posted.

If a non-numeric value or a value too large or small follows an option character, an ILLEGAL TARGET error will be posted.

Leaving out a delimiter, or using more than one different delimiter character will cause a DELIMITER MISSING error.

If the display form of the COMMAND is entered and and the DP/ part of the line is changed, an ILLEGAL SYNTAX error will be posted.

DS - DEFINE SYMBOL

SYNTAX: DS/(name)/(symbol body)(EOL)
DS/(name)(EOL)

There are two forms of this COMMAND. Both forms require that the COMMAND be the last or only COMMAND on the line.

The first form consists of the COMMAND followed by a delimiter, a symbol name and a symbol definition, where (name) is a single character from A-Z (lower case is acceptable, as "a" is converted internally to "A", etc...), and the delimiter floats, and may be any character.

(symbol body) consists of a series of keystrokes. Like the entry of single-key operators during ESCAPE MODE, an up-arrow (^) followed by a two-letter OPERATOR NAME is used to describe each OPERATOR entry desired as part of the definition. Unlike ESCAPE MODE itself, however, no EOC characters are entered between OPERATORS. Also, a NEW LINE OPERATOR must be entered after each call to ESCAPE COMMAND MODE. A DELETE TO MARGIN OPERATOR should normally precede the NEW LINE OPERATOR to insure that no 'left-over' characters remain on the command line when executed.

The second form of the COMMAND is the command name followed by a delimiter and a symbol name and then immediately by (EOL). When this form is entered, the definition of the named symbol will be displayed for inspection or editing. When editing or inspection is complete, the ABORT key will return control to the SCREEN EDIT MODE without making any change to the old symbol definition. The NEW LINE OPERATOR will cause the displayed definition to replace the old definition in the symbol buffer.

GENERAL: Any series of keystrokes which may be entered from the keyboard may be defined as a symbol. Such keystrokes can range from a string such as SCREDITOR III which appears continuously throughout this manual, to very complex combinations of normal characters, COMMANDS and OPERATORS. The only limitation is that, unlike normal COMMAND MODE, a symbol which includes a COMMAND MODE call cannot include OPERATORS in the COMMAND MODE part of the definition. For instance, this line is a legal COMMAND in normal entry:

BO;^SD;^DL;TO

The entry will be typed after hitting the ESCAPE OPERATOR and will be executed after hitting a NEW LINE OPERATOR, and will move to the bottom of the buffer (BO;), scroll the screen down one line (^SD;), delete one line (^DL), and, finally, move to the top of the buffer.

A symbol, however, to accomplish the same thing, would have to be entered as:

^ESBO^DM^NL^SD^DL^ESTO^DM^NL

Which would cause SCREDITOR III to go into COMMAND MODE and execute the BO COMMAND (^ESBO^DM^NL), return to SCREEN EDIT MODE and scroll the screen down (^SD) and delete one line (^DL), and finally re-enter COMMAND MODE and go to the top of the buffer (^ESTO^DM^NL).

Note also that DELETE-TO-MARGIN precedes the NEW LINE OPERATOR in the symbol definition. Be sure to remember to include it just as you would if you entered COMMAND MODE and typed the line.

By ending a definition with an ACTIVATE SYMBOL OPERATOR without a symbol name, a special repetitive operation is created. Once the symbol has been run one time, simply typing the symbol name over and over will cause the symbol to re-execute. Typing some other symbol name will allow you to chain from one symbol to another. If each definition ends in an ACTIVATE SYMBOL OPERATOR, the chaining can go on indefinitely. When you want to break the repetition or chaining, type the ABORT key instead of a symbol name. This allows you to define extremely powerful single key functions to perform specific repetitive tasks!

LENGTH: The method of storing symbols in SCREDITOR III is such that a symbol only uses the amount of space required to store it. In theory, a symbol could be as long as the entire symbol buffer (1024 bytes) using this method. In practice, two limitations will exist.

First, the maximum length of a symbol is 244 characters, the length of the command line less the DS command name, the two delimiters and the single-character symbol name.

Second, a symbol may only be as long as the remaining space in the symbol buffer. If a large number of symbols are defined, the space may be reduced to the point that there is not enough room in the buffer for another long symbol.

ERRORS: Only twenty-six symbols may be defined (A-Z). Any other character will cause an ILLEGAL SYMBOL message to be displayed.

If a delimiter does not follow the two-character COMMAND name and the symbol name (DS/A/), a SYNTAX ERROR will be posted, except when the option to display an existing symbol is entered (EOL after symbol name).

If a symbol is entered of such a length that it will not fit in the symbol buffer (due to other symbol definitions having used up too much of the available space), a SYMBOL BUFFER OVERFLOW message will be posted, and no part of the symbol will be entered into the buffer.

The symbol is not parsed when it is entered. Any illegal operations within the symbol definition will only be trapped when the symbol is activated and its contents are executed.

EX - EXIT TO SYSTEM MONITOR (FLEX and SSB versions only)

SYNTAX: EX(EOL)

GENERAL: This COMMAND is used to gracefully leave SCREDITOR III and enter the SYSTEM MONITOR. SCREDITOR III may be re-entered by executing a jump to the warm start entry point, which is three bytes past the first address of SCREDITOR III saved to disk.

THIS IS A SYSTEMS PROGRAMMER'S CONVENIENCE ONLY, AND SHOULD NEVER BE ATTEMPTED BY UNQUALIFIED PERSONNEL.

ERRORS: If the SYSMON entry address was given as $0000 during CONGEN, this COMMAND is disabled, and the error message ILLEGAL COMMAND will be posted if attempted.

If any character other than (EOL) follows this one on the command line, an ILLEGAL TERMINATOR message will be posted.

FI - FIND STRING OF CHARACTERS

SYNTAX: FI/(STRING)/(EOC)

GENERAL: A search for (STRING) commences when the command is entered. When an occurrence of STRING is found the search will stop, the cursor will be positioned to the start of the target string, and a pause will occur to determine your desire as to whether or not to continue searching. If you hit the ABORT key the search will stop with the cursor left in place at the start of the target string in the display area and any additional COMMANDS on the command line will be executed before control will return to SCREEN EDIT MODE. Any other key will cause the search to resume.

If the search is not aborted before the last occurrence of the string is located, any remaining COMMANDS on the line will be ignored due to the fact that an error message will be posted.

Like the CHANGE COMMAND, FIND is a zoned COMMAND: i.e., the string to be located must exist entirely between the current margins and on a single line to be found. Also, like CHANGE, the case of the string entered on the command line must exactly match the string to be located or no occurrence will be found.

Also, like CHANGE, the delimiter floats, and the first character after the command name will be the delimiter for the remainder of the COMMAND.

ERRORS: If the search routine reaches the bottom of the buffer, a BOTTOM OF BUFFER message will be posted.

If there is insufficient space in the buffer to move, a BUFFER FULL message will be posted.

If the string entered is null (two adjacent delimiters), an ILLEGAL TERMINATOR message will be displayed.

If the final delimiter is omitted, a DELIMITER ERROR will be returned.

If any character other than (EOC) or (EOL) follows the second delimiter an ILLEGAL TERMINATOR error will be generated.

GO - GOTO LINE

SYNTAX: GO#nnnn(EOC)
GO@nnnn(EOC)
GO*(EOC)

There are three forms of the COMMAND.

The first form above may be read as 'Go to line nnnn.'

The second form may be read as 'Go toward the bottom of the buffer nnnn lines'

The third form of the COMMAND reads as 'Go to the last line in the buffer.'

In the first two forms, 'nnnn' may range from 1-65536.

GENERAL: The GOTO COMMAND allows quick movement to a specific line in the current buffer.

ERRORS: If the target line does not reside within the current buffer, ILLEGAL TARGET will be posted.

If any character other than #, @ or * are given after the command name, an ILLEGAL TYPE error will be returned.

If any character other than (EOC) or (EOL) follows the number in the # and @ options, or the asterisk in the third form, an ILLEGAL TERMINATOR error will be posted.

GP - GOTO PAGE

SYNTAX: GP#nnnn(EOC)
GP@nnnn(EOC)
GP*(EOC)
GP(EOC)

There are four forms of the COMMAND.

The first form above may be read as 'Go to page nnnn.'

The second form may be read as 'Go nnnn pages toward the bottom of the buffer.'

The third form of the COMMAND reads as 'Go to the last page in the buffer.'

The fourth form of the COMMAND reads as 'Go to the start of the current page.'

In the first two forms, 'nnnn' may range from 1-65536.

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GENERAL: The GOPAGE COMMAND allows quick movement to a specific page start in the current buffer.

ERRORS: If the first line of the target page does not reside within the current buffer, ILLEGAL TARGET will be posted.

If any character other than #, @, *, or (EOC) or (EOL) are given after the command name, an ILLEGAL TYPE error will be returned.
If any character other than (EOC) or (EOL) follows the number in the # and @ options, or the asterisk in the third form, an ILLEGAL TERMINATOR error will be posted.

HR - HELP REQUEST

SYNTAX: HR?(EOL)
HR?C(EOL)
HR?O(EOL)
HR?xx(EOL)

There are four forms of the COMMAND.

The first may be read as 'Display information about the HELP REQUEST COMMAND.'

The second may be read as 'Display the COMMAND SUMMARY.'

The third may be read as 'Display the OPERATOR SUMMARY.'

The fourth may be read as 'Display a summary of information about COMMAND xx.'

The fourth form of the COMMAND requires that you supply the two-letter command name of the COMMAND on which you want information where 'xx' is shown above.

GENERAL: When this COMMAND is entered, the screen display area is cleared and the HELP.DAT file on the system drive (FLEX and SSB), or the HELP.DAT file in the EDIT_DATA directory on drive D0 (OS-9) is opened, and the requested information is read and displayed.

When you have finished reading the material, the space bar or the ABORT key will close the file and return you to SCREEN EDIT MODE.

On some of the information displays there is more than one screen of information. When this is the case, the message (SPACE BAR TO CONTINUE, ABORT KEY TO RETURN TO EDIT) will be displayed. Hitting the space bar will display the next page of information.

The information provided in each request is a abridged version of the information contained in this manual, and includes complete syntax as is displayed at the start of each COMMAND's description, and at least one paragraph of additional explanatory information.

This COMMAND is not available when the work file control block is in use, or after the PRINT-MERGE COMMAND has been executed.

ERRORS: If the command name in the fourth form of the COMMAND does not exist in the help file, an ILLEGAL TYPE message will be posted.

If any character other than O or C is entered for the second and third forms of the COMMAND, an ILLEGAL TYPE message will be returned.

If any character other than (EOL) follows the COMMAND, an ILLEGAL TYPE error will result.

If the delimiter is ommited on the fourth form, an ILLEGAL TYPE message will be posted.

If the delimiter is omitted on the second and third forms, the HELP REQUEST SUMMARY will be displayed.

If a disk error occurs during the execution of this COMMAND, a DISK ERROR message will be returned.

If the file control block is in use when this COMMAND is executed, an FCB IN USE error will be posted.

If a PRINT-MERGE COMMAND has been previously executed, an FCB IN USE error will be posted.

ID - INSERT READ-IN LINE NUMBER DISPLAY

SYNTAX: ID(EOC)

GENERAL: This COMMAND is used to display the line number of the first line not read in an open READ-IN file. When the COMMAND is issued, the command line will be cleared, and the line number will be displayed as

IR=nnnnn

where nnnnn is the number of the first line in the file not yet skipped or inserted.

ERRORS: If a READ-IN is not active when this COMMAND is executed, a FILE NOT OPEN error will be returned.

If any character other than (EOC) or (EOL) follows the command name, an ILLEGAL TERMINATOR error will be posted.

JL - JUSTIFY LINE

SYNTAX: JLA(EOC)
JLC(EOC)
JLL(EOC)
JLR(EOC)

Four options are supported by this COMMAND, and one of the four must always be entered.

JLA will all-justify the current line.

JLC will center-justify the current line.

JLL will left-justify the current line.

JLR will right-justify the current line.

GENERAL: When the COMMAND is issued, the current line will be justified as indicated by the option character.

In the case of L,C and R option, no packing will take place. The net effect is to simply move the line to the left margin, or right margin, or center the line within the current margins.

The A option will pack the line before justifying it to insure that the spacing of the line is made as even as possible.

This COMMAND may be entered in either LINE or TEXT MODE.

ERRORS: If one of the four option characters does not follow the command name, an ILLEGAL OPTION message will be displayed.

If any character other than (EOC) or (EOL) follows the option character, an ILLEGAL TERMINATOR message will be posted.

JM - JUSTIFICATION MODE

SYNTAX: JMA(eoc)
JMC(eoc)
JML(eoc)
JMR(eoc)

SYNTAX: Four options are supported by this COMMAND, and one of the four must always be entered. The mode selected by this COMMAND is of significance only in TEXT MODE.

JMA will place SCREDITOR III in ALL-JUSTIFY MODE. In this mode, whenever the right margin is passed and a word-wrap occurs, the current line will automatically be packed and all-justified. Whenever a MELD operation is performed (MELD operator, exit INSERT CHARACTER mode, or PARAGRAPH INDENT when in TEXT MODE), the remainder of the paragraph will be melded using this mode.

