EVE

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Extensible Versatile Editor Reference Manual

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EVE

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Order Number: AA–PWCDA–TE

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This manual describes the commands for the Extensible Versatile Editor (EVE). It is for all EVE users.

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Preface

This reference manual contains the Extensible Versatile Editor (EVE) command dictionary. It also contains information on using command line qualifiers, EVE default settings, and EVE and EDT command equivalents.

Intended Audience

This manual is for all users of EVE. You do not need programming experience. You should have some basic knowledge of VMS files and directories. Knowledge of EDT and experience with DECwindows is helpful, but not required.

Document Structure

This manual consists of the following chapters and appendixes:

- Chapter 1 describes the organization of the command information and lists all the EVE commands.
- Chapter 2 provides the EVE command descriptions, including examples.
- Appendix A describes how to use the command line qualifiers.
- Appendix B describes the EVE default settings.
- Appendix C describes the EVE and EDT command equivalents.

Associated Documents

See the following documents for additional information:

- *OpenVMS User's Manual*

  Contains a chapter on using EVE and an appendix on customizing EVE. It is particularly useful if you are a new user of EVE.

- *DECwindows Motif User's Guide*

  Describes how to use EVE in DECwindows.

- *Guide to the DEC Text Processing Utility*

  Introduces the DEC Text Processing Utility. It is for experienced programmers as well as new users of DECTPU.

- *DEC Text Processing Utility Reference Manual*

  Describes DECTPU programming.

Conventions

Table 1 lists the conventions used in this manual.

Table 1 Documentation Conventions

Convention	Description
Ctrl/*x*	Ctrl/*x* indicates that you hold down the Ctrl key while you press another key or mouse button (indicated here by *x*).
PF*n*	PF*n* indicates that you press the key labeled PF*n* on the numeric keypad, where *n* is 1, 2, 3, or 4.
x	A lowercase italic *x* indicates the generic use of a letter. For example, *xxx* indicates any combination of three alphabetic characters.
n	A lowercase italic *n* indicates the generic use of a number. For example, 19*nn* indicates a 4-digit number in which the last 2 digits are unknown.
PF1 *x*	The key sequence PF1 *x* indicates that you press and release PF1, and then you press and release another key or mouse button (indicated here by *x*).
Return	A key name enclosed in a box indicates that you press that key.
{ }	In format descriptions, braces indicate required elements. You must choose one of the elements.
[ ]	In format descriptions, brackets indicate optional elements. You can choose none, one, or all of the options. (Brackets are not optional, however, in the syntax of a directory name in a VMS file specification.)
( )	In format descriptions, parentheses delimit the parameter or argument list.
" "	Quotation marks enclose system messages that are specified in text.
. . .	In format descriptions, horizontal ellipsis points indicate one of the following: • An item that is repeated • An omission, such as additional optional arguments • Additional parameters, values, or other information that you can enter
. . .	Vertical ellipsis points indicate the omission of information from an example or command format. The information is omitted because it is not important to the topic being discussed.
italic type	Italic type emphasizes important information, indicates variables, and indicates complete titles of manuals.
boldface type	Boldface type in examples indicates user input. Boldface type in text indicates the first instance of terms defined either in the text, in the glossary, or both.
mouse	The term *mouse* refers to any pointing device, such as a mouse, a puck, or a stylus.
MB1, MB2, MB3	MB1 indicates the left mouse button. MB2 indicates the middle mouse button. MB3 indicates the right mouse button. (Users can redefine the mouse buttons.)
nn nnn.nnn nn	A space character separate digits in numerals with 5 or more digits. For example, *10 000* equals *ten thousand.*

(continued on next page)

Table 1 (Cont.) Documentation Conventions

Convention	Description
n.nn	A period in numerals signals the decimal point indicator. For example, *1.75* equals *one and three-fourths*.
UPPERCASE	Words in uppercase indicate a command, the name of a file, the name of a file protection code, or an abbreviation for a system privilege.
lowercase	In format descriptions, words in lowercase indicate parameters or arguments to be specified by the user.

1

Introduction to the EVE Command Dictionary

This command dictionary describes each EVE command. The descriptions are in alphabetical order and include any keys defined for the commands. Most of the information is available in the EVE online help also. EVE online help includes topics for all EVE commands, keys, and other features.

In some cases, there is a GOLD key sequence for a command. However, EVE does *not* have a default GOLD key. You set the GOLD key by using the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command. Setting the GOLD key also enables several GOLD key sequences such as GOLD-↓ for BOTTOM (see Table 2–10 in the description of the SET GOLD KEY command). Some GOLD key sequences are not available on VT100-series terminals (for example, GOLD-Help and GOLD-Find); some shifted function keys require DECwindows.

Table 1–1 lists all the EVE commands, grouped by type (text editing, searches, formatting, and so on).

Table 1–1 List of EVE Commands

	Text Editing	
CHANGE MODE	ERASE WORD	RESTORE CHARACTER
COPY	INSERT HERE	RESTORE LINE
CUT	INSERT MODE	RESTORE SELECTION
DELETE	OVERSTRIKE MODE	RESTORE SENTENCE
ERASE CHARACTER	PASTE	RESTORE WORD
ERASE LINE	QUOTE	SELECT
ERASE PREVIOUS WORD	REMOVE	SELECT ALL
ERASE START OF LINE	RESTORE	STORE TEXT
	Box Editing	
BOX COPY	BOX PASTE INSERT	SET BOX NOPAD
BOX CUT	BOX PASTE OVERSTRIKE	SET BOX NOSELECT
BOX CUT INSERT	BOX SELECT	SET BOX PAD
BOX CUT OVERSTRIKE	RESTORE BOX SELECTION	SET BOX SELECT
BOX PASTE		

(continued on next page)

Table 1–1 (Cont.) List of EVE Commands

Searches		
FIND	SET FIND CASE EXACT	SET WILDCARD VMX
FIND NEXT	SET FIND CASE NOEXACT	SHOW WILDCARDS
FIND SELECTED	SET FIND NOWHITESPACE	SPELL
GLOBAL REPLACE	SET FIND WHITESPACE	WILDCARD FIND
REPLACE		

Cursor Movement		
BOTTOM	MOVE BY WORD	SET CURSOR FREE
CHANGE DIRECTION	MOVE DOWN	SET SCROLL JUMP
END OF LINE	MOVE LEFT	SET SCROLL MARGINS
FORWARD	MOVE RIGHT	SET SCROLL OFF
GO TO	MOVE UP	SET SCROLL ON
LINE	NEXT SCREEN	SET SCROLL SMOOTH
MARK	PREVIOUS SCREEN	START OF LINE
MOVE BY LINE	REVERSE	TOP
MOVE BY PAGE	SET CURSOR BOUND	WHAT LINE

General-Purpose Commands		
ATTACH	HELP	RESET
DCL	QUIT	SHELL
DO	RECALL	SHOW
EXIT	REPEAT	SPAWN