JMC will place SCREDITOR III in CENTER-JUSTIFY MODE. Whenever the right margin is passed causing a word-wrap, the current line will be packed and center-justified. Whenever a MELD operation is performed (MELD operator, exit INSERT CHARACTER mode, etc...), the remainder of the paragraph will be melded using this justification (lines centered between margins).

JML will place SCREDITOR III in LEFT-JUSTIFY MODE (default at start-up). Whenever the right margin is passed causing a word-wrap, the current line will be packed to eliminate extra spaces and left flush at the left margin. Whenever a MELD operation is performed (MELD operator, exit INSERT CHARACTER mode, etc...), the remainder of the line or paragraph will melded flush at the left margin.

JMR will place SCREDITOR III in right-justify mode. Whenever the right margin is passed causing a word-wrap, the current line will be packed and right-justified. Whenever a MELD operation is performed (MELD operator, exit INSERT CHARACTER MODE, etc...), the remainder of the line or paragraph will be melded flush at the right margin.

GENERAL: The JUSTIFY MODE COMMAND can be entered at any time, whether in TEXT or LINE MODE; however, the justification mode will only have effect in TEXT MODE.

ERRORS: If any option other than A, C, L or R is entered, an ILLEGAL OPTION ERROR will be posted.

If (EOC) or (EOL) does not follow the option character, an ILLEGAL TERMINATOR error will be displayed.

JP - JUSTIFY PARAGRAPH

SYNTAX: JPA(EOC)
JPC(EOC)
JPL(EOC)
JPR(EOC)

Four options are supported by this COMMAND, and one of the four must always be specified.

JPA will all-justify the current paragraph.

JPC will center-justify the current paragraph.

JPL will left-justify the current paragraph.

JPR will right-justify the current paragraph.

GENERAL: When the COMMAND is issued, the current paragraph will be justified as indicated by the option character. The end of a paragraph is indicated by a blank line between the current margins.

The effect of this command is to perform a JUSTIFY LINE operation over all of the lines in the paragraph. Paragraph level packing as with the MELD OPERATOR will not take place. If you wish to re-pack and justify a paragraph, you would use the MELD OPERATOR, or, in the case of an indented paragraph, the PARAGRAPH INDENT COMMAND.

ERRORS: If any character other than one of the option characters A, C, L or R is entered, an ILLEGAL OPTION message will be posted.

If (EOL) or (EOC) does not follow the option character, an ILLEGAL TERMINATOR error will be posted.

If the buffer becomes full during the COMMAND, a BUFFER FULL message will be posted, and the line which was being operated on when the error occurred will be the current line after the error message is cleared.

KL - KILL (DELETE) LINES

SYNTAX: KL#nnnn(EOC)
KL@nnnn(EOC)
KL*(EOC)
KL(EOC)

Four options are specified for this COMMAND.

The first may be read as "Delete all lines from the current line through line #nnnn."

The second may be read as "Delete @nnnn lines."

The third may be read as "Delete all lines from the current line through the end of the current buffer."

The fourth may be read as "Delete the current line."

'nnnn' is a number in the range of 1-65535.

GENERAL: This COMMAND is used to make mass deletions of lines where typing the DELETE LINE OPERATOR over and over would be rather tedious.

WARNING: This COMMAND does not prompt to insure that you know what you are doing, or that you have correctly entered the line. Be sure you do it right the first time!

ERRORS: If a type character other than #, @, * or (EOL or EOC) is entered after the COMMAND, and ILLEGAL TYPE message will be posted.

If the line number in the # option does not exist in the current buffer AFTER the current line, or the number of lines in the @ option does not exist from the current line to the end of the buffer, an ILLEGAL TARGET error will be posted.

If any character follows the command and its target (if any) other than (EOL) or (EOC), an ILLEGAL TERMINATOR error will be posted.

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LE - LINE EDIT MODE

SYNTAX: LE(EOC)

GENERAL: This COMMAND will place SCREDITOR III in the line mode.

ERRORS: If either (EOC) or (EOL) does not immediately follow the command name, an ILLEGAL TERMINATOR message will be posted.

LI - LINE INDENT

SYNTAX: LI#nnnn(EOC)

Only one option is defined for this COMMAND, the pounds character (#) followed by a number in the range of 1 to 249.

GENERAL: This COMMAND will insert the number of spaces specified by #nnn at the beginning of the current line. If line mode is active, the action is identical to the repeated use of the INSERT SPACE OPERATOR. If text mode is active, the effect is to insert the number of spaces specified and to re-justify the remainder of the line or paragraph as if the spaces were a word.

ERRORS: If any character other than the pounds character (#) follows the COMMAND and precedes the number, an ILLEGAL TYPE message will be posted.

If the number specified is larger than the right margin, or larger than the right margin less the length of the first word on the line in TEXT MODE, an ILLEGAL TARGET error will result.

If any character other than (EOC) or (EOL) is entered after the number, an ILLEGAL TERMINATOR error will be returned.

LM - SET LEFT MARGIN

SYNTAX: LM#nnn(EOC)
LM(EOC)

Two forms of this COMMAND are defined.

The first form of the COMMAND requires that a pounds type character follow the COMMAND name, and then a number in the range of 1 to 249. When this is done, the left margin will be set to that column.

The second is simply the command name followed by (EOC) or (EOL). When entered in this manner, If the left margin is set to the current column, it will be reset to column one. If the left margin is not set to the current column, it will be so set.

GENERAL: If the cursor column would fall outside the left margin after the margin is moved, the cursor will be moved to the left margin. If the new left margin is off the display area and the cursor is moved, an automatic horizontal scroll will occur.

ERRORS: If any character other than (#) or (EOC) or (EOL) follow the command name an ILLEGAL TYPE message will be posted.

If any character other than (EOC) or (EOL) follows the command target, an ILLEGAL TERMINATOR message will result.

SCREDITOR III COMMAND DESCRIPTIONS

LO - LOG EDIT SESSION

SYNTAX: LO(EOL)

No further COMMANDS may follow this COMMAND.

GENERAL: If an output file is open, and if nothing has been written to the output file, and if headers and/or footer are defined, they will be saved first.

The current buffer will then be written out. If an input file is open and additional lines exist in it, the additional lines will be read and transferred to the output file. When all lines have been transferred to the output file, the screen will be cleared and the message Closing files... will be displayed. Then any open work files (WRITE-OUT, READ-IN, etc...) will be closed. Then the input and output files will be closed.

NEXT... (FLEX and SSB VERSIONS)

If no output filename was specified at edit start-up (using .TXT and .BAK extensions), the disk will be examined for a file with the same name and a .BAK extension. If found, it will be deleted, the input file will be renamed to a .BAK extension, and the output file, which, up to this point had a .TMP or .SCR extension, will be renamed to a .TXT extension.

If an output file was specified, the input and output files will simply be closed.

NEXT... (OS-9 VERSION)

If no output path was specified at edit start-up, the input file (if it existed) will be deleted, and the SCRATCH file will be renamed to the input file name.

If no I/O files are open, the screen will immediately clear.

FINALLY...

If a command string was specified during CONGEN, it will be passed to DOS for processing, allowing SCREDITOR III to call another program with its last dying gasp. If an error occurs during closing which caused an abort to DOS, the command string will not be passed to DOS.

ERRORS: If any character other than (EOL) follows the command, an ILLEGAL TERMINATOR error will be posted, and the COMMAND will not execute.

If disk errors occur during closing, they will be posted in the manner normal for your DOS. If this happens, you should check all of the files which were being worked on to see what has been damaged. Methods of recovery of files under this condition are beyond the scope of this manual.

LP - LOAD PRINTER DATA FILE

SYNTAX: LP/(NAME)/(EOC)
LP/*/(EOC)

The form of (NAME) should conform to the DOS under which SCREDITOR III is running as to length, allowed characters, etc...

In the OS-9 version, a space must follow the path name and then be followed by the second delimiter to insure that OS-9 does not try to include the remainder of the command line in the path name.

In the FLEX and SSB versions, no extension should be given. The default extension which SCREDITOR III supplies is .DAT. If an extension is given, it will be ignored, and .DAT substituted.

The second form of the command is used to load the default file which was loaded on start-up. This option is used when you have loaded an alternate data file, and wish to return to the original one.

GENERAL: This COMMAND allows you to load a printer data file which was previously created using the PRTGEN program.

When this COMMAND is executed, any previously-existing printer data will be erased before the new data is loaded.

It will generally not be necessary to execute this COMMAND, since a PRTGEN DATA FILE named PRTGEN.DAT (FLEX and SSB) or PRTGEN plus your user I.D. (OS-9) file must exist in order for SCREDITOR III to start up, and will already have been loaded. This COMMAND is used primarily by those people who have the capability of using multiple printers.

In the SSB and FLEX versions this COMMAND is not active once a PRINT-MERGE COMMAND has been issued.

In the OS-9 version the old printer path will automatically be closed and the new printer path opened whenever this COMMAND is issued since every printer data file includes a printer path string.

ERRORS: If the file name supplied does not conform to the syntax used by your DOS, an ILLEGAL FILE NAME error will be posted.

If the file specified does not exist, or an error occurs during its opening or loading, a DISK ERROR #NNN will be posted, where NNN is the decimal value of the error returned from DOS. Under some conditions, the work file control block may be disabled for the remainder of the edit session. Also, the printing COMMANDS will probably be disabled due to the erasure of the old printer data. The printing status flag in the banner will be blanked if this is the case.

If (EOC) or (EOL) does not follow the second delimiter, or two delimiters are not entered, an ILLEGAL TERMINATOR error will be posted.

In the SSB and FLEX versions, if a PRINT-MERGE COMMAND has been issued and this COMMAND is executed, an FCB IN USE error will be posted.

If a disk error occurs during the loading of the file, the old printer data will be erased. Also, in the OS-9 version, the old printer path will be closed and the new printer path will not have been opened. As a result, the printing status flag in the banner line (PS or PC) will be extinguished, and no printing commands will be active.

LS - LOAD SYMBOL FILE

SYNTAX: LS/(NAME)/(EOC)

The form of (NAME) should conform to the DOS under which SCREDITOR III is running as to length, allowed characters, etc...

In the OS-9 version, a space must follow the pathname and the space must be followed by the second delimiter to insure that OS-9 does not attempt to use the remainder of the command line for a path name.

In the SSB and FLEX versions, no extension should be given. The default extension, which SCREDITOR III supplies, is .DAT. If an extension is given, it will be ignored, and .DAT substituted.

GENERAL: This COMMAND allows you to load a group of symbols which were previously defined and saved to disk.

When this COMMAND is issued, any symbols which are currently defined will be erased, and the symbols in the file will be loaded into the symbol buffer.

This COMMAND is not available if a PRINT-MERGE COMMAND has been executed.

ERRORS: If the work file control block is in use when this COMMAND is executed, an FCB IN USE error will be posted.

If an error has occurred previously and the work FCB has been disabled, an FCB IN USE error will be posted.

If the file name supplied does not conform to the syntax used by your DOS, an ILLEGAL FILE NAME error will be posted.

If the file specified does not exist, or an error occurs during its opening or loading, a DISK ERROR #NNN will be posted, where NNN is the decimal value of the error returned from DOS. Under some conditions, the work file control block may be disabled for the remainder of the edit session.

If (EOC) or (EOL) does not follow the second delimiter, or two delimiters are not entered, an ILLEGAL TERMINATOR error will be posted.

If a PRINT-MERGE COMMAND has been issued and this COMMAND is executed, an FCB IN USE error will be posted.

MC - MULTI-COLUMN ON/OFF

SYNTAX: MC(EOC)

GENERAL: If multi-column mode was active when this COMMAND is issued, it will be turned off. If off, it will be turned on. The change will be reflected in the status section of the banner line.

ERRORS: If (EOC) or (EOL) does not immediately follow the command name, an ILLEGAL TERMINATOR error will be posted.

MO - MOVE LINES

SYNTAX:
```
MO#nnnn#mmmm(EOC)
MO#nnnn@mmmm(EOC)
MO#nnnn*(EOC)
MO#nnnn(EOC)
```

There are four options supported by this COMMAND.

The first option above may be read as "Move from line nnnn through line mmmm, inserting the moved lines before the current line."

The second option above may be read as "Move mmmm lines starting at line nnnn, placing the moved line before the current line.

The third option above may be read as "Move all lines from nnnn to the end of the buffer and place the moved lines before the current line.

The last option reads as "Move line nnnn and place it before the current line."

The targets supplied must be in the range of 1-65535.

GENERAL: The MOVE COMMAND does not change the lines which have been moved in any way, even line marks are moved. Also, the moved lines are an exact image of the pre-existant lines, including all justification, etc...

The MOVE COMMAND always inserts the lines before the current line; that is, before the line on which the cursor was positioned when the COMMAND was executed.

MOVE does not honor multi-column mode. The lines moved will be from beginning to end of line irregardless of margins, and will be inserted intact, also irregardless of margins.

To move a sentence from the middle of one paragraph to the middle of another, you would use the SPLIT OPERATOR to isolate the sentence on separate lines from the rest of the paragraph, split the target paragraph where the sentence will be moved, move the sentence, and then use the MELD OPERATOR to re-format the paragraphs. Although this appears to be rather slow, in practice, this type of movement is not often encountered in actual text editing.