Buffers and Files		
BUFFER	OPEN	SET BUFFER
DELETE BUFFER	OPEN SELECTED	SET JOURNALING
GET	PREVIOUS BUFFER	SET JOURNALING ALL
GET FILE	RECOVER	SET NOJOURNALING
GET WILDCARDED FILES	RECOVER BUFFER	SET NOJOURNALING ALL
INCLUDE FILE	RECOVER BUFFER ALL	SHOW BUFFERS
NEW	SAVE FILE	SHOW SYSTEM BUFFERS
NEXT BUFFER	SAVE FILE AS	WRITE FILE

(continued on next page)

Table 1–1 (Cont.) List of EVE Commands

Windows and Display		
DELETE WINDOW	PREVIOUS WINDOW	SHIFT RIGHT
ENLARGE WINDOW	REFRESH	SHRINK WINDOW
NEXT WINDOW	SET WIDTH	SPLIT WINDOW
ONE WINDOW	SHIFT LEFT	TWO WINDOWS
OTHER WINDOW		

Formatting and Case Changes		
CAPITALIZE WORD	LOWERCASE WORD	SET PARAGRAPH INDENT
CENTER LINE	PAGINATE	SET RIGHT MARGIN
CONVERT TABS	RETURN	SET TABS
FILL	SET FILL NOTAGS	SET WRAP
FILL PARAGRAPH	SET FILL TAGS	TAB
FILL RANGE	SET LEFT MARGIN	UPPERCASE WORD
INSERT PAGE BREAK	SET NOWRAP	

Key Definitions		
DEFINE	SET GOLD KEY	SET KEYPAD VT100
DEFINE KEY	SET KEYPAD EDT	SET KEYPAD WPS
LEARN	SET KEYPAD NOEDT	SET NOGOLD KEY
REMEMBER	SET KEYPAD NOWPS	SHOW KEY
SET FUNCTION KEYS MOTIF	SET KEYPAD NUMERIC	UNDEFINE KEY
SET FUNCTION KEYS NOMOTIF		

(continued on next page)

Table 1–1 (Cont.) List of EVE Commands

	Customization	
@	SAVE EXTENDED TPU	SET NOPENDING DELETE
DEFINE MENU ENTRY	SAVE SYSTEM ATTRIBTUES	SET NOSECTION FILE PROMPTING
EXTEND	SET CLIPBOARD	SET PENDING DELETE
EXTEND ALL	SET DEFAULT COMMAND FILE	SET SECTION FILE PROMPTING
EXTEND EVE	SET DEFAULT SECTION FILE	SET SELECTION GRAB FOCUS
EXTEND THIS	SET EXIT ATTRIBUTE CHECK	SET SELECTION GRAB SELECTION
EXTEND TPU	SET NOCLIPBOARD	SHOW DEFAULTS BUFFER
SAVE	SET NODEFAULT COMMAND FILE	SHOW SUMMARY
SAVE ATTRIBUTES	SET NODEFAULT SECTION FILE	TPU
SAVE EXTENDED EVE	SET NOEXIT ATTRIBUTE CHECK	UNDEFINE MENU ENTRY

2

EVE Command Dictionary

This chapter describes all of the Extensible Versatile Editor (EVE) commands in alphabetical order.

@

Format

@ initialization-file

Parameter

initialization-file
The initialization file you want to execute. The default file type is EVE. You can use logical names in the file specification; you cannot use wildcards. For example, you can use SYS$LOGIN or another VMS logical name to specify the device or directory for the initialization file. You can use several initialization files during an editing session, but you can execute only one at a time. If you do not specify a file, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The @ command executes an initialization file you specify. An initialization file contains a list of EVE commands to set editing attributes, define keys, or execute a series of related commands that are not saved in a section file or command file. Each command in the initialization file must be on a separate line, with no continuations. If a command in the initialization file requires more information, such as a keyword or other parameter, EVE prompts for the additional information before continuing to execute the initialization file; otherwise, the individual command lines do not appear in the command window.

Comments must begin with an exclamation point (!) and must be on lines separate from commands. You cannot nest initialization files—that is, you cannot use the @ command in an initialization file.

Using the @ command does not affect buffer settings in the same way as executing an initialization file when you invoke EVE (for example, by using the /INITIALIZATION qualifier). When you use the @ command, commands in the initialization file for buffer settings, such as SET RIGHT MARGIN, apply to the current buffer. When you execute an initialization file at startup, commands for buffer settings apply to the MAIN (or first) buffer and to an EVE system buffer named $DEFAULTS$. Each subsequent buffer you create will have the same settings.

You cannot use some commands in an initialization file, for example those that you execute only by pressing a key (for example, RECALL and REMEMBER) or those that always require pressing a key or some other interaction (for example QUOTE and REPLACE). (For more information about using initialization files, use the online help in EVE.)

The following is a sample EVE initialization file that contains commands to set editing attributes and to define keys:

```
!   MYINIT.EVE initialization file
!
SET LEFT MARGIN 5
SET PARAGRAPH INDENT 4
SET RIGHT MARGIN 70
SET TABS EVERY 10
SET SCROLL MARGINS 9% 9%
SET FIND WHITESPACE
!   Key definitions
SET KEYPAD EDT
DEFINE KEY= F20       SHOW BUFFERS
DEFINE KEY= Ctrl/P    PAGINATE
DEFINE KEY= GOLD-B    BOX SELECT
DEFINE KEY= GOLD-P    BOX PASTE
DEFINE KEY= KP7       WPS GOLD-R
```

Example

The following command executes an initialization file named MYINIT.EVE in your VMS top-level, login directory:

```
Command: @ SYS$LOGIN:MYINIT
Executing commands in initialization file: DISK$1:[USER]MYINIT.EVE;1
```

ATTACH

Format

ATTACH [process]

Parameter

process
The other process or subprocess to which you want to attach the terminal. The other process or subprocess must already exist; the ATTACH command does not create it. Process names are case sensitive and must be from 1 to 15 alphanumeric characters. To specify a process name that contains spaces or lowercase letters, you must include the name in quotation marks. You cannot specify a process ID. If you do not specify a process or subprocess, EVE attaches the terminal to the parent process.

Description

The ATTACH command suspends your editing session, without ending it, and attaches the terminal to another process or subprocess. With the ATTACH and SPAWN commands (in EVE, at DCL level, or in other utilities such as MAIL), you can keep an editing session active continuously. This makes it faster to resume editing but uses more system resources.

You cannot use ATTACH with the DECwindow interface. However, because you can run other DECwindows applications concurrently or create DECterm windows, you may not need to use ATTACH.