ERRORS: The most common error which will be returned by the MOVE COMMAND occurs when the lines to be moved overlap the current line. Under no circumstance can the current line be a part of the block of lines being moved. An ILLEGAL TARGET error will be posted when this is attempted.

The second error occurs when the buffer is filled. A BUFFER FULL message will be posted under this condition. See special notes on BUFFER FULL elsewhere.

If a character other than one of the four type characters #, @, * or (EOL) or (EOC) follows the command name, an ILLEGAL TYPE message will be posted.

If (EOC) or (EOL) does not follow the target(s), an ILLEGAL TERMINATOR results.

NE - SAVE LINES TO FILE AND READ NEW LINES

SYNTAX: NE#nnnn(EOC)
NE@nnnn(EOC)
NE*(EOC)
NE(EOC)

Four options are defined for this COMMAND.

The first may be read as 'Save all lines from the start of the buffer through line #nnnn, and read as many lines as possible from the input file, if open.'

The second may be read as 'Save @nnnn lines, starting at the first line of the buffer, and read as many lines as possible from the input file, if open.'

The third may be read as 'Save all lines from the start of the current buffer up to, but not including, the current line, and read as many lines as possible from the input file, if open.'

The final option may be read as 'Save the first line in the buffer, and read as many lines as possible from the input file, if open.'

In the first two forms, 'nnnn' is a number in the range of 1-65535.

GENERAL: This COMMAND is used to save edited lines to the output file, and to read in additional lines from the input file for editing. If the input file is not open, this COMMAND is functionally identical to the SAVE COMMAND.

If this is the first time this COMMAND has been executed in the current edit session, a check will be made to see if there are any header or footer definitions. If so, they will be saved before lines from the current buffer are saved.

Only lines which are between the start of the current buffer and the current line may be saved. The current line and the remainder of the buffer may never be saved.

ERRORS: If an output file is not open, FILE NOT OPEN will be posted.

If the current line is the top line in the buffer, NOTHING TO SAVE will be returned.

If any character other than #, @, * or (EOC) or (EOL) follows the command name, an ILLEGAL TYPE error will be posted.

If the line number (first form) or number of lines (second form) do not exist in the top buffer, an ILLEGAL TARGET error will be returned.

If an error occurs during the save, DISK ERROR #nnn will be posted, where #nnn is the error number returned from DOS, and an immediate abort to DOS will occur.

If this COMMAND is entered after a PRINT-MERGE COMMAND has been executed, a FILE NOT OPEN error will be posted.

NS - NEW SCREEN

SYNTAX: NS(EOC)

GENERAL: This COMMAND is included in SCREDITOR III as a compensation for an awkward characteristic of some terminals; i.e., a CLEAR key which clears the screen, but does not send a character saying it did! TELEVIDEO terminals, in particular, are notorious for this, with the CLEAR SPACE key sitting directly under the BACKSPACE key and to the right of the RETURN key. When this COMMAND is issued, every character on the screen is re-displayed.

If you have accidentally hit a CLEAR key on your terminal, and the screen goes blank, you should perform the following operations:

1) Hit the ABORT key. In case anything was being done which would not like a COMMAND issued (such as being in the middle of entering a COMMAND), this will return you to screen edit.

2) Enter the ESCAPE OPERATOR, placing you in COMMAND mode.

3) Enter the DELETE TO MARGIN OPERATOR, clearing the command line.

4) Type NS followed by the NEW LINE OPERATOR.

Voila! Your screen is restored! You may now continue editing.

Of course, not every time your screen goes blank, has this happened. If the COMMAND does not bring the screen back, you might check for pulled plugs, etc...

ERRORS: If any character other than (EOC) or (EOL) follows the command name, an ILLEGAL TERMINATOR error will be posted.

There are no other errors associated with this COMMAND, except, maybe, for pulled plugs, blown fuses, etc...

NU - CYCLE LINE NUMBERS DISPLAY ON/OFF

SYNTAX: NU(EOL)

GENERAL: This COMMAND will cause the number of each line to be displayed at the left side of the screen. The numbers are referenced from the first line in the file. If the numbers were

being displayed when this COMMAND is executed, they will be turned off.

In addition, if page display mode is active and numbers display mode is turned on, the first line of each page will be displayed as Pnnnnn, where P will be lower case or upper depending upon whether or not the line is marked, and 'nnnnn' will be the page number of which the line is the first to be printed, referenced from the page number of the first page in the file (00001 unless changed by the DP COMMAND).

WARNING: As indicated in the PRINT-MERGE and PRINT COMMAND descriptions, if the line number display is on, the resulting printed output will also contain line numbers. If off, the print-out will not have line numbers. You should repeat this over and over until committed to memory. Even the author of this manual has a couple of pages of the manual laying around with line numbers printed, and keeps them as monuments to forgetfulness!

ERRORS: If (EOC) or (EOL) does not follow the two-letter command name, an ILLEGAL TERMINATOR message will be displayed.

OO - OPEN (CREATE) OUTPUT FILE

SYNTAX: OO/(NAME)/(EOC)

(NAME) must conform to the syntax for the operating system you are using.

For OS-9 versions, (NAME) is any valid OS-9 pathname. A space should be entered after the pathname (before the second delimiter) to insure that OS-9 gets the word that the rest of the command line is not part of the pathname.

For FLEX and SSB versions, (NAME) may be entered without an extension. The default extension is .TXT.

GENERAL: This COMMAND is used to open an output file to save edited material when SCREDITOR III is called from DOS without a filename given.

This COMMAND is not available once a PRINT-MERGE COMMAND has been executed.

ERRORS: If the named file does not conform to the conventions concerning file names under your DOS, an ILLEGAL FILE NAME error will be posted.

If the file already exists, a DISK ERROR will be posted.

If an error occurs during opening, a DISK ERROR will be posted.

If any character other than (EOC) or (EOL) follows the second delimiter, an ILLEGAL TERMINATOR error will be posted.

If the file name is omitted, or a delimiter is omitted, a DELIMITER ERROR will be posted.

OP - OPEN FILE FOR WRITE-OUT (FLEX and SSB versions only)

SYNTAX: OP/(NAME)/(EOC)

(NAME) must conform to the syntax for the operating system you are using.

For FLEX and SSB versions, (NAME) may be entered without an extension. The default extension is .TXT.

GENERAL: This COMMAND is used to open a file to receive the output of the PRINT COMMAND. This COMMAND may NOT be used to open a file for the PRINT-MERGE COMMAND.

The COMMAND is not available once a PRINT-MERGE COMMAND has been executed.

ERRORS: If the named file does not conform to the conventions concerning file names under your DOS, an ILLEGAL FILE NAME error will be posted.

If the file already exists, a DISK ERROR will be posted.

If an error occurs during opening, a DISK ERROR will be posted, and, depending upon the error type, use of the work file control block may be prohibited for the remainder of the edit session to minimize the possibility of blowing out a disk.

If any character other than (EOC) or (EOL) follows the second delimiter, an ILLEGAL TERMINATOR error will be posted.

If the file name is omitted, or a delimiter is omitted, a DELIMITER ERROR will be posted.

If an error has previously occurred in the use of the MISCELLANEOUS DISK COMMANDS, an FCB IN USE message will be displayed.

If this COMMAND is entered after a PRINT-MERGE COMMAND has executed, an FCB IN USE error will be posted.

OP - OPEN PRINTER PATH (OS-9 version only)

SYNTAX: OP/(NAME)/(EOC)
OP/*/(EOC)

In the first form, (NAME) must conform to normal OS-9 syntax. In addition, a space should precede the second delimiter to insure that OS-9 does not try to use the rest of the command line for a path name! If no extended path is given and a slash does not precede the name, a file will be created in the current working directory for the output of the printing commands. If you are using slashes for delimiters, this may be a bit confusing since you will open a path to a device by entering

OP//P /

which will open a path to the device named P.

In the second form, the path which was described in the data loaded at start-up, or by the LOAD PRINTER DATA COMMAND will be used. No space should be entered between the asterisk and the second delimiter. This form of the COMMAND is generally used to re-open a path which was closed by the CLOSE PRINTER PATH COMMAND.

GENERAL: This COMMAND may be used to open a file to receive the output of the PRINT COMMAND, or may be used to open a path to some other device. This COMMAND MAY be used to open a file for the PRINT-MERGE COMMAND, and may be executed at any time, regardless of whether a READ-IN or WRITE-OUT file is open, or whether or not a PRINT-MERGE has been executed.

To use this COMMAND, you do not need to execute the CP (CLOSE PRINTER PATH) COMMAND, as the old path is closed automatically (if open) when the COMMAND executes.

ERRORS: If the named file does not conform to the conventions concerning file names under OS-9, an ILLEGAL FILE NAME error will be posted.

If opening a path to a file and the file already exists, a DISK ERROR will be posted.

If an error occurs during opening, a DISK ERROR will be posted.

If any character other than (EOC) or (EOL) follows the second delimiter, an ILLEGAL TERMINATOR error will be posted.

If the path name is omitted, or a delimiter is omitted, a DELIMITER ERROR will be posted.

If an error occurs during opening, the printer status flag in the banner line will be extinguished to indicate that the printing COMMANDS are inoperative.

OR - OPEN FILE FOR READ-IN

SYNTAX: OR/(NAME)/(EOC)

(NAME) must conform to the syntax for the operating system you are using.

For OS-9 versions, (NAME) is any valid OS-9 pathname. A space should be entered after the pathname (before the second delimiter) to insure that OS-9 gets the word that the rest of the command line is not part of the pathname.

For FLEX and SSB versions, (NAME) may be entered without an extension. The default extension is .TXT.

GENERAL: This COMMAND is used to open a file for a later READ-IN.

The COMMAND is not available once a PRINT-MERGE COMMAND has been executed.

ERRORS: If the named file does not conform to the conventions concerning file names under your DOS, an ILLEGAL FILE NAME error will be posted.

If the file does not exist, or an error occurs during opening, a DISK ERROR will be posted.

If any character other than (EOC) or (EOL) follows the second delimiter, an ILLEGAL TERMINATOR error will be posted.

If the file name is omitted, or a delimiter is omitted, a DELIMITER ERROR will be posted.

If an error has previously occurred in the use of the miscellaneous disk COMMANDS, or if this COMMAND is entered after a PRINT-MERGE COMMAND has executed, an FCB IN USE message will be displayed.

OS - PERFORM OPERATING SYSTEM COMMAND (OS-9 version ONLY)

SYNTAX: OS/(OS-9 COMMAND LINE)(EOL)

This COMMAND must be the last or only COMMAND on the line.

(OS-9 COMMAND LINE) is passed to SHELL via a FORK call for parsing and execution, and should be typed exactly as if you were in SHELL.

When this COMMAND is executed, the remainder of the command line after the delimiter is passed to OS-9 for interpretation and execution. Control will automatically return to SCREDITOR III if the commands executed return control to SHELL on completion. If the command line

OS/SHELL

is entered, a new incarnation of SHELL will be created and added to the process table. When this is done, the only way to return to SCREDITOR III will be to KILL the new incarnation of SHELL. Be sure that, if you do this, you KILL the RIGHT SHELL, or you may not be returning anywhere until you re-boot the system!

If you fail to enter the delimiter between the command name and the rest of the line which will be passed to SHELL, interesting results may occur. For instance, if you entered

```
OS/DIR /D1
```

you would get a directory listing of the master directory of device D1. However, if you leave out the delimiter, as in this example,

```
OSDIR /D1
```

SCREDITOR III will consider the D in DIR to be the delimiter and pass

```
IR /D1
```

to OS-9 for processing. If IR is a command which tells OS-9 to take the disk in drive one, add it to a bowl of Rice Krispies and eat it, that's what will happen! Don't forget the delimiter!

When control returns to SCREDITOR III, the message 'Waiting...' will be displayed. To return to SCREEN EDITING MODE, hit the space bar. This message is added to insure that a directory listing won't flash by before you have a chance to read it.

ERRORS: If nothing but (EOL) follows the two-letter command name, a SYNTAX ERROR will be posted.

If an error is returned by SHELL, it will only be displayed after the 'Waiting...' message is cleared.

OW - OPEN FILE FOR WRITE-OUT

SYNTAX: OW/(NAME)/(EOC)

(NAME) must conform to the syntax for the operating system you are using.

For OS-9 versions, (NAME) is any valid OS-9 pathname. A space should be entered after the pathname (before the second delimiter) to insure that OS-9 gets the word that the rest of the command line is not part of the pathname.

For FLEX and SSB versions, (NAME) may be entered without an extension. The default extension is .TXT.

GENERAL: This COMMAND is used to open a file for a later WRITE-OUT.

The COMMAND is not available once a PRINT-MERGE COMMAND has been executed.

ERRORS: If the named file does not conform to the conventions concerning file names under your DOS, an ILLEGAL FILE NAME error will be posted.

If the file already exists or if an error occurs during opening, a DISK ERROR will be posted, and, depending upon the error type, use of the work file control block may be prohibited for the remainder of the edit session to minimize the possibility of blowing out a disk.

If any character other than (EOC) or (EOL) follows the second delimiter, an ILLEGAL TERMINATOR error will be posted.

If the file name is omitted, or a delimiter is omitted, a DELIMITER ERROR will be posted.