Related Commands

DCL
SPAWN
SPELL

Example

In the following example, the DCL command SPAWN creates a subprocess named USER_1, invoking EVE to edit a file called MEMO.TXT. While you are editing the MEMO.TXT buffer, the EVE command ATTACH returns control to process USER (the parent process). After you complete work at the DCL level, the DCL command ATTACH USER_1 resumes the editing session. Exiting from EVE terminates the subprocess.

```
$ SPAWN EDIT/TPU MEMO.TXT
%DCL-S-SPAWNED, process USER_1 spawned
%DCL-S-ATTACHED, terminal now attached to process USER_1
               .
               .  [ editing MEMO.TXT (subprocess USER_1) ]
               .
Command: ATTACH
%DCL-S-RETURNED, control returned to parent process USER
$
               .
               .   [ at DCL level (process USER) ]
               .
$ ATTACH USER_1
               .
               .   [ editing MEMO.TXT (subprocess USER_1) ]
               .
```

In the following example, ATTACH specifies a process name that contains a space and lowercase letters:

```
Command: ATTACH "Brian 1"
```

BOTTOM

Key

EVE Default:	GOLD-↓
VT100 Keypad:	GOLD-↓
EDT Keypad:	GOLD-KP4
WPS Keypad:	GOLD-B

Format

BOTTOM

Description

The BOTTOM command moves the cursor to the end of the current buffer, unless it is already there. The bottom of the buffer is marked [End of file]. You can move the cursor past the [End of file] marker—if the cursor is free and if the buffer is shorter than the window length. In such cases, the next edits you make (such as typing text) reposition the [End of file] marker appropriately (to the end of the buffer).

EVE defines the GOLD-↓ key sequence as BOTTOM, but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

Related Commands

MOVE DOWN
NEXT SCREEN
TOP

BOX COPY

Format

BOX COPY

Description

The BOX COPY command copies a box without removing it so you can paste it elsewhere. If you select or find a standard linear range, BOX COPY treats the start and end of the range as diagonally opposite corners of a box. Thus, you can use BOX COPY with SELECT, FIND, or WILDCARD FIND. (You cannot use BOX COPY with SELECT ALL.)

Copying a box converts to spaces any tab characters in the box or overlapping the box (see the description of the CONVERT TABS command), and adds spaces to the lines or line segments of the copied text to keep its rectangular shape. If SET BOX NOPAD is in effect, then tab characters to the right of the box are also converted to spaces if the buffer is in insert mode.

If SET BOX SELECT is in effect, then COPY or STORE TEXT is the same as BOX COPY; for example, you can press GOLD-Remove.

Depending on your setting, the copied text is stored in the INSERT HERE buffer or the DECwindows clipboard, replacing what you previously copied or removed to that storage area. The default is SET NOCLIPBOARD, which uses the INSERT HERE buffer.

Related Commands

BOX CUT
BOX PASTE
BOX SELECT
SET CLIPBOARD

BOX CUT

Format

BOX CUT

Description

The BOX CUT command cuts a box so that you can paste it elsewhere. If you select or find a standard linear range, BOX CUT treats the start and end of the range as diagonally opposite corners of a box. Thus, you can use BOX CUT with SELECT, FIND, or WILDCARD FIND. (You cannot use BOX CUT with SELECT ALL.)

Depending on your setting, the removed text is stored in the INSERT HERE buffer or the DECwindows clipboard, replacing what you previously copied or removed to that storage area. The default is SET NOCLIPBOARD, which uses the INSERT HERE buffer.

By default, BOX CUT pads the area with spaces to keep the column alignment of text to the right of the box—unless SET BOX NOPAD is in effect, and you are cutting from an insert-mode buffer:

Settings	Effects with BOX CUT
SET BOX NOPAD	BOX CUT depends on the mode of the buffer you are editing. In insert mode, text to the right of the box "collapses" to the left, closing the gap. In overstrike mode, the area is padded with spaces.
SET BOX PAD (default)	BOX CUT pads with spaces, regardless of the mode of the buffer.

To override these effects without changing your settings, use BOX CUT INSERT or BOX CUT OVERSTRIKE.

Cutting a box converts to spaces any tab characters in the box or overlapping the box (see the description of the CONVERT TABS command). If SET BOX NOPAD is in effect, then tab characters to the right of the box are also converted to spaces if the buffer is in insert mode. If you are editing an unmodifiable buffer, BOX CUT is the same as BOX COPY.

In the Buffer List, BOX CUT deletes the buffer whose name the cursor is on. You do not have to type the buffer name. See the description of the DELETE BUFFER or SHOW BUFFERS command.

Related Commands

BOX COPY
BOX CUT
BOX PASTE
SET BOX NOPAD
SET BOX PAD

BOX CUT INSERT

Format

BOX CUT INSERT

Description

The BOX CUT INSERT command cuts a box so that you can paste it elsewhere. Text to the right of the box moves to the left, closing the gap, regardless of your settings.

By default, cutting a box pads the area with spaces to keep the column alignment of text to the right—same as BOX CUT OVERSTRIKE. With BOX CUT INSERT, you can override this effect without changing your settings. For more information, see the description of the BOX CUT command.

Related Commands

BOX CUT OVERSTRIKE
BOX PASTE INSERT
SET BOX NOPAD
SET BOX PAD

BOX CUT OVERSTRIKE

Format

BOX CUT OVERSTRIKE

Description

The BOX CUT OVERSTRIKE command cuts a box so that you can paste it elsewhere. By default, cutting a box pads the area with spaces to keep the column alignment of text to the right of the box, unless SET BOX NOPAD is in effect and you cut a box from an insert-mode buffer. With BOX CUT OVERSTRIKE, you can override your settings and force the default behavior without changing your settings. For more information, see the description of the BOX CUT command.

Related Commands

BOX CUT INSERT
BOX PASTE OVERSTRIKE
SET BOX NOPAD
SET BOX PAD

BOX PASTE

Format

BOX PASTE

Description

The BOX PASTE command pastes a box you cut or copied.

If SET BOX SELECT is in effect, INSERT HERE or PASTE is the same as BOX PASTE; for example, you can press the Insert Here key.

By default, BOX PASTE overwrites existing text, unless SET BOX NOPAD is in effect and you paste into an insert-mode buffer:

Settings	Effects with BOX PASTE
SET BOX NOPAD	BOX PAD depends on the mode of the buffer you are editing. In insert mode, the box pushes existing text to the right. In overstrike mode, it overwrites existing text.
SET BOX PAD (default)	BOX PASTE overwrites existing text regardless of the mode of the buffer.

To override these effects without changing your settings, use BOX PASTE INSERT or BOX PASTE OVERSTRIKE.

Depending on your setting, the text is pasted from the INSERT HERE buffer or the DECwindows clipboard. The default is SET NOCLIPBOARD, which uses the INSERT HERE buffer.

Pasting a box converts to spaces any tab characters in the box or overlapping the box (see the description of the CONVERT TABS command). If SET BOX NOPAD is in effect, then tab characters to the right of the box are also converted to spaces if the buffer is in insert mode.

If you copy or cut a standard linear range (by using COPY, CUT, REMOVE, or STORE TEXT instead of BOX COPY or BOX CUT) and then use BOX PASTE, the pasted box may have a ragged right edge because the copy or cut did not pad the text with spaces.

Related Commands

BOX PASTE
SET BOX NOPAD
SET BOX PAD
SET CLIPBOARD

BOX PASTE INSERT

Format

BOX PASTE INSERT

Description

The BOX PASTE INSERT command pastes a box you copied or cut, pushing existing text to the right of the box, regardless of your settings. By default, pasting a box overwrites existing text—same as BOX PASTE OVERSTRIKE. With BOX PASTE INSERT, you can override this effect without changing your settings, for example, to paste a column into a table. For more information, see the description of the BOX PASTE command.

Related Commands

BOX PASTE OVERSTRIKE
SET BOX NOPAD
SET BOX PAD

BOX PASTE OVERSTRIKE

Format

BOX PASTE OVERSTRIKE

Description

The BOX PASTE OVERSTRIKE command pastes a box you copied or cut. By default, pasting a box overwrites existing text, unless SET BOX NOPAD is in effect and you paste a box into an insert-mode buffer. With BOX PASTE OVERSTRIKE, you can override your settings and force the default behavior without changing your settings. For more information, see the description of the BOX PASTE command.

Related Commands

BOX PASTE INSERT
SET BOX PAD

BOX SELECT

Format

BOX SELECT

Description

The BOX SELECT command selects a box (rather than a linear range) for an editing operation, such as case change, copying, cutting, or filling. With BOX SELECT, you can edit a rectangular block of text, which contains parts of several lines, rather than a contiguous linear range. Thus, you can select and edit part of a table or list.

Table 2–1 lists the commands and keys you can use to edit a box.

Table 2–1 EVE Commands and Keys for Editing a Box

EVE Commands:	BOX COPY BOX CUT CAPITALIZE WORD CONVERT TABS DELETE (if pending delete is enabled) FILL or FILL RANGE FIND SELECTED LOWERCASE WORD OPEN SELECTED REMOVE or CUT SPELL (if DECspell is installed on your system) STORE TEXT or COPY UPPERCASE WORD
EDT Keys:	Append (KP9) ChngCase (GOLD-KP1) EDT Replace (GOLD-KP9) Subs (GOLD-ENTER)
WPS Keys:	WPS Copy (GOLD-MINUS) WPS Cut (MINUS or REMOVE) Lowercase (GOLD-KP3) WPS Replace (GOLD-' or GOLD-") Uppercase (KP3)

You can cancel the selection by using the RESET command, repeating the BOX SELECT or SELECT command, or by clicking on MB1 once. If you selected a box by clicking or dragging the mouse, you can move the cursor out of the select range (for example, by pressing the ↓ key).

In the Buffer List, you can view a buffer whose name the cursor is on without having to type the buffer name. See the description of the SHOW BUFFERS command.

If the $CHOICES$ buffer is displayed and you are in the list of choices, pressing a key defined as BOX SELECT copies a choice onto the command line. For more information, read the online help topic on Choices Buffer.

Related Commands

RESET
SELECT
SET BOX SELECT

BUFFER

Format

BUFFER buffer-name

Parameter

buffer-name
The buffer you want to edit or create. When you return to an existing buffer, you can abbreviate the buffer name. Buffer names are not case sensitive.

You cannot use wildcards in the buffer name; for example, an asterisk (*) is treated as a character in the buffer name. If more than one name matches your request, EVE shows a list of the matching names so you can choose the one you want. If you do not specify a buffer, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The BUFFER command puts a specified buffer into the current EVE window. If the buffer exists, EVE returns the cursor to your last position in that buffer. If the buffer does not exist, EVE creates a new buffer and puts the cursor at the top of that buffer (upper left corner).

To return to a buffer that you previously viewed, use the BUFFER command and specify the buffer name. A buffer name is the same as the file it contains—that is, the file specified when you invoked EVE or when you used the GET FILE, OPEN, or OPEN SELECTED command. For a list of the buffers you created, use the SHOW BUFFERS command.

You can also use the BUFFER command to view EVE system buffers such as the MESSAGES buffer, DCL buffer, or INSERT HERE buffer. For a list of the buffers EVE creates, use the SHOW SYSTEM BUFFERS command.

Buffers you create have the same margins and other settings as an EVE system buffer named $DEFAULTS$.

Related Commands

DELETE BUFFER
NEW
NEXT BUFFER
PREVIOUS BUFFER
SHOW BUFFERS
SHOW SYSTEM BUFFERS

Example

To put a buffer named MEMO.TXT into the current window to return the cursor to your last position in that buffer, or to create a new buffer, use the following command:

```
Command: BUFFER MEMO.TXT
```

CAPITALIZE WORD

Format

CAPITALIZE WORD

Description

The CAPITALIZE WORD command changes the case of a range, box, or single word, making the first character uppercase (if it is a letter) and the other letters lowercase. You can use CAPITALIZE WORD with a select range, found range, or box. With a select range or found range, CAPITALIZE WORD works on each word in the range, starting with the first character of the range and ending at the end of the range.

If there is no select range or found range, CAPITALIZE WORD works on the current word. If you are between words, it works on the next word on the line.

Related Commands

LOWERCASE WORD
UPPERCASE WORD

Example

The following commands find a string of text and then initial capitalize each of the words in the string:

```
Command: FIND digital equipment corporation
Command: CAPITALIZE WORD
```

The result is *Digital Equipment Corporation.*

CENTER LINE

Key

WPS Keypad: GOLD-C

Format

CENTER LINE

Description

The CENTER LINE command centers the current line between the left and right margins of the buffer by inserting spaces at the start of the line. CENTER LINE deletes existing spaces and tabs at the beginning and end of the line, but does not affect spaces and tabs within the line. You can adjust the centering by erasing some of the spaces at the start of the line, or by adding spaces or tabs at the start of the line.

If you are on a blank line, CENTER LINE inserts spaces to move the cursor to the center column between the left and right margins.

Related Commands

SET LEFT MARGIN
SET RIGHT MARGIN

CHANGE DIRECTION

Key

EVE Default: F11
VT100 Keypad: PF3

Format

CHANGE DIRECTION

Description

The CHANGE DIRECTION command changes the direction of the current buffer from forward to reverse or conversely. The direction of the buffer is shown in the status line. It affects commands and keys for searches and cursor movement, as listed in Table 2–2.

Table 2–2 EVE Direction-Sensitive Commands and Keys

EVE Commands:	FIND FIND NEXT FIND SELECTED MOVE BY LINE MOVE BY PAGE MOVE BY WORD REPLACE WILDCARD FIND
EDT Keys:	Char (KP3) EOL (KP2) FndNxT (PF3) EDT Line (KP0) Sect (KP8) Subs (GOLD-ENTER) Word (KP1)
WPS Keys:	Continue Search (GOLD-.) Continue Search/Select (GOLD-/ or GOLD-?) WPS Line (KP2 or GOLD-KP2) Paragraph (KP5) Search Right Angle (ENTER) Sentence (KP7 or GOLD-KP7) Tab Position (KP8) Word (KP4 or GOLD-KP4)

Direction is a buffer-specific setting; you can have one buffer set to forward and another buffer set to reverse. For buffers you create, the default direction is forward (right and down).