If an error has previously occurred in the use of the MISCELLANEOUS DISK COMMANDS, or If this COMMAND is entered after a PRINT-MERGE COMMAND has executed, an FCB IN USE error will be posted.

PA - CYCLE PAGE START DISPLAY

SYNTAX: PA(EOC)

This COMMAND will turn on or off the display of page start flags.

If on when the COMMAND is issued, the display will be turned off. If off, the display will be turned on.

GENERAL: SCREDITOR III continuously calculates where each page of the file will start if it were printed, based upon the default top or bottom margins, or the even and odd header and footer lengths, if defined. The calculation is carried out separately for both odd and even pages.

When the page start display is turned on, the letter P will be displayed in the left-most column of the screen at the first line of each page. In addition, if the line numbers display is on, the page number will replace the line number on those lines flagged as the start of each page. The line number displayed will be in reference to the first page number of the file (either 00001, or whatever number was set using the DEFINE PRINTED PAGE COMMAND).

If the line is also marked (using the SET MARKED LINE COMMAND), the P flag character will be displayed as lower case (p) instead of upper case.

ERRORS: If any character other than (EOC) or (EOL) follows the command name, an ILLEGAL TERMINATOR error will be posted.

PI - PARAGRAPH INDENT

SYNTAX: PI#nnn(EOC)

#nnn is a number in the range of 1 to 249 in LINE EDIT MODE, and 1 to 249 less the length of the first word on the first line, and 1 to 249 less the length of the first word on each additional line after the indenting of the previous line in TEXT MODE.

This COMMAND is used to indent a paragraph by a number of columns. Remember that #nnn above is not the column to which the paragraph is indented, but rather the number of columns to the right of the margin by which the paragraph will be indented.

In LINE MODE, this COMMAND has the same effect as the INSERT SPACE OPERATOR. Each line will be shifted to the right, and any characters which move past the right margin on each line will be lost.

In TEXT MODE, this COMMAND has the same effect as if you moved the cursor to the first column of each line, performed an INSERT CHARACTER OPERATOR, typed a number of characters equal to #nnn and then used the CURSOR DOWN OPERATOR causing a paragraph meld to occur, and then repeated the action to the end of the paragraph, except that instead of characters, spaces are used.

ERRORS: If the buffer becomes full during the indent, a BUFFER FULL message will be posted, and the remainder of the paragraph will not have been indented.

If #nnn is zero an ILLEGAL TARGET error wil be posted.

If #nnn is greater than the limits described in the syntax comments above or if the COMMAND

is executed on a line which is blank between the margins, the bell will ring.

PL - PACK LINE

SYNTAX: PLC(EOC)
PLL(EOC)
PLR(EOC)

There are three forms of this COMMAND.

PLC will center the current line between the margins, and extra spaces will be removed from the line.

PLL will make the line flush with the left margin and extra spaces will be removed from the line.

PLR will make the current line flush with the right margin, and extra spaces will be removed from the line.

GENERAL: This COMMAND is used to remove extra spaces from a line and perform a specific justification on it, irregardless of the current justification mode or whether LINE or TEXT MODE is active. In TEXT MODE, a meld IS NOT performed over the paragraph after this COMMAND is executed.

ERRORS: If any option other than C, L or R is entered, an ILLEGAL OPTION error will be displayed. If any character other than (EOC) or (EOL) follows the option character, an ILLEGAL TERMINATOR error will be posted.

PM - PRINT-MERGE

SYNTAX: PM/(NAME)/(EOL)
PM/*/(EOL)

There are two forms of the COMMAND.

The first form consists of the COMMAND followed be the filename of a data file from which the COMMAND will read data to be merged into the document being edited.

(NAME) must conform to the syntax for the operating system you are using.

For OS-9 versions, (NAME) is any valid OS-9 pathname. A space should be entered after the pathname (before the second delimiter) to insure that OS-9 gets the word that the rest of the command line is not part of the pathname.
For FLEX and SSB versions, (NAME) may be entered without an extension. The default extension is .TXT.

The first form of the COMMAND is used to begin the PRINT-MERGE operation. The second form is used to re-start the PRINT-MERGE after editing an individual document, as will be described below.

GENERAL: When the COMMAND is entered, the current files will be closed just as if a LOG COMMAND had been executed; however, the program will retain control and not return to DOS.

Next, the file specified by (NAME) will be opened for use as the input data for merging.

After this, the output file which was previously closed is opened and loaded for merging.

Once the files are open, the merge operation begins. The current buffer is searched for one of two special strings which will be described below. When either is found, it is replaced

with one line from the input data file. Once the last special string has been found and replaced, a prompt message will be posted, as follows:

Continuous, Print, Next, Edit or Abort?

If the letter C is typed, the first document will be printed, the document form will be reloaded, the next series of replacements made, and so on until the end of the data file is reached. If the ABORT key is struck during printing, the printing will stop and control will return to the action prompt message. The document which was being printed will not be lost, allowing you to re-print the current merged form.

If the letter P is typed, the current document will be printed, the form will be reloaded, the next series of replacements made, and the prompt will then be re-issued.

If the letter N is typed, the current document will not be printed and the form will be reloaded, the next series of replacements made, and the prompt will then be re-issued, thus skipping a form.

If the letter E is typed, control will return to SCREEN EDIT MODE. You may then make changes to the document with the merged data in-place. This will allow you to make custom changes to each merged document before printing. The second form of the PRINT-MERGE COMMAND above will return control to the action prompt message when editing is complete.

If the letter A is typed, the PRINT-MERGE COMMAND will be stopped and the data file will be closed. See the note below about RE-START.

Any other character will be ignored.

STRINGS: Two special strings are used in the insertion of data into the document during the actual merging. (LE) is used to insert data to be inserted as if SCREDITOR III were in LINE MODE. Typical uses of this string would be in inside addresses, salutations, tables, etc... (TE) is used where data will be inserted as if SCREDITOR III were in TEXT MODE. Typical uses of this string would be in personalizations within paragraphs. When the (TE) string is used, melding will occur before the next string is replaced. Be sure to read the notes below on SETUP.

In editing the original document, you will use (TE) or (LE) wherever you desire to insert data. The actual replacement of the (TE) and (LE) strings take place is as if you had used the CHANGE COMMAND to do the replacements. Word-wrap and justification will be honored.

SETUP: In order to prepare to execute the PRINT-MERGE COMMAND, a number of things must be observed.

1) Any paragraph which contains a (TE) string must reside totally within the current margins. When the string is replaced by actual data, automatic merging will take place.

2) The type of justification you desire any paragraph containing a (TE) string to have must have been set using the JUSTIFICATION MODE COMMAND before issuing the PRINT-MERGE COMMAND, and all such paragraphs must have the same margins.

3) Whenever an (LE) string is replaced, it will be done in LINE MODE, and no justification will take place. You must be sure that the data to be inserted does not cause margin overrun or characters will be lost just as when characters are inserted in normal LINE MODE.

LIMITS: The following limitations and provisos must be observed when executing a PRINT-MERGE COMMAND:

1) The document into which the data is being merged must reside completely within the current buffer.

2) The resulting document after merging must also reside completely within the current buffer.

3) Any defined headers or footers will be used just as in normal printing.

4) No (TE) or (LE) replacement strings may be imbedded within header and footer definitions (if they are, they will not be replaced).

5) There must be at least one (TE) or (LE) string within the document.

6) It makes no difference whether LINE or TEXT MODE is active when the merge operation begins, but the mode of the last string replaced will be active when the action prompt is given. If you use the E answer to the prompt to make changes to the document, be sure to be aware of this.

RE-START: When the first data file is exausted, or after the Abort response to the activity prompt, a second PRINT-MERGE run may be begun on another data file by using the first form of the PRINT-MERGE COMMAND.

DATA: The organization of the data in the data file must exactly match the (LE) and (TE) replacement strings within the document as to the number of lines versus strings. For instance, if there are a total of eleven strings within the document, there should be eleven data items within the file for each document to be printed, and each item in the data file should be on a separate line. No special characters are used to separate data items or records within the data file.

NOTE: Certain of the characteristics and operation of SCREDITOR III change when the PRINT-MERGE COMMAND is executed, as follows:

1) Once the PRINT-MERGE COMMAND has been executed once, none of the COMMANDS which use the work file control block may be executed for the remainder of the edit session. In addition, the NEW and SAVE COMMANDS may not be used.

2) DEFINE and UNDEFINE HEADER and FOOTER COMMANDS may be executed, but the re-defined headers and/or footers will only be used in a single printing of the document, since the document is re-loaded before each copy is printed.

3) When the MERGE-PRINT is complete, either the ABORT or LOG COMMANDS may be used to return to DOS, but the file closing executed by the LOG COMMAND will have already been done.

4) The 'F' option of the PRINT COMMAND may not be specified for the remainder of the edit session.

ERRORS: If no (TE) or (LE) strings exist within the current document, a CANNOT PRINT-MERGE error will be posted.

If a NEW or SAVE COMMAND has been executed before the PRINT-MERGE COMMAND, a CANNOT PRINT-MERGE error will be posted.

If additional lines exist in the input file past the end of the current buffer (partial read), a CANNOT PRINT-MERGE error will be posted.

If the file given in (NAME) does not exist, or an error occurs in its opening, a DISK ERROR #nnn message will be posted, where #nnn is the number of the error returned from DOS.

If an error occurs in the special logging of the input and output files, a DISK ERROR message will be posted, and an abort to DOS will occur.

If an error occurs in the loading of the merge document, a DISK ERROR will be posted and an immediate abort to DOS will occur.

When the end of the data file is reached, an OUT OF DATA error will be posted.

If a disk error occurs in the reading of input data, a DISK ERROR will be posted.

SCREDITOR III COMMAND DESCRIPTIONS

PP - PACK PARAGRAPH

SYNTAX: PPC(EOC)
PPL(EOC)
PPR(EOC)

There are three forms of this COMMAND.

All three forms will perform the same operation as the PACK LINE COMMAND, but will do so over an entire paragraph, removing spaces and performing the selected justification.

GENERAL This COMMAND is used to remove the extra spaces from all of the lines of a paragraph. No melding is performed.

ERRORS: If any option other than C, L or R is entered, an ILLEGAL OPTION error will be displayed.

If any character other than (EOC) or (EOL) follows the option character, an ILLEGAL TERMINATOR error will be posted.

PR - PRINT

SYNTAX: PRx#nnnn(EOC)
PRx@nnnn(EOC)
PRx*(EOC)
PRx(EOC)

There are four forms of the COMMAND.

The first may be read as 'Print from the current page through page #nnnn.'

The second may be read as 'Print @nnnn pages, starting with the current page.'

The third may be read as 'Print from the current page to the end of the buffer/file (see below).'

The final form may be read as 'Print the current page.'

In the first two forms, 'nnnn' is a number in the range of 1-65535.

OPTIONS: There are two special option characters recognized by this COMMAND, shown above as 'x'. The allowable option characters are B and F.

If the B option character is entered, printing will stop with the bottom of the current buffer. If a part-page exists at the bottom of the buffer, it will be printed as if it were the end of the file, with blank lines generated down to the footer point on the page.

If the F option character is entered, and if there are additional lines in the input file when the bottom of the buffer is reached, an automatic NEW COMMAND will be executed and printing will continue.

GENERAL: When this COMMAND is issued, the beginning of the current page is located. Printing will start at the first line on the page, and will continue through the optioned number of pages.

If headers or footers are defined, they will be used. The number of lines actually printed on each page is determined by the length of the page less the length of the header and footer (if defined, and even or odd, depending upon whether the page is even or odd). If either the header or footer for a particular page is not defined, the default top or bottom margin value will be used, as defined during PRTGEN, or during the execution of the DEFINE PRINTED PAGE COMMAND.

If any key other than the ABORT key is struck during printing, the printing will stop at the end of the current line. After this pause, any key other than the ABORT key will cause printing to resume. If the ABORT key is struck at either time, printing will immediately stop and control will return to COMMAND or SCREEN EDIT MODE, depending upon whether or not additional COMMANDS exist to be executed.

If an OP STOP control code is encountered during printing, printing will stop and the message 'Operator Stop...' will be posted. Any key other than the ABORT key will cause the message 'Printing Resumed...' to be displayed, and printing will, indeed resume. The ABORT key works as described in the previous paragraph.

Whenever the page replacement string (%%%%) is encountered during the printing of the header or footer, it will be replaced with the current page number.

ERRORS: If any character other than B or F is entered where 'x' is shown in the syntax above, an ILLEGAL OPTION error will be posted.

If any character other than #, @, * or (EOL) or (EOC) follows the option character, an ILLEGAL TYPE error will be posted. If no number follows the pounds or 'at' type character, an ILLEGAL TARGET error will be posted.

If any character other than (EOL) or (EOC) follows the command and its options and targets, an ILLEGAL TERMINATOR error will be posted.

If the first line of the current page is not in the buffer, a PAGE START NOT FOUND error will be posted, and printing will not occur.

If the end of the buffer (B option) or the end of the file (B or F) is reached before the target is reached (# and @ types), a TARGET NOT REACHED error will be posted.