For editing EVE command lines, the default direction is reverse. To change the direction when you are editing a command line, press a key defined as CHANGE DIRECTION. This direction remains in effect until you change it again—it does *not* revert to the previous direction after you finish typing a command. It is independent of the direction of your text buffers.

CHANGE DIRECTION

If you press a key defined as FIND or WILDCARD FIND, or if you type either command and let EVE prompt you for the search string, you can terminate the response by pressing a direction-setting key to begin searching in that direction. For example, you can press F11 to begin the search in the direction opposite that of the buffer. If you terminate the response by pressing the Return key, the search starts in the current direction of the buffer, as shown in the status line.

Related Commands

FORWARD
REVERSE

CHANGE MODE

Key

EVE Default:	F14 Ctrl/A
VT100 Keypad:	ENTER Ctrl/A

Format

CHANGE MODE

Description

The CHANGE MODE command changes the mode of the current buffer from insert to overstrike or conversely. The mode of the current buffer is shown in the status line. You can have one buffer set to insert and another buffer set to overstrike. For buffers you create, the default is insert mode. It affects not only how text is entered, but also some EVE commands and keys, as listed in Table 2–3.

Table 2–3 EVE Mode-Sensitive Commands and Keys

EVE Commands:	DELETE ERASE CHARACTER QUOTE RESTORE CHARACTER
EDT Keys:	Delete Char (COMMA) SpecIns (GOLD-KP3)
WPS Keys:	Delete Char (PF4)

If you use SET BOX NOPAD, the mode of the buffer affects box editing as follows:

Mode of Buffer	**Effects with SET BOX NOPAD**
INSERT (default)	Cutting a box (or erasing a box selection with pending delete) makes text to the right of the box "collapse" to the left, closing the gap. Pasting or restoring a box pushes existing text to the right.
OVERSTRIKE	Cutting a box (or erasing a box selection with pending delete) pads the area with spaces to keep the column alignment of text to the right of the box. Pasting or restoring a box overwrites existing text. Thus, in overstrike mode, box editing is the same as with SET BOX PAD, which is the default.

The default mode for replying to EVE prompts matches the default mode of your terminal setting (on character-cell terminals only), according to the DCL command SET TERMINAL. To change the mode when you are editing a command line, press Ctrl/A) or other key defined as CHANGE MODE. This mode remains in effect until you change it again; it does *not* revert to the previous mode after you finish typing a command. It is independent of the mode of your text buffers.

If you set the buffer to unmodifiable (for example, by using the command SET BUFFER READ_ONLY), then Unmodifiable appears in the status line instead of Insert or Overstrike. To change the mode of an unmodifiable buffer, first use the command SET BUFFER MODIFIABLE.

Related Commands

INSERT MODE
OVERSTRIKE MODE
SET BUFFER

CONVERT TABS

Format

CONVERT TABS

Description

The CONVERT TABS command converts tab characters to the appropriate number of spaces in a range, a box, or the entire buffer. CONVERT TABS is useful if your text will be printed or displayed on devices with tab stops different from those used in editing.

You can use CONVERT TABS with a select range, found range, or box. If you do not select or find text, CONVERT TABS works on the entire buffer. In converting tabs for an entire buffer, if the cursor is on a tab character, CONVERT TABS moves the cursor to the right.

Some box editing operations, such as cutting or filling a box, convert tabs to spaces. See the descriptions of the BOX COPY, BOX CUT, and BOX PASTE commands.

If you want TAB to insert spaces, rather than a tab character, use the following command:

```
Command: SET TABS SPACES
```

Related Commands

SET TABS
TAB

COPY

Key

EVE Default: GOLD-Remove

Format

COPY

Description

The COPY command copies a range or box without removing it so you can paste it elsewhere. This command is the same as the STORE TEXT command.

COPY (or STORE TEXT) is not the same as the WPS Copy key. COPY uses either the INSERT HERE buffer or the DECwindows clipboard, depending on your setting. The WPS Copy key uses either the INSERT HERE buffer or WPS-style alternate paste buffers but does *not* use the clipboard.

With a box selection, or if SET BOX SELECT is in effect, COPY is the same as BOX COPY. Thus, you do not need to redefine keys to copy a box. For more information, see the description of the BOX COPY command or read the online help topic on Ranges and Boxes.

The copied text is stored either in the INSERT HERE buffer or in the DECwindows clipboard, depending on your setting, and replaces in that storage area whatever you previously copied or removed. The default is SET NOCLIPBOARD, which uses the INSERT HERE buffer. For more information, see the description of the SET CLIPBOARD command.

Note

GOLD-Remove is a "sleeper" key, meaning that EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

Related Commands

BOX COPY
BOX PASTE
INSERT HERE
REMOVE
SET BOX SELECT
SET CLIPBOARD
STORE TEXT

CUT

Key

EVE Default:	CUT
VT100 keypad :	KP8
EDT Keypad:	KP6

Format

CUT

Description

The CUT command removes a box or range, which you can then paste elsewhere. CUT is similar to the REMOVE command.

CUT is not the same as the WPS Cut key. CUT uses either the INSERT HERE buffer in EVE or the DECwindows clipboard, depending on your setting. The WPS Cut key uses either the INSERT HERE buffer or a WPS-style alternate paste buffer but does *not* use the clipboard.

With a box selection, or if SET BOX SELECT is in effect, CUT is the same as BOX CUT, usually padding the area with spaces to keep the column alignment of text to the right of the box. Thus, you do not need to redefine keys to cut a box. For more information, see the description of the BOX CUT command or read the online help topic on Ranges and Boxes.

The cut text is stored either in the INSERT HERE buffer in EVE or in the DECwindows clipboard, depending on your setting, and replaces in that storage area whatever you previously cut or copied. The default is NOCLIPBOARD, which uses the INSERT HERE buffer. For more information, see the description of the SET CLIPBOARD command.

If you use CUT in an unmodifiable buffer, EVE does the STORE TEXT or BOX COPY command instead, copying the highlighted text without removing it.

In the Buffer List, CUT deletes a buffer without your having to type the buffer name. See the description of the DELETE BUFFER or SHOW BUFFERS command.

The WPS keypad redefines the Cut key on the minikeypad as WPS Cut, which lets you use WPS-style alternate paste buffers or the INSERT HERE buffer, but does not use the clipboard.

Related Commands

BOX CUT
CUT
INSERT HERE
REMOVE
SET BOX PAD
SET BOX SELECT
SET CLIPBOARD
STORE TEXT

DCL

Format

DCL dcl-command

Parameter

dcl-command
The DCL command you want to execute, including any required parameters. If you do not specify a command, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The DCL command executes a DCL command from within your editing session, and splits the current window in two. One window shows the buffer you are editing. The other window shows the DCL buffer. (If you are already using two or more windows, EVE uses the next or other window to show the DCL buffer.)

EVE creates a subprocess for executing the system command. When the command finishes, the cursor automatically returns to your last position in the buffer you are editing in the other window. The DCL window stays on the screen.

You can edit the DCL buffer to move the output from the system command into another buffer. To delete the DCL window, use the ONE WINDOW command.

Because EVE creates a subprocess, some commands apply only to that subprocess and do not affect the process in which you are running EVE. For example, the command DCL SET DEFAULT does not change the current, default directory for subsequent EVE commands such as GET FILE, INCLUDE FILE, or SAVE EXTENDED EVE.

Using the DCL command to invoke an application or utility may continue the subprocess after the command is completed. Subsequent DCL commands may not work until you end the subprocess for that utility. For example, if you use the command DCL HELP to read a help topic and then use another system command, such as DIRECTORY, the subprocess is still running HELP and cannot perform the DIRECTORY command. In such cases, you must pass a Ctrl/Z to the DCL subprocess by using the QUOTE command (Ctrl/V), as follows:

```
Command: DCL
DCL command: Ctrl/V
Press the key to be added: Ctrl/Z
```

This causes the subprocess to exit HELP.

Do not use the EVE command DCL to execute a command that invokes another application (such as MAIL) or that performs screen management, which would interfere with EVE. Instead, use the SPAWN command.

Related Commands

ATTACH
SHELL
SPAWN
SPELL

Example

The following command splits the EVE window (unless it is already split), and displays the DCL command and its output (the VMS directory listing) in the window displaying the DCL buffer:

```
Command: DCL DIRECTORY *.TXT
```

DEFINE

Same as the DEFINE KEY command.

DEFINE KEY

Format

DEFINE KEY [=keyname] { command / keypad key }

Parameters

=keyname
The name of the key you want to define. The key name must be preceded by an equal sign (=). In specifying control keys, GOLD key sequences, or shifted function keys, use a slash, dash, or underscore as a delimiter in the key name. If you do not type the name of a key, EVE prompts you to press the key you want to define. To cancel the operation, press the Return key or Ctrl/M, which cannot be defined. For information about key names and nondefinable keys, use the online help in EVE and read the topic on Names For Keys.

command
The EVE command you want to assign to a key. If you do not specify a command, EVE prompts for one. Pressing Return or Do at the prompt without typing anything cancels the operation.

keypad key
The EDT or WPS function you want to assign to a key, for example, EDT KP9 for the EDT Append key or WPS GOLD-R for the WPS Ruler key. You can use EDT or WPS keys without having to enable the EDT or WPS keypad.

Description

The DEFINE KEY command defines a key to execute an EVE command or an EDT or WPS key function. Generally, DEFINE KEY overrides any current definition of the specified key, whether the EVE default, EDT keypad, WPS keypad, or your own. For example, if you define a key that is ordinarily defined by a keypad setting, such as EDT or WPS, your definition overrides the keypad definition. However, if you define PF1 and then set the EDT or WPS keypad, PF1 is defined as the GOLD key, overriding your definition of PF1 (unless you have also set a different key as GOLD).

If you define a key for a command that requires additional information, such as a file name, search string, or other parameter, then when you press the key, EVE prompts you to enter the information the same as if you typed the command.

Your key definitions remain in effect throughout the editing session or until you redefine or undefine the key. There are two ways to keep your key definitions for future editing sessions:

- Put the DEFINE KEY commands in an initialization file (usually named EVE$INIT.EVE).
- Use the SAVE EXTENDED EVE command to create a section file, which saves your key definitions.

Related Commands

HELP { KEYPAD / KEYS }
LEARN
SET FUNCTION KEYS DECWINDOWS
SET GOLD KEY
SET KEYPAD EDT
SET KEYPAD WPS
SHOW KEY
UNDEFINE KEY

Examples

The following examples show two ways to define a key: specifying it by pressing the key at the prompt, and specifying it by typing the key name on the command line.

To define F20 as the INCLUDE FILE command, use the following command:

```
Command: DEFINE KEY INCLUDE FILE
Press the key that you want to define: F20
```

Thereafter, when you press F20, EVE prompts you to type the name of the file to be included.

To define Ctrl/D as the EDT Append key (KP9 in the EDT keypad) without having to use SET KEYPAD EDT, use the following command:

```
Command: DEFINE KEY= CTRL/D EDT KP9
```

DEFINE MENU ENTRY

Format

DEFINE MENU ENTRY menu command label { YES / NO }

Parameters

menu

The name of the pull-down or pop-up menu to which you want to add a menu item. Valid menu names are as follows:

Option Pulldown
View Pulldown
Edit Pulldown
File Pulldown
Format Pulldown
Help Pulldown
Noselect Popup
Search Pulldown
Select Popup

command

The EVE command you want the menu item to execute.

label

The label you want to appear on the menu, instead of having the menu item use the same name as the command.

YES or NO

Whether you want a separator line to appear above the label.

Description

The DEFINE MENU ENTRY command adds a menu item to a pull-down or pop-up menu for the DECwindows interface. DEFINE MENU ENTRY prompts for the name of the menu you want to add to, the command you want for a menu item, and other information. You can either answer the EVE prompts or you can enter all the information on the command line.

You can use DEFINE MENU ENTRY only with the DECwindows interface. You can also define and undefine menu items by choosing Extend Menu from the Option menu in Motif EVE. You can save menu definitions for future editing sessions in your section file or command file.

Related Commands

SAVE ATTRIBUTES
SAVE EXTENDED EVE
SAVE SYSTEM ATTRIBUTES
UNDEFINE MENU ENTRY

Example

The following command adds SHOW BUFFERS to the File menu, labeling the item "Buffer List" with a line separator above the item:

```
Command: DEFINE MENU ENTRY "File" "SHOW
BUFFERS" "Buffer List" "Y"
```

DELETE

Key

EVE Default: <X
VT100 Keypad: DELETE

Format

DELETE

Description

The DELETE command is sensitive to the mode of the buffer. In insert mode, it erases the character left of the cursor, making the rest of the line move left. In overstrike mode, it replaces the character with a space; the rest of the line does not move.

If you are at the start of a line, DELETE erases the line break (carriage return) for the previous line—regardless of the mode—causing the current line to move up. This is useful to join paragraphs for FILL commands.

To insert the character you erased, use the RESTORE CHARACTER command, which is also mode sensitive.

If SET PENDING DELETE is in effect, you can use DELETE to erase a select range or box. Erasing a range is similar to REMOVE or CUT; text after the range moves back or up. Erasing a box is similar to BOX CUT, usually padding the area with spaces to keep the column alignment of text to the right of the box.

To put back the erased text, use the RESTORE SELECTION or RESTORE BOX SELECTION command. For more information about pending delete, see the description of the SET PENDING DELETE command or the online help topic on Pending Delete.