PS - CYCLE PRINTER PAGE PAUSE

SYNTAX: PS(EOC)

GENERAL: This COMMAND is used to enable or disable the post-page printer pause feature of SCREDITOR III. Each time a page is printed when on, the bell on the terminal (if so equipped) will ring to indicate the condition, and printing will stop. Any key other than the ABORT will cause printing to resume. The ABORT key will cause printing to abort, and control return to SCREEN EDIT MODE if no additional COMMANDS exist to be executed.

This COMMAND is included to allow the use of printers using "cut page" paper.

If pause was on when this COMMAND is issued, it will be turned off. If off, it will be turned on. The printing status flag in the banner line will reflect the state as PS for pause on, and PC for pause off.

ERRORS: If any character other than (EOL) or (EOC) follows the COMMAND name, an ILLEGAL TERMINATOR error will be posted.

RI - READ-IN LINES FROM FILE

SYNTAX:
```
RI#nnnn(EOC)
RI@nnnn(EOC)
RI*(EOC)
RI(EOC)
```

There are four forms of this COMMAND.

The first may be read as 'Insert all lines from the current line in the READ-IN file through line #nnnn, placing them before the current buffer line.'

The second may be read as 'Insert @nnnn lines from the READ-IN file, placing them before the current buffer line.'

The third form may be read as 'Insert the remainder of the READ-IN file before the current line in the buffer.'

The last form may be read as 'Insert one line from the READ-IN file before the current line in the buffer.'

In the first two forms, 'nnnn' is a number in the range of 1-65535.

GENERAL: This COMMAND is used to insert selected lines from an open READ-IN file into the current buffer. The insertion is always immediately before the line on which the cursor resides when the COMMAND is executed.

The READ-IN file is not closed at the end of this COMMAND unless end-of-file is reached.

ERRORS: If a READ-IN file is not open when the COMMAND is issued, a FILE NOT OPEN error will be posted.

If any character other than #, @, * or (EOL) or (EOC) follows the command name, an ILLEGAL TYPE error will be posted.

If the number entered in the # option has already be skipped or inserted, an ILLEGAL TARGET message will be posted.

If end of file is reached before the # or @ target is reached, the file will be closed, and a TARGET NOT REACHED error will be posted.

If a disk error occurs, a DISK ERROR #nnn message will be posted, where #nnn is the error number returned from DOS.

If there is not enough room to insert the lines, a BUFFER FULL error will be posted.

RM - SET RIGHT MARGIN

SYNTAX: RM#nnn(EOC)
RM(EOC)

Two forms of this COMMAND are defined.

The first form of the COMMAND requires that a pounds symbol (#) type character follow the command name, and the type character be followed by a number in the range of 1 to 249. When this is done, the right margin will be set to that column.

The second is simply the command name followed by (EOC) or (EOL). When entered in this manner, If the right margin is set to the current column, it will be reset to column 249. If the right margin is not set to the current column, it will be so set.

GENERAL: If the cursor column falls outside the right margin after the margin is moved, the cursor will be moved to the right margin. If the new right margin is off the display area and the cursor is moved, an automatic horizontal scroll will occur.

ERRORS: If any character other than (EOC) or (EOL) follows the command name, an ILLEGAL TERMINATOR error will be posted.

If a number larger than 249 is entered, or the result of the COMMAND would place the right margin to the left of the left margin, a MARGIN OVERRUN error will be displayed.

If any character other than the pounds symbol (#) is used in the first form, an ILLEGAL TYPE message will be displayed.

RS - READ-IN SKIP

SYNTAX: RS#nnnn(EOC)
RS@nnnn(EOC)

There are two forms of this COMMAND.

The first may be read as 'Skip to line #nnnn in the READ-IN file.'

The second may be read as 'Skip @nnnn lines in the READ-IN file.'

'nnnn' is a number in the range of 1-65535.

GENERAL: This COMMAND is used to skip over unwanted parts of an open READ-IN file before using the READ-IN LINES COMMAND.

ERRORS: If the READ-IN file is not open, a FILE NOT OPEN error will result.

If any character other than # or @ follows the command name, an ILLEGAL TYPE error will be posted.

If the target in the # option has already been passed or inserted, an ILLEGAL TARGET error will be posted.

If the end of the file is reached before the target number of lines has been skipped, a TARGET NOT REACHED error will occur, and the file will be closed.

If an error occurs during the skip, a DISK ERROR #nnn will be posted, where #nnn is the number returned from DOS.

If any character other than (EOC) or (EOL) follows the numeric target, an ILLEGAL TERMINATOR error will be displayed.

SA - SAVE LINES TO FILE

SYNTAX: SA#nnnn(EOC)
SA@nnnn(EOC)
SA*(EOC)
SA(EOC)

NOTE: The syntax and operation of this COMMAND is identical to that of the NEW COMMAND with the exception that no new lines will be read from the input file. Refer to the NEW COMMAND description for syntax and operation details.

SM - SET LINE MARK

SYNTAX: SM(EOC)

GENERAL: This COMMAND will mark the current line for later use in conjunction with the GOTO MARK OPERATOR. If the line was already marked, it will remain marked.

When the line is marked, an asterisk will be displayed in the left-most column of the screen unless the page mode display is on and a P is in the column. In this case, the P will be changed to p.

ERRORS: If any character other than (EOC) or (EOL) follows the command name, an ILLEGAL TERMINATOR error will be posted.

SS - SAVE SYMBOLS TO FILE

SYNTAX: SS/(NAME)/(EOC)

(NAME) is the name of a file to be created, and must conform to the syntax of the DOS you are using. The delimiters, as with all other COMMANDS, float, but must be the same.

Under FLEX and SSB DOS, no extension should be given, as .DAT is always used with this COMMAND. Any extension actually entered will be ignored. The file will default to the working drive.

Under OS-9, the second delimiter should be preceded by a space to let OS-9 know where to stop parsing the path name. The default directory is the current working directory.

GENERAL: This COMMAND is used to save the currently defined symbols to a symbol datafile. The symbols are not erased after being saved, so the COMMAND may be issued at any time during the edit session.

ERRORS: If a filename which does not conform to the conventions used by your DOS is entered, an ILLEGAL FILE NAME message will be posted.

If the file specified by the filename already exists, a DISK ERROR message will be posted.

If any error occurs during the creation of the file or the saving of the symbols to the file, a DISK ERROR will be posted, and under some conditions, no disk I/O except NEW, SAVE and LOG may be allowed for the remainder of the edit session.

If an error has occurred previously with any of the MISCELLANEOUS COMMANDS, an FCB IN USE error will be posted, an no save will take place.

If the PRINT-MERGE COMMAND has been executed, an FCB IN USE error will be posted.

If any character other than (EOL) or (EOC) follows the second delimiter, an ILLEGAL TERMINATOR error will be returned.

If the name is omitted, an ILLEGAL TERMINATOR error will be posted.

If the trailing delimiter is omitted, a DELIMITER ERROR will be posted.

TA - TALLY COMMANDS

SYNTAX: TAA(EOC)
TAC(EOC)
TAD(EOC)
TAI(EOC)
TAK(EOC)
TAR(EOC)

There are six options defined in the TA COMMAND.

The first option is the letter A. When this option is used, the column of numbers in which the cursor is residing will be decimal aligned to the cursor position; that is, all numbers will be shifted left or right so that their decimal points all appear in the current cursor column. The cursor may be on any line in the column, and decimal justification will be done on all numbers before and after the current line. Every number must have a decimal point,

and the alignment will stop at the first line above and below the current line which does not contain a decimal number crossing the current column.

The second option is the letter C. When this option is used, the current column of numbers will be added. Numbers may be preceded by a dollar sign, a plus sign or a minus sign, or followed by a minus sign. Exponential values are not supported by SCREDITOR III. The column of numbers does not have to be aligned for the tally to be performed; however, a valid digit or decimal point of EACH NUMBER to be tallied must be in the cursor column, as in the following example:

```
1.23384-  <
175.23    <
-4.126    <
$9.95     <
81.23     <
11447.8   <
.000001   <
  ^^^^
```

(CURSOR COLUMN INDICATED BY UP ARROW, CURSOR ROW BY LESS- THAN SYMBOL)

Any of the four columns indicated by the up-arrow will give the correct answer for the tally of the columns. No other column will do so. The left-most column will not because both a dollar sign and a numeric sign appear in the column. The right-most two columns will not give an accurate answer because spaces appear in those columns. Any of the rows indicated may be the current line.

The third option letter is the letter D. When this letter is used, the current tally value will be displayed on the command line. The space bar will clear the line and return control to SCREEN EDIT MODE.

The fourth option letter is the letter I. When this option is used, the tally value will be inserted at the cursor position. The decimal point of the value will be placed at the cursor itself. Once the value has been inserted, the tally will no longer be active (value cleared).

The fifth option is the letter K. This option kills (clears) a current tally value to allow another tally to occur without inserting the last one accumulated.

The sixth option is the letter R. This option will tally a row of numbers in a manner similar to the TALLY COLUMN COMMAND.

GENERAL: These COMMANDS are useful when a spread-sheet type page is being prepared. Applications might include hand-generated financial reports, expense reports, etc...

ERRORS: If an illegal option character is entered, an ILLEGAL OPTION message will be posted.

If the character to which the cursor is pointing is not a part of a valid numeric field, an ILLEGAL TALLY FIELD error will be posted.

If a tally on a row or column has been done and another tally is attempted before the current value has been inserted or cleared, a TALLY ACTIVITY ERROR will be posted.

If a number outside the range of + or -9999999.99999999 is accumulated or encountered during a tally, an ILLEGAL TALLY FIELD error will be posted.

If there is insufficient room to insert the tally total, a NO SPACE TO INSERT error will be posted.

If any character other than (EOC) or (EOL) follows the option character, an ILLEGAL TERMINATOR error will be posted.

If any character other than the option characters shown follow the command name, an ILLEGAL OPTION error will be displayed.

TE - SELECT TEXT MODE

SYNTAX: TE(EOC)

GENERAL: This COMMAND is used to turn on TEXT MODE. If off when the COMMAND executes, TEXT MODE will be turned on. If on, it will remain on.

ERRORS: If any character other than (EOL) or (EOC) follow the command name, an ILLEGAL TERMINATOR error will be posted.

TO - MOVE TO TOP OF BUFFER

SYNTAX: TO(EOC)

GENERAL: This COMMAND is designed to rapidly move the display area to the top of the current buffer.

ERRORS: If the cursor is already on the first line in the buffer, a TOP OF BUFFER message will be displayed.

If any character other than (EOL) or (EOC) follows the command name, an ILLEGAL TERMINATOR error will be posted.

UH - UNDEFINE HEADERS/FOOTERS

SYNTAX: UH(EOC)

GENERAL: This COMMAND will 'undefine' any defined headers or footers. The headers and/or footers will become the top lines in the current buffer.

When this COMMAND is issued, the default top and bottom margins will go into effect.

ERRORS: If any character other than (EOC) or (EOL) follow the command name, an ILLEGAL TERMINATOR error will be posted.

If no header or footer definitions exist when the COMMAND is executed, a NOT DEFINED error will be displayed.

WC - COPY LINES TO WRITE-OUT FILE

SYNTAX: WC#nnnn(EOC)
WC@nnnn(EOC)
WC*(EOC)
WC(EOC)

There are four options supported by this COMMAND.

The first option may be read as 'Starting at the current line, copy all lines up to and including line #nnnn to the WRITE-OUT file.'

The second option may be read as 'Starting at the current line, copy @nnnn lines to the WRITE-OUT file.'

The third option may be read as 'Copy all lines from the current line to the end of the current buffer to the WRITE-OUT file.'

The fourth option may be read as 'Copy the current line to the WRITE-OUT file.'

In the first two forms, 'nnnn' is a number in the range of 1-65535.

GENERAL: Each time the COMMAND is issued, the optioned number of lines will be copied. No cursor movement will occur.

The WRITE-OUT file is not closed at the completion of this COMMAND to allow additional lines to be copied. If a READ-IN, a WRITE-OUT to a different file, a PRINT-MERGE, or other COMMAND which uses the work file control block is to be executed, the file should be closed using the CLOSE FILE COMMAND.

ERRORS: If the file has not been opened, a FILE NOT OPEN error will be posted.

If the file is open for a read-type COMMAND, an FCB IN USE error will be posted.

If the target in the first form is not the current line or in the bottom buffer, an ILLEGAL TARGET error will be returned.

If the number of lines in the second form do not exist from the current line through the end of the current buffer, an ILLEGAL TARGET error will be returned.

If a disk error occurs during the execution of the COMMAND, a DISK ERROR message will be posted, and under some conditions, no disk I/O except for the NEW, SAVE and LOG COMMANDS will be allowed for the remainder of the edit session.

If a previous disk error has occurred in the use of the miscellaneous disk COMMANDS, an FCB IN USE error will be posted.

WE - EXTRACT LINES TO WRITE-OUT FILE

SYNTAX:
```
WE#nnnn(EOC)
WE@nnnn(EOC)
WE*(EOC)
WE(EOC)
```

NOTE: The operation of this COMMAND is identical to that of the COPY LINES TO WRITE-OUT COMMAND just presented, with the exception that as the lines are copied with this command, they will be deleted from the current buffer, whereas with the WC COMMAND, they will be not. Refer to the WC COMMAND DESCRIPTION for operation and syntax details.

SCREDITOR III OPERATORS

The following pages list each of the OPERATORS which are defined in this version of SCREDITOR III, listed in in alphabetical order according to the two-letter OPERATOR ABBREVIATIONS.

ACTIVATE SYMBOL (^AS)

GENERAL: When this OPERATOR is executed, no apparent action takes place except for the AS flag in the banner being displayed; however, the next character entered will be the "name" of a symbol, from A-Z (upper or lower case). Once the symbol "name" is entered, the corresponding series of previously-defined keystrokes will be performed.

If the ACTIVATE SYMBOL OPERATOR is accidentally typed, the DELETE (ABORT) key may be used to abort the operation. This is particularly useful where a symbol definition ends in AS, as would be the case where a symbol is going to be used repeatedly (see the DEFINE SYMBOL COMMAND description elsewhere).

ERRORS: If no definition was assigned to the particular symbol, nothing will happen.

If a symbol "name" outside the range of A-Z is entered, the bell will ring.

DESTRUCTIVE BACKSPACE (^BS)

GENERAL: The BACKSPACE OPERATOR performs identically in all modes except INSERT CHARACTER MODE. Each time the OPERATOR is entered, the character under the cursor will be changed to a space (blank), and the cursor will move one column to the left. If the left margin is reached, no further movement will occur. If the left side of the display area is reached before the left margin, an automatic horizontal scroll will occur.

Read the INSERT CHARACTER description below for specific information on how DESTRUCTIVE BACKSPACE operates in that mode.

No paragraph melding or justification is performed in TEXT MODE after this operation. It is up to the operator to enter a MELD OPERATOR to re-space the line and/or paragraph.

ERRORS: If the cursor was on the left margin when the OPERATOR was executed, the bell will ring to indicate an illegal or incomplete operation.

CURSOR DOWN (^CD)

GENERAL: This OPERATOR moves the cursor down one line in the display area. Movement stops at the bottom line of the display area, or the last line of the buffer, whichever occurs first.

If INSERT LINE MODE or INSERT CHARACTER MODE was active when this OPERATOR is entered, the mode will be reset. In addition, in the case of INSERT CHARACTER MODE in TEXT MODE, the paragraph will be melded before the cursor moves.

ERRORS: If the operation is attempted while on the bottom line of the display area or the bottom line of the current buffer, the bell will sound to indicate an illegal operation.

If the buffer is full when typed, a BUFFER FULL message will be posted.

CURSOR LEFT (^CL)

GENERAL: This OPERATOR moves the cursor to the left one position on the screen. Movement stops at the left margin. If the left margin is off of the screen to the left, an automatic left

scroll will be performed, and after the operation the cursor will be positioned at the next column to the left of the previous current column.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: If the operation is attempted at the left margin, the bell will sound to indicate an illegal operation.

CURSOR RIGHT (^CR)

GENERAL: This OPERATOR moves the cursor to the right one position on the screen. Movement stops at the right margin, or column 250, whichever is the lessor. If the right margin is off of the screen to the right, an automatic right scroll will be performed and the cursor will be positioned at the next column to the right of the previous current column.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: If the operation is attempted at the right margin, the bell will sound to indicate an illegal operation.

CURSOR UP (^CU)

GENERAL: This OPERATOR moves the cursor up one line in the display area. Movement stops at the top line of the display area.

If INSERT LINE MODE or INSERT CHARACTER MODE was active when this OPERATOR is entered, the mode will be reset. In addition, in the case of INSERT CHARACTER MODE in TEXT MODE, the paragraph will be melded before the cursor moves.

ERRORS: If the operation is attempted while on the top line of the display area, the bell will sound to indicate an illegal operation.

If the operation is attempted when the buffer is full, a BUFFER FULL message will be displayed.

DELETE CHARACTER (^DC)

GENERAL: When the DELETE CHARACTER OPERATOR is entered in LINE MODE, the current character will be deleted by moving the remainder of the line to the left one position. A space will be inserted at the right margin.

When entered in TEXT MODE, the current character will be deleted and the paragraph melded. This may result in the position of the cursor changing relative to the word in which the character was deleted. When in TEXT MODE, look at the screen to make sure the next character to be deleted is still where you thought it would be!

This OPERATOR will not execute if INSERT CHARACTER MODE was active when entered, but the mode will be reset, and if TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: There are no errors associated with this OPERATOR.

SCREDITOR III OPERATORS

DELETE LINE (^DL)

GENERAL: When this OPERATOR is executed in SINGLE-COLUMN MODE, the entire line, including those parts outside the current margins, will be deleted. The total line count in the current buffer will decrement to indicate that the line no longer exists.

In MULTI-COLUMN MODE, the part of the line between the current margins will be deleted. This may take several seconds if a fairly large buffer is being edited. No actual line deletion is performed, as indicated by the total line count in the banner remaining unchanged.

This OPERATOR will not execute if INSERT CHARACTER MODE was active when entered, but the mode will be reset, and if TEXT MODE was also active, a paragraph meld will also be performed.

ERRORS: In MULTI-COLUMN MODE, an extreme case of text-tear may result in a line being undeletable. In this case, the message NOT ENOUGH SPACE will be displayed.

DELETE TO MARGIN (^DM)

GENERAL: When this OPERATOR is executed, the remainder of the current line out to the right margin will be deleted. If TEXT MODE is active, the remainder of the paragraph will be melded.

This OPERATOR will not execute if INSERT CHARACTER MODE was active when entered, but the mode will be reset, and if TEXT MODE was also active, a paragraph meld will also be performed.

ERRORS: There are no errors associated with this OPERATOR.

DELETE WORD (^DW)

GENERAL: In LINE MODE, the current word is replaced by spaces (blanks). No other change to the line is made.

In TEXT MODE, the current word is deleted, then the paragraph is melded.

This OPERATOR will not execute if INSERT CHARACTER MODE was active when entered, but the mode will be reset, and if TEXT MODE was also active, a paragraph meld will also be performed.

ERRORS: If the cursor is sitting on a space (blank), no action takes place and the bell is rung to indicate an unperformable operation.

If the word extends across either margin, the message MARGIN OVERRUN will be displayed.

ESCAPE (ENTER COMMAND MODE) (^ES)

GENERAL: When this OPERATOR is executed, the TAB/MARGIN LINE will be cleared and the cursor placed in the first column of the display page. COMMANDS may then be entered. See COMMAND MODE, elsewhere for specific information.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: There are no errors associated with this OPERATOR.

SCREDITOR III OPERATORS

INSERT CHARACTER MODE (^IC)

GENERAL: When this OPERATOR is entered SCREDITOR III enters INSERT CHARACTER MODE. The change in mode will be reflected by the setting of the IC flag in the status section of the banner.

If LINE MODE is active, the only indication will be the IC flag in the banner. When a displayable key is struck, however, the remainder of the line from the cursor to the right margin will move one position to the right, the character entered will be placed at the cursor position and the cursor will move one place to the right. Characters on the right margin will be lost. When the cursor reaches the right margin, characters will over-strike. If the right margin is off the screen to the right, an automatic right scroll will take place.

If TEXT MODE is active, the action of the INSERT CHARACTER OPERATOR is quite different than in LINE MODE. First, when the OPERATOR is executed, the paragraph will split at the current character. The remainder of the line will be moved down into a new line and the IC flag in the banner will be displayed. At this point, operation is similar to normal TEXT MODE in that automatic word-wrap and justification will occur.

The only OPERATOR available in INSERT CHARACTER MODE is the DESTRUCTIVE BACKSPACE. When entered in LINE MODE, the entire line from the cursor to the right margin will be moved to the left to cover the character under the cursor and the cursor will move to the left one column. A space will be generated on the right margin. In TEXT MODE, the BACKSPACE OPERATOR operates normally. In either mode, if the left side of the display is reached before the left margin, a scroll left will occur. BACKSPACE operation will stop at the left margin.

Any other OPERATOR will cause INSERT CHARACTER MODE to be reset, and the OPERATOR which caused the cessation will be processed in the normal way, except for the four deletes... DELETE CHARACTER, DELETE WORD, DELETE TO END OF LINE and DELETE LINE which will not be performed. When any other OPERATOR is entered in TEXT MODE, the paragraph is automatically melded before the mode is reset.

When the auto-meld is executed, special attention is paid to the character which was under the cursor when INSERT LINE was entered. If it was a space, a space will be left at the cursor position after the meld. If it was a character, the part-line will be re-joined to the last inserted character. This allows characters to be inserted in the middle of words without having to delete spaces afterward, and allows the insertion of words in lines without having to be concerned with the final result.

ERRORS: If this operation is attempted in TEXT MODE and the buffer is full, a BUFFER FULL message will be posted.

INSERT LINE MODE (^IL)

GENERAL: When this OPERATOR is executed, a blank line will be inserted before the current line, and the blank line will become the current line. The cursor will be positioned at the left margin. The mode will be indicated by the setting of the IL flag in the status section of the banner.

After this, editing proceeds as usual, except that as you enter characters and NEW LINE OPERATORS, the text will scroll up from the current line leaving the remainder of the screen and buffer intact.

If you are in MULTI-COLUMN MODE, the insertion of a line may take several seconds due to the amount of text manipulation which has to take place to move only part of every line up.

Any OPERATOR or COMMAND which could change the current line (such as CURSOR UP, DOWN, TOP OF BUFFER, etc...) will reset INSERT LINE MODE.

ERRORS: If this operation is attempted with a full buffer, a BUFFER FULL message will be posted.

INSERT SPACE (^IS)

The INSERT SPACE OPERATOR is only active in LINE MODE. When executed, the line will move to the right as in INSERT CHARACTER MODE, and a single space will be inserted at the cursor position. The cursor will not move. Any character on the right margin will be lost.

If entered while in INSERT CHARACTER MODE, the mode will be reset before the space is entered.

ERRORS: If executed in TEXT MODE, the bell will ring.

GOTO MARK (^GM)

GENERAL: When this OPERATOR is executed, the display area will be positioned to the next marked line in the buffer. If no additional marked lines exist between the current line and the end of the buffer, the first marked line from the start of the buffer will be located. In text INSERT CHARACTER MODE, the paragraph will be melded before the GOTO occurs.

If INSERT LINE MODE or INSERT CHARACTER MODE was active when this OPERATOR is entered, the mode will be reset. In addition, in the case of INSERT CHARACTER MODE in TEXT MODE, the paragraph will be melded before the cursor moves.

ERRORS: If no marks exist in the current buffer, the bell will ring to indicate an incomplete operation.

If this operation is attempted when the buffer is full, a BUFFER FULL message will be posted.

LOWER CASE (^LC)

GENERAL: The character under the cursor will be examined each time this OPERATOR is executed. If it is a valid upper case character, it will be converted to lower case. If not, no change will take place.

After the examination and possible change, the cursor will be moved one column to the right. Movement will stop at the right margin. If the right side of the display area is reached before the margin, an automatic scroll right will be done.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: If the OPERATOR is entered with the cursor on the right margin, the character under the cursor will be changed, but no cursor movement will take place, and the bell will ring to indicate this condition.

MELD PARAGRAPH (^MP)

GENERAL: This OPERATOR is used to meld a paragraph, as described in the definition section of this manual, and is only active in TEXT MODE (TE indicator on).

When this OPERATOR executes, a number of things happen. First, all extra spaces in the current line are removed. Then the next line is examined, and if the first word on the next line will fit on the current line, it is moved. This examination and movement continues

until the next line is blank or the current line is full. If the next line becomes blank, it will be deleted and the following line will be used to continue the testing.

After the current line becomes full, the justification mode is checked and any necessary justification is performed. After this, the current line is moved out and the next line is moved in and the examination and movement continues. This action continues until the next line is blank between the margins before any words are removed. When the entire paragraph has been done, the screen is re-displayed and the banner updated.

ERRORS: If this OPERATOR is executed in LINE MODE, an ILLEGAL MODE message will be displayed.

If the current line is empty when execution occurs, the bell will ring.

NEW LINE (^NL)

GENERAL: When INSERT LINE MODE is active, this OPERATOR will cause the cursor to move to the left margin and a new blank line will be generated, with the previous lines moving up one position.

If not in INSERT-LINE MODE, this OPERATOR will cause the cursor to move to the left margin and down one line each time it is entered, until the bottom line of the display area is reached. When the bottom of the display is reached, continued entry will cause the screen to scroll up.

If the movement of the cursor to the left margin crosses the left side of the display area before the margin is reached, an automatic horizontal scroll will take place.

If the cursor was on the last line in the buffer when this key is struck, a new blank line will be generated, as reflected by the increment of the total lines display in the banner line.

If INSERT LINE MODE or INSERT CHARACTER MODE was active when this OPERATOR is entered, the mode will be reset. In addition, in the case of INSERT CHARACTER MODE in TEXT MODE, the paragraph will be melded before the cursor moves.

ERRORS: If the buffer is full when this key is struck, a BUFFER FULL error will be posted.

PAGE DOWN (^PD)

GENERAL: Each time this OPERATOR is executed the display area moves one screen of lines closer to the top of the buffer (the text 'MOVES DOWN' behind the window into the file formed by the screen).

If INSERT LINE MODE or INSERT CHARACTER MODE was active when this OPERATOR is entered, the mode will be reset. In addition, in the case of INSERT CHARACTER MODE in TEXT MODE, the paragraph will be melded before the cursor moves.