Related Commands

CHANGE MODE
ERASE CHARACTER
RESTORE BOX SELECTION
RESTORE CHARACTER
RESTORE SELECTION
SET PENDING DELETE

DELETE BUFFER

Format

DELETE BUFFER buffer-name

Parameter

buffer-name
The buffer you want to delete. The buffer name must match exactly. You cannot use wildcards or abbreviations. Buffer names are not case sensitive. A buffer name is the same as the file it contains (as specified when you invoked EVE or when you used the BUFFER, GET FILE, NEW, OPEN, or OPEN SELECTED command). If you do not specify a buffer, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The DELETE BUFFER command deletes a buffer that you specify by name. If you specify a buffer that has been modified and is not empty, DELETE BUFFER asks you to confirm that you want to delete it. The following table shows the possible responses and the effect of each response. You need only type the first letter of the response and then press the Return key.

Responses	Effects
DELETE_ONLY	Deletes the specified buffer.
WRITE_FIRST	Writes out the buffer to a file before deleting it. If there is no file specification for the buffer (if you invoked EVE without specifying an input file or if you created the buffer with the BUFFER or NEW command) EVE prompts for one, as with the WRITE FILE command.
QUIT	Cancels the operation; the buffer is *not* deleted. This is the default response. Press the Return key or Ctrl/Z.

If the specified buffer is displayed in a window, EVE deletes the buffer and then displays another buffer—usually the first buffer viewed in the editing session.

Deleting a buffer also deletes the buffer-change journal file for that buffer. It does not delete the keystroke journal file, if any.

You can also delete buffers by using REMOVE or CUT in the Buffer List without having to type the buffer name.

You should *not* delete EVE system buffers, such as the MESSAGES buffer, INSERT HERE buffer, or $RESTORE$ buffer, because they are required for some commands. Some system buffers cannot be deleted and are marked as permanent.

Related Commands

DELETE WINDOW
SHOW BUFFERS
SHOW SYSTEM BUFFERS

Example

The following command deletes a buffer named MEMO.TXT. In this case, because the buffer has been modified (and not yet written out), EVE prompts you to confirm the deletion.

```
Command: DELETE BUFFER MEMO.TXT
That's a modified buffer. Type Delete_only, Write_first, or Quit: D
```

DELETE WINDOW

Format

DELETE WINDOW

Description

The DELETE WINDOW command deletes the current window, if you are using more than one window in EVE.

Deleting a window does not delete the buffer that was displayed in the window.

For more information about using multiple windows in EVE, read the online help topic on Windows.

Related Commands

DELETE BUFFER
ONE WINDOW
SHRINK WINDOW
SPLIT WINDOW

DO

Key

EVE Default:	DO PF4
VT100 Keypad:	PF4
EDT Keypad:	GOLD-KP7
WPS Keypad:	GOLD-[(left bracket)

Format

DO

Description

The DO command enters or terminates an EVE command that you type.

Pressing Do twice repeats the last command you entered. If you press Do and then press the Return key without typing a command, no command is executed.

If the command you type is ambiguous (if more than one command or parameter matches your abbreviation), EVE shows a list of the matching commands or parameters so you can choose the one you want. This list is called the $CHOICES$ buffer. For example, you use the following command to edit a file with the type .TXT:

```
Command: GET FILE *.TXT
```

If more than one file matches your request, EVE lists the matching files in a second window. For example, there may be two files, LETTER.TXT and MEMO.TXT. EVE recalls the command you typed and puts the cursor at the end of the command line. You then edit the command line, adding enough information so that the command is not ambiguous; for example, you can type L*.TXT or M*.TXT, and press Return to complete the command.

Alternatively, when the $CHOICES$ buffer appears, you can select a choice without having to type anything by doing one of the following:

- Press a key defined as NEXT WINDOW or PREVIOUS WINDOW to put the cursor into the $CHOICES$ buffer. Then move the cursor to the choice you want and press Do. EVE then uses that choice to complete the command.
- Put the cursor into the $CHOICES$ buffer. Move to the choice you want. Press Select to copy that choice onto the command line. Move back to the command window. If necessary, you can edit the command line. Press Return to execute the command.
- In DECwindows, use the mouse to point to the choice you want and click MB1 twice. The first click copies the choice onto the command line; the second click executes the command.

For information about editing EVE command lines, read the online help topic on Editing Command Lines.

Related Commands

RECALL
REPEAT
RETURN

END OF LINE

Key

EVE Default:	Ctrl/E GOLD-→
VT100 Keypad:	Ctrl/E GOLD-→
DECwindows Function Keys:	SHIFT/F12

Format

END OF LINE

Description

The END OF LINE command moves the cursor to the end of the current line, unless it is already there. You can also use any key defined as END OF LINE (such as Ctrl/E) to move to the end of an EVE command line you are editing, much as in editing command lines at the DCL level.

EVE defines the GOLD-→ key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

Related Commands

LINE
MOVE BY LINE
MOVE RIGHT
START OF LINE

ENLARGE WINDOW

Format

ENLARGE WINDOW integer

Parameter

integer
The number of screen lines you want to add to the current window. If you do not specify a number, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The ENLARGE WINDOW command enlarges the current window by the number of lines you specify (if you are using more than one window in EVE). ENLARGE WINDOW adds lines to the bottom of the window, unless the window is the bottommost window. The maximum size of a window depends on the size and type of terminal you are using. The minimum size is one line for text, one line for the status line, and in DECwindows, one line for the horizontal scroll bar. If there is not enough room on the screen to enlarge the window as specified, EVE enlarges it as much as possible.

For more information about using multiple windows in EVE, read the online help topic on Windows.

Related Commands

DELETE WINDOW
ONE WINDOW
SHRINK WINDOW
SPLIT WINDOW
TWO WINDOWS

Example

The following commands form two windows and then enlarge the lower of the two windows by five lines:

```
Command: TWO WINDOWS
Command: ENLARGE WINDOW 5
```

ERASE CHARACTER

Key

EDT Keypad:	COMMA (Delete Character)
WPS Keypad:	PF4 (Delete Character)
DECwindows Function Keys:	SHIFT/<⌫

Format

ERASE CHARACTER

Description

The ERASE CHARACTER command erases the character that the cursor is on, or replaces it with a space, depending on the mode of the buffer. In insert mode, it erases the current character, making the rest of the line move left. In overstrike mode, it replaces the current character with a space; the rest of the line does not move.

If you are at the end of a line, ERASE CHARACTER erases only the carriage return for that line—regardless of the mode—causing the next line (if any) to move up. This is useful to join paragraphs for FILL commands.

To insert the character you erased, use the RESTORE CHARACTER command, which is also mode sensitive.

Related Commands

CHANGE MODE
DELETE
RESTORE CHARACTER

ERASE LINE

Key

EDT Keypad: PF4 (Delete Line)

Format

ERASE LINE

Description

The ERASE LINE command erases the current line, starting with the character that the cursor is on. If you are at the end of a line, ERASE LINE erases only the carriage return for that line; the next line (if any) moves up. This is useful to join paragraphs for FILL commands.

To insert the erased text, use the RESTORE LINE command.

Related Commands

ERASE START OF LINE
RESTORE
RESTORE LINE

ERASE PREVIOUS WORD

Format

ERASE PREVIOUS WORD

Description

The ERASE PREVIOUS WORD command erases all of the previous word or all of the current word, depending on your cursor position. If you are between words or on the first character of a word, the previous word is erased (left of the cursor). In the middle of a word, all of that word is erased (same as the ERASE WORD command). For example, in the following line of text, what you erase depends on your cursor position:

```
What I tell you three times is true.
```

Table 2–4 shows the effects of ERASE PREVIOUS WORD in this example depending upon the cursor position.

Table 2–4 ERASE PREVIOUS WORD Command

Cursor Position	Effects
Start of line (the *W* in the word *What*)	Erases the carriage return for the previous line; the current line moves up. This is useful to join paragraphs for FILL.
Space or tab between *tell* and *you*	Erases all of the previous word (*tell*) and the trailing spaces or tabs.
The *t* in the word *three*	Erases all of the previous word (*you*) and the trailing spaces or tabs.
The *i* in the word *times*	Erases all of that word (*times*) and the trailing spaces or tabs (same as ERASE WORD).

To insert the erased text, use the RESTORE WORD command.

If you are editing an EVE command line, any keys defined as ERASE WORD work like ERASE PREVIOUS WORD. Thus, you can use Ctrl/J for editing command lines much as at the DCL level. For more information about EVE command-line editing, read the online help topic on Editing Command Lines.

Related Commands

ERASE WORD
RESTORE
RESTORE WORD

ERASE START OF LINE

Key

EVE Default: Ctrl/U or Ctrl/<⌫

VT100 Keypad: Ctrl/U or Ctrl/DELETE

Format

ERASE START OF LINE

Description

The ERASE START OF LINE command erases the current line, starting with the character left of the cursor until the start of the line. If you are already at the start of a line, nothing is erased.

To insert the erased text, use the RESTORE LINE command.

You can also use Ctrl/U (or another key defined as ERASE START OF LINE) to erase all or part of an EVE command line you are editing or have recalled.

The EDT keypad redefines Ctrl/U as Delete Start Line, which is slightly different from the EVE definition.

Related Commands

ERASE LINE
RESTORE
RESTORE LINE

Example

The following commands move the cursor to the end of the current line and then erase the line, leaving the cursor at the start of a blank line:

```
Command: END OF LINE
Command: ERASE START OF LINE
```

ERASE WORD

Key

EVE Default:	F13 Ctrl/J
VT100 Keypad:	COMMA Ctrl/J or LINEFEED

Format

ERASE WORD

Description

The ERASE WORD command erases all of the current word or, if you are between words, erases all of the next word.

For example, in the following line of text, what you erase depends on your cursor position:

```
What I tell you three times is true.
```

Cursor Positions	Effects of ERASE WORD
Anywhere on *tell*	Erases all of that word (*tell*) and the trailing spaces or tabs.
White space between *three* and *times*	Erases all but the first white-space character and all of the next word *times* and the trailing spaces or tabs.
End of line	Erases the carriage return for the current line; the next line moves up. This is useful to join paragraphs for FILL.

To insert the erased text, use the RESTORE WORD command.

If you are editing an EVE command line, any keys defined as ERASE WORD work like ERASE PREVIOUS WORD. Thus, you can use Ctrl/J for editing command lines much as at the DCL level. For more information about EVE command-line editing, read the online help topic on Editing Command Lines.

The EDT or WPS keypad redefines F13, Ctrl/J, and linefeed as Delete Previous Word, which erases left of the cursor to the start of a word.

Related Commands

ERASE PREVIOUS WORD
RESTORE
RESTORE WORD

EXIT

Key

EVE Default:	F10 Ctrl/Z
WPS Keypad:	GOLD-F

Format

EXIT

Description

The EXIT command ends the editing session and produces a new file or a new version of an existing file. When you exit, EVE writes out (saves) the current buffer, unless you have made no edits or unless there are no changes since you previously wrote out the buffer during the session.

If there is no file specification for the buffer—that is, if you invoked EVE without specifying an input file or if you created the buffer with the BUFFER or NEW command—EVE asks you for one. Press the Return key at the prompt to discard the buffer and continue exiting.

If you have modified other buffers (for example, editing more than one file in the session), EVE asks if you want to write out those buffers. Respond YES or NO. If necessary, EVE prompts for any output file specifications.

If you have not modified any buffers, the EXIT and QUIT commands are the same and exiting does not produce a new file or new version of a file.

The output file for a buffer is usually the same as its input file—that is, the file specified when you invoked EVE or when you used the GET FILE, OPEN, or OPEN SELECTED command. If you wrote out the buffer with the WRITE FILE or SAVE FILE AS command and specified an output file, that file specification is used for writing out the buffer on exiting.

If you have changed attributes and not saved them, then on exiting, EVE prompts you as follows:

```
Command: SET CURSOR BOUND
Command: SET FIND CASE EXACT
Command: SET TABS VISIBLE
           .
           .
           .
Command: EXIT
Attributes were changed.  Save them? [YES]
```

If you want to save the changes, press the Return key. EVE then does a SAVE ATTRIBUTES command before going on with the exit. If you do not want to save the changes, type NO and press Return. EVE then continues exiting.

To disable this prompting (to make exiting faster or simpler), use the SET NOEXIT ATTRIBUTE CHECK command. However, the setting does not apply to the current editing session, only to subsequent editing sessions that use the section file or command file in which you save the setting.

Related Commands

QUIT
SAVE ATTRIBUTES
SAVE FILE
SET BACKUP CONTROL STRING
SET EXIT ATTRIBUTE CHECK
SET FILE BACKUP
WRITE FILE

EXTEND

Format

EXTEND [{ procedure / * }]

Parameters

procedure
The DECTPU procedure you want to compile. The procedure must be in the current buffer, and the PROCEDURE and ENDPROCEDURE statements must be in column 1 (leftmost column). You can abbreviate the procedure name but you cannot use wildcards; the name is not case sensitive. If more than one name matches your request, EVE shows a list of the matching names in the $CHOICES$ buffer so you can choose the one you want. If you do not specify a procedure, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

*
Asterisk wildcard, specifying that you want to compile all the procedures in the buffer. This is the same as using the EXTEND ALL command.

Description

The EXTEND command compiles the DECTPU procedure the cursor is in, or compiles one or more DECTPU procedures to extend EVE. If you do not specify any parameter, EVE compiles the procedure the cursor is in. In this case, EXTEND is a synonym for the EXTEND THIS command. If you specify a parameter, EVE compiles the procedures you specify. In this case, EXTEND is the same as the EXTEND EVE command.

Related Commands

EXTEND ALL
EXTEND THIS
EXTEND TPU
SAVE EXTENDED EVE
TPU

EXTEND ALL

Format

EXTEND ALL

Description

The EXTEND ALL command compiles all the DECTPU procedures in the current buffer. EXTEND ALL is the same as the EXTEND EVE * or EXTEND TPU * command. Compiler messages appear in the message window (the bottom line of the EVE screen layout). To view all the compiler messages, use the following command to put the messages buffer into the current window:

```
Command: BUFFER MESSAGES