ERRORS: If the operation is attempted when the top line in the buffer is in the display area, the bell will ring.

If the buffer is full, a BUFFER FULL message will be displayed.

PAGE UP (^PU)

GENERAL: Each time this OPERATOR is entered the display area moves one screen of lines closer to the bottom of the buffer (text 'MOVES UP' behind the window into the file formed by the screen).

ERRORS: If the operation is attempted with the cursor on the last line in the buffer, the bell will ring.

If the buffer is full, a BUFFER FULL message will be posted.

SCROLL DOWN (^SD)

GENERAL: Each time this OPERATOR is entered the display area scrolls down one line. The effect is to move the display area closer to the top of the buffer.

If INSERT LINE MODE or INSERT CHARACTER MODE was active when this OPERATOR is entered, the mode will be reset. In addition, in the case of INSERT CHARACTER MODE in TEXT MODE, the paragraph will be melded before the cursor moves.

ERRORS: If the first line in the buffer is in the screen display area, the bell will ring when this OPERATOR is entered.

If the buffer is full, a BUFFER FULL message will be posted.

SPLIT PARAGRAPH (^SP)

GENERAL: When the SPLIT PARAGRAPH OPERATOR executes the operation is similar to the INSERT CHARACTER OPERATOR previously described except that the INSERT CHARACTER MODE does not become active.

If MULTI-COLUMN MODE is active, SPLIT LINE may take several seconds while the entire buffer is being re-arranged.

If INSERT LINE MODE or INSERT CHARACTER MODE was active when this OPERATOR is entered, the mode will be reset. In addition, in the case of INSERT CHARACTER MODE in TEXT MODE, the paragraph will be melded before the cursor moves.

ERRORS: SPLIT PARAGRAPH is only active in TEXT MODE, and if entered while in LINE MODE, an ILLEGAL MODE message will be displayed.

If attempted with the buffer full, a BUFFER FULL error will be displayed.

SCROLL UP (^SU)

GENERAL: Each time this OPERATOR is entered, the display area scrolls up one line. The effect is to move the display area closer to the bottom of the buffer.

If INSERT LINE MODE or INSERT CHARACTER MODE was active when this OPERATOR is entered, the mode will be reset. In addition, in the case of INSERT CHARACTER MODE in TEXT MODE, the paragraph will be melded before the cursor moves.

ERRORS: If the last line in the buffer is within the current display area, the bell will be rung.

If the buffer is full, a BUFFER FULL message will be posted.

TAB TO END OF LINE (^TE)

GENERAL: This OPERATOR will cause the cursor will move to the first space past the last word in the current line. If the resultant position of the cursor is outside of the current display area an automatic horizontal scroll will occur to reset the cursor for display.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: If no further spaces or words exist between the current cursor and the right margin the bell will sound.

TAB CURSOR LEFT (^TL)

GENERAL: Each time this OPERATOR is entered the cursor will move to the next tab setting to the left of the current cursor position as displayed in the TAB/MARGIN display line. If the next tab to the left is not within the current display area, an automatic scroll left will occur to set the cursor for display.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: If no further tab settings exist before the left margin is reached, the cursor will be positioned at the left margin.

TAB CURSOR TO MARGIN (^TM)

GENERAL: This OPERATOR, when entered, will move the cursor to the left margin. If the cursor is on the left margin, it will move to the right margin.

If the destination margin of the operation is not within the current display area, an automatic left or right scroll will take place to reset the margin for display.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: There are no errors associated with this OPERATOR.

TAB TO NEXT WORD (^TN)

GENERAL: Each time this OPERATOR is entered the cursor will move to the start of the next word within the current margins. If the start of the next word is outside the display area an automatic right scroll will execute to re-position the cursor.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: If the cursor is currently on or past the last word in the line, no movement will take place, and the bell will be sounded.

TAB TO PREVIOUS WORD (^TP)

GENERAL: Each time this OPERATOR is entered the cursor will move to the start of the previous word within the current margins. If the start of the previous word is outside the display area an automatic left scroll will execute to re-position the cursor.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: If the cursor is currently on or past the first word in the line, no movement will take place, and the bell will be sounded.

TAB CURSOR RIGHT (^TR)

GENERAL: Each time this operator is entered the cursor will move to the next tab setting as displayed on the TAB/MARGIN display line. If the next tab is not within the current display area, an automatic scroll right will occur to set the cursor for display.

If no further tab settings are encountered before the right margin, the cursor will move to the right margin.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: If the cursor is on the right margin when entered, the bell will sound to indicate an incomplete command.

TAB SET/CLEAR (^TS)

GENERAL: When this OPERATOR is executed, the current cursor column will be examined. If a tab is currently set in that column, it will be cleared. If no tab currently exists, it will be set. The result of the operation will immediately be reflected in the TAB/MARGIN LINE, unless the cursor is at either margin. In this case, the tab will be set or cleared, but will not be active until the margin is shifted.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: There are no errors associated with this OPERATOR.

UPPER CASE (^UC)

GENERAL: The character under the cursor will be examined each time this OPERATOR is executed. If it is a valid lower case character, it will be converted to upper case. If not, no change will take place.

After the examination and possible change, the cursor will be moved one column to the right. If the right side of the display area is reached before the margin, an automatic scroll right will be done.

If INSERT CHARACTER MODE was active when this operator was entered, the mode will be reset. If TEXT MODE was also active, a paragraph meld will also occur.

ERRORS: If the OPERATOR is entered with the cursor on the right margin, the character under the cursor will be changed, but no cursor movement will take place, and the bell will ring to indicate an incomplete operation.

SCREDITOR III ERROR MESSAGES

SCREDITOR III is designed to be as user-friendly as possible. In that interest, there are no numeric error messages posted with the exception of those errors returned from DOS.

When SCREDITOR III posts any message, it does so by erasing the TAB/MARGIN display line, displaying the error message on that line, ringing the bell on your terminal, and then waits for you to read the message. Once you have read it, you may clear it by hitting the space bar. When the message is cleared, control always returns to SCREEN EDIT MODE. The following paragraphs describe each message used by SCREDITOR III.

* SCREDITOR III VSN 1.10 * Copyright 1982, Alford and Associates *

This message is displayed when SCREDITOR III starts up. The message is automatically cleared in about one second.

ILLEGAL SYNTAX

Something was wrong in the way you entered the COMMAND which returned this error. This error is used when no specific error exists for what you did wrong.

ILLEGAL COMMAND

A two-character command name which does not exist was entered during COMMAND MODE.

ILLEGAL MODE

If you attempt to split a line using the SPLIT OPERATOR, or attempt to put a paragraph back together using the MELD OPERATOR, this message will be displayed. An attempt to use any COMMAND or OPERATOR which is not active during a certain mode will cause this error to be posted.

ILLEGAL OPTION

An illegal option character was entered in a COMMAND. For instance, only B, E or O may be entered as option characters with the DEFINE HEADER or FOOTER COMMAND.

ILLEGAL TYPE

The type character for a target was incorrect for the COMMAND with which it was entered. For instance, the 'to-the-end' type character, an asterisk, may not be entered with the SKIP READ-IN COMMAND.

ILLEGAL TARGET

A zero was entered for any target value (zero is never legal), or a target value which could be determined to be too big or small was entered.

ILLEGAL TERMINATOR

Most often, a character other than (EOL) or (EOC) followed an otherwise legally entered COMMAND. Occasionally, a string-oriented COMMAND such as FIND or CHANGE will return this error when an entire field is left out.

DELIMITER MISSING

A leading or trailing delimiter in a string-oriented COMMAND was missing. For instance, three delimiters are required to complete the syntax of the CHANGE COMMAND. If you leave one off, this error will occur.

BUFFER FULL

If the situation occurs during text entry that the current buffer fills all available space, this message will be posted. When this occurs, you will not be able to leave the current line until at least one line is either saved to a file or deleted from the buffer.

SCREDITOR III ERROR MESSAGES

TOP OF BUFFER

An attempt was made to move the cursor closer to the start of the file, and the cursor was already on the first line in the current buffer.

BOTTOM OF BUFFER

An attempt was made to move the cursor closer to the end of the file, and the cursor was already on the last line in the current buffer.

This error is also returned when the FIND or CHANGE COMMAND hits the bottom of buffer without finding an occurrence of a target string.

TARGET NOT REACHED

A target was specified which could not be reached. This error will be returned when it cannot be determined whether or not the target is out of range when the COMMAND begins execution, and a subsequent target error occurs. A page number never reached by a PRINT COMMAND is a good example of this, or a READ-IN to a line number beyond the end of a file.

NO ROOM FOR MULTI-INSERT

This error will be returned when an insert or delete operation could not be completed in MULTI-COLUMN MODE due to extreme text-tear.

DISK I/O ERROR #nnn

An error occurred during a call to DOS. The number displayed after the message is the error number returned by DOS, and is displayed decimally.

NO SUCH FILE

An illegal file name was entered.

NOTHING TO SAVE

The SAVE COMMAND was entered with the cursor on the first line of the buffer (no lines before the current line).

FCB IN USE

The work FILE CONTROL BLOCK is being used by another COMMAND, or has been disabled due to a previous MISCELLANEOUS DISK COMMAND error.

FILE NOT OPEN

The COMMAND which returned this error requires an open file, and no file was open. For instance, you must use the OPEN READ-IN COMMAND before you can use the INSERT READ-IN COMMAND.

NO FILES OPEN

An attempt was made to do a NEW or SAVE without an output file open.

ILLEGAL FILE TYPE

The LOAD PRINTER DATA COMMAND or the LOAD SYMBOLS COMMAND was given a file which was not of the type required by the COMMAND. These files have unique characters written at the start of the file to identify the file type to the COMMAND attempting to load it.

TALLY ACTIVITY ERROR

An attempt was made to insert a tally total when none existed.

SCREDITOR III ERROR MESSAGES

CANNOT INSERT

There was insufficient room to insert the tally total.

ILLEGAL TALLY DELIMITER

The number to which the cursor was pointing did not have a dollar sign, a plus sign, a minus sign or a blank before it, or was not followed by a plus sign, a minus sign or a blank.

ILLEGAL TALLY FIELD

The character to which the cursor is pointing is not a number or a decimal point.

MARGIN OVERRUN

An attempt was made to set the left or right margin onto the wrong side of the other margin.

OUTSIDE CURRENT MARGINS

The word you just tried to delete extends past the left or right margin, and therefore could not be deleted.

ILLEGAL SYMBOL

A symbol name outside the range of A-Z (or a-z) was entered.

SYMBOL LENGTH OVERFLOW

There is not enough room in the symbol buffer to save the definition you just entered.

ILLEGAL HEADER/FOOTER

You had the cursor on the top line of the buffer when you entered a DEFINE HEADER or DEFINE FOOTER COMMAND.

ILLEGAL CONTROL CODE

An attempt was made to enter an illegal printer control code in the CONTROL CODE IMBEDMENT COMMAND.

ILLEGAL PAGE LENGTH

The total printed page length less the sum of the top margin and the bottom margin must be at least five. This error is returned by the DEFINE PRINTER PAGE COMMAND if this formula does not test true when page definitions are entered. Also, the DEFINE HEADER/FOOTER COMMAND will return this error if you attempt to define headers or footers whose lengths do not meet this criteria.

NO PRINTER DATA

This error will not normally occur unless a previous LOAD PRINTER COMMAND encountered a disk error during loading and flushed the printer data areas, since SCREDITOR III will not start up without printer data in the current version. When this is the case, the PRINT COMMANDS will return this error.

ALREADY DEFINED

You attempted to define an even or odd header or footer when it was already defined.

NOT DEFINED

You attempted to undefine header/footers when no definitions exist.

SCREDITOR III ERROR MESSAGES

PAGE START NOT FOUND

You attempted to begin printing on a page whose start has already been saved to the output file. Such a page may not be printed.

CANNOT MERGE-PRINT

The file you are attempting to print has no insertion strings, or a NEW or SAVE COMMAND has been executed, or a partial file read situation exists.

OUT OF DATA

An end-of-file condition occurred in the data file during PRINT-MERGE.

KEYGEN FILE ERROR!

An error was encountered during the loading of the KEYGEN data file. This will always cause an abort to DOS.

CONGEN FILE ERROR!

An error was encountered during the loading of the CONGEN data file. This will always cause an abort to DOS.

PRTGEN FILE ERROR!

An error was encountered during the loading of the PRTGEN data file. This will always cause an abort to DOS during start-up. If such an error occurs during program operation, a DISK ERROR message will be posted.

FILES FAILED TO RENAME!

After all files were closed, a disk error occurred which did not allow the .TMP, .SCR or SCRATCH file to be renamed. Generally, the only thing you will have to do to remedy the situation is to manually rename the files after you return to DOS.

EDIT,

No file names were entered in the call to the SSB or FLEX version of SCREDITOR III. See the section on SCREDITOR III AND DOS for more information.

EDITING A .BAK FILE REQUIRES A FILENAME FOR THE OUTPUT FILE!

If you attempt to edit a file with a .BAK extension using the SSB or FLEX version, you must provide a filename for the output file. If you try to default the output filename, this error will be posted and control will return to DOS.

ILLEGAL MEMORY CONSTANTS!!!

(SSB and FLEX versions only) Either the start of buffer value entered during CONGEN overlaps SCREDITOR III, or the difference between the end of buffer value and the start of buffer value was not at least six thousand bytes.

SCREDITOR III OPERATOR SUMMARY

The following is a summary of the SINGLE-KEY OPERATORS recognized by SCREDITOR III. To the left is the two-letter OPERATOR NAME which is used during command mode and in the symbol definition. To the right is the function, such as MOVE CURSOR DOWN. The number after each OPERATOR is the page number in the TECHNICAL REFERENCE MANUAL on which the description for each may be found. The OPERATORS are grouped by function; i.e., CURSOR MOVEMENT, CURSOR TAB, etc...

SCREDITOR III COMMAND SUMMARY

When a command is followed by (EOL), this indicates that the command in question must either be the only entry on the command line, or the last entry on the command line. Where (EOC) is shown, other commands may follow the command in question when separated by the EOC (End-Of-Command) character defined when CONGEN was run. All numbers (shown as 'nn') which refer to columns may range from 1 to 249. All numbers (shown as 'nnnn') which refer to lines or pages may range from 1 to 65536. Wherever a slash (/) is shown for a delimiter, you may substitute any character of your choice which will not appear in the remainder of the command entry.

In each of these entries, the COMMAND NAME and syntax appears at the left and the description appears at the right, followed by the page number in the TECHNICAL REFERENCE MANUAL where the description for the COMMAND may be found.

SYSTEM-ORIENTED COMMANDS

DISPLAY POSITION MOVEMENT COMMANDS

HEADER/FOOTER COMMANDS

MISCELLANEOUS FILE COMMANDS

SCREDITOR III COMMAND SUMMARY

SCREDITOR III COMMAND SUMMARY

---------- JUSTIFICATION COMMANDS (CONT'D) ----------

---------- MODE COMMANDS ----------

---------- MARGIN COMMANDS ----------

---------- MISCELLANEOUS COMMANDS ----------

---------- TALLY COMMANDS ----------

GENERAL ADDENDA

This addendum provides some detailed information about SCREDITOR III running under various operating systems, hints and kinks, etc... Although much of this information has been presented in other parts of the manual, this quick summary will probably be of help in the learning and understanding of the program.

OS-9 GENERAL NOTES -

1) OS-9 is a multi-user operating system. As with all other programs written to run under OS-9, SCREDITOR III/OS-9 supports multi-user operation. However, due to memory space limitations, SCREDITOR III/OS-9 will generally only support a single user on OS-9 Level one systems with full memory.

2) SCREDITOR III/OS-9 handles printer, keyboard and screen devices somewhat differently than other versions of the program. Inherent in OS-9, programs other than device drivers should never communicate directly with hardware. SCREDITOR III/OS-9 is no exception. Because of this, there are no port-related questions in CONGEN.

3) OS-9 is written to support unified I/O (input-output). This means that devices and files are generally interchangeable. Because of this, it is possible for SCREDITOR III/OS-9 to edit material taken directly from a communications line, a disk file, or other device and send the edited output to any such device. Also, as will be discussed in greater detail later, the printed output of SCREDITOR III/OS-9 can be sent to a file, a communications line, a printer, a screen, etc... It is up to the operator to know which combinations of input and output make sense when using SCREDITOR III/OS-9.

4) The OS-9 version of SCREDITOR III does not provide any source files for the adaptation of SCREDITOR III to memory-mapped displays. These files are not provided since most people do not have the level of assembly language programming capability needed to code in this language under OS-9. In addition, most systems do not have an OS-9 assembler, making such source files useless in any case.

5) Since each 'run' of KEYGEN (and CONGEN and PRTGEN) by a different user produces a file in the EDIT_DATA directory identified by user number, problems may occur in multi-user installations. If a user signs onto a terminal other than his or her normal one, SCREDITOR III will use that person's ID for the data files; however, the data may or may not be correct for the actual terminal being used. Since this should not be a regular occurrence, no provision has been made to overcome it. The only solution at this time is to rename the data files prior to running SCREDITOR III at the 'wrong' terminal!

6) THERE MUST BE A DRIVE DO IN THE SYSTEM FOR SCREDITOR III TO OPERATE. IF YOU HAVE RE-WRITTEN YOUR DO DEVICE DESCRIPTOR AND RE-NAMED IT TO SOMETHING ELSE, SCREDITOR III CANNOT BE USED WITHOUT MODIFYING THE PROGRAM FILE ON DISK.

   To modify the program file, you will have to have Microware's debug or some similar program. Using the program inspect the beginning of the SCREDITOR III, CONGEN, KEYGEN and PRTGEN program files. Near the beginning of each, you will find a string of characters which will consist of /DO followed by about twelve spaces (the number may vary). The string is not otherwise terminated. You should change this string to whatever device name you will be using to hold the EDIT_DATA directory. Once this is done, run verify on the program file to correct the CRC count at the end of the file.

7) SCREDITOR III does a FORK to the RENAME command when the scratch file is renamed. If you have used the SHELL memory size modifier in calling SCREDITOR III and have specified all of the available memory in the system, an error will occur when the FORK is issued, unless some other process has died during the edit session, releasing enough memory for the RENAME to load and run. If this out of memory condition occurs, the scratch file will not be renamed even though the old file has been deleted!

GENERAL ADDENDA

GENERAL FLEX and SSB NOTES -

1) There must always be a CONGEN.DAT, KEYGEN.DAT and PRTGEN.DAT file on the system drive in order for SCREDITOR III to operate. If you have used the SET or ASSIGN command to change the system drive, SCREDITOR III will not start up unless the new drive also contains these files.

2) SCREDITOR III assumes that your printer drivers are always loaded and ready to run. Since this is often not the case, especially when running under FLEX-09, the easiest way in which to insure that they are really there is to always precede the call SCREDITOR III with the P command, or whatever the name of your printer command is. If you do not specify files on start-up, SCREDITOR III will still send the prompt to the screen as it is then using its own output handlers.

3) Unless you specified an end of memory value during CONGEN, SCREDITOR III uses the MEMAX or MEMEND value as the end of the memory it can use, and it uses ALL of it. If you have some other program running and want it running when you get back from SCREDITOR III, be sure that it is not sitting under this value. Also, SCREDITOR III uses the DOS command area before it has assigned its own buffers during start-up. A program sitting in the command area will also be clobbered by SCREDITOR III, even though the use of FIND or MAP does not indicate that that part of memory is used.

SOURCE FILES and ASSEMBLY LISTINGS -

We have always provided source code for all of our programs for those who wanted it or needed it. We cannot do so for SCREDITOR III, not because we are trying to hide anything (we all like a good laugh!), but rather because the program is too long! The TEN source files for SCREDITOR III itself are between THREE and FOUR HUNDRED THOUSAND BYTES long (about twelve thousand lines of code), and so won't fit on a single-sided, single-density eight-inch disk! The assembly listing is about two-hundred-and-fourty pages long, and takes hours to print out. Add to this about five thousand lines of source files for PRTGEN, CONGEN and KEYGEN, and you have over a half a million bytes of source files and over three hundred pages of assembly listing. We'd have to charge more for a listing than we do for the whole dang program!

If you need to disassemble parts of SCREDITOR III to make some custom modification, it should be easy. The program is completely ROM'able, is highly structured, and until you go over four subroutines deep, no routines call other routines (I think!). All tables and messages are grouped together, and nothing is done to try to hide anything. If you have a specific question, we may be able to help if time allows.

Too many questions, of course, and we will stop having time. Please don't call and ask if we can help you interface your kitchen sink in a DRAIN HAIR CLOG COMMAND. We charge one hundred dollars per hour for that kind of modification. If, on the other hand, you cannot get SCREDITOR III to work in your system properly without some special patching, we will try to work with you!

COMING UPDATES -

We are continuing to make improvements to SCREDITOR III. The next update will probably come out in about four or five months. If you have suggestions, please let us know. Most of the changes incorporated between the initial release of SCREDITOR III and the current version were ideas submitted by you, the users.

ALFORD AND ASSOCIATES

P. O. BOX 6683 · RICHMOND, VIRGINIA 23230 · (804) 320-6722

5 November 1982

THANKS!

As usual, we're late! And thank you for your patience in waiting for this order.

A number of you have called us over the last several weeks trying to find out where this order went. For those of you that didn't, let me bring you up to date.

First, we sent out update notices and talked to a number of our customers about the new version of SCREDITOR III in August. At that time, we had what we were going to ship ready, and did not expect any delays in shipping. The addendum had gotten quite large, and we were not happy with it, but the software worked. When the update notices went out, we were swamped with responses. This was no problem as we anticipated the rush. BUT...

Along with the update orders, most of you also sent in bug notes and suggestions for improvements. The bug notes were gone over and a couple that we hadn't caught were corrected. Unfortunately, we also went over the suggestions. As those of you who know me are aware, I am a perfectionist. A lot of you had suggestions that made good sense, and it appeared that implementation wouldn't be a big job. Whew!

By the time we got through, over 50% of SCREDITOR III was new code. The result has been evaluated as being the best word processor available on non-dedicated hardware today. In addition to re-working the software, we had to write new manuals as the addendum had passed 100 pages!

In the rush to update SCREDITOR III, a number of orders have been lost, mis-shipped, mis-addressed, and generally fouled up. If yours was one of them, I hope that this new material will more than make up for the headaches that you have experienced.

For those of you that I have had to make dodge and make excuses to, I hope that you will forgive me.

Again, thanks for your patience!

Sincerely,

John L. Alford

John L. Alford, prop.

ja/sse

THIS FORM MUST BE FILLED OUT AND RETURNED TO US TO INSURE THAT YOU WILL RECEIVE ANY UPDATES OR CORRECTIONS WHICH WE MAY FROM TIME TO TIME SEND TO REGISTERED PURCHASORS OF OUR PRODUCTS. WE THANK YOU FOR YOUR PURCHASE OF THIS PRODUCT AND FOR THE MOMENT THAT YOU TAKE TO FILL OUT AND RETURN THIS FORM TO:

ALFORD AND ASSOCIATES
P.O. BOX 6683
RICHMOND VIRGINIA 23230

I LEARNED ABOUT THE PRODUCT FROM: ( ) AD ( ) FRIEND ( ) DEALER

NAME OF SOURCE OF INFORMATION: _____

ADDRESS OF ABOVE (IF KNOWN): _____

HARDWARE/SOFTWARE NAME: _____

SERIAL NUMBER: _____ DATE: _____

WERE ANY PROBLEMS ENCOUNTERED IN INTEGRATING THIS PRODUCT INTO YOUR SYSTEM? IF SO, PLEASE GIVE A BRIEF SUMMARY BELOW:

_____

_____

_____

_____

IF YOU HAVE ANY COMMENTS CONCERNING THIS PRODUCT, WE WOULD APPRECIATE IT IF YOU WOULD LET US KNOW IN THE FOLLOWING SPACE:

_____

_____

_____

_____

------ PLEASE FILL OUT THE FOLLOWING FOR FUTURE MAILINGS ------

NAME: _____

ADDRESS 1: _____

ADDRESS 2: _____

ADDRESS 3: _____

ADDRESS 4: _____

DAYTIME PHONE: _____

CONGEN/KEYGEN QUESTIONAIRE

Please take a moment to fill out the following form and return it to us. We have tried to obtain the information we need from the manufacturers, but have had only limited success. The best place to get it is from you, the user, who works with the hardware each day. We will be using this information to allow us to expand the menu selection option with future releases of CONGEN. Also, we have made a few changes to this form, so even if you have filled out one before, please fill it out again and return it to us. Answer only those question which apply to your system, of course!

DISK OPERATING SYSTEM _____ VERSION _____ SIZE _____

COMPUTER BRAND _____ MODEL _____ CPU TYPE _____

TERMINAL BRAND _____ MODEL _____

********** KEYGEN **********

KEYBOARD TYPE _____ PORT ADDRESS _____ SETUP WORD _____

KEYBOARD INIT ADDRESS _____ RESTORE ADDRESS _____

KEYBOARD ECHO ADDRESS _____ ECHO OFF CHAR _____ ON _____

INTERRUPT VECTOR ADDRESS _____ DELAY _____ METAS? _____

********** CONGEN **********

PORT ADDX _____ USE X-ON/X-OFF? _____ X-ON _____ X-OFF _____

SCREEN INIT ADDRESS _____ SCREEN OUTPUT ADDRESS _____

SCREEN SIZE - ROWS _____ COLUMNS _____

CURSOR POSITION TYPE _____ ROW BIAS _____ COLUMN BIAS _____

ROW POSITION STRING _____ NULLS _____

COLUMN POSITION STRING _____ NULLS _____

COMBINED POSITION STRING _____ NULLS _____

CONTROL SEQ INTRO _____ SEP _____ TERM _____

IS INSERT LINE OK? _____ STRING _____ NULLS _____

IS DELETE LINE OK? _____ STRING _____ NULLS _____

IS DELETE EOL OK? _____ STRING _____ NULLS _____

IS DELETE EOS OK? _____ STRING _____ NULLS _____

NEW LINE (CR-LF) STRING _____ NULLS _____

IS RING BELL OK? _____ STRING _____ NULLS _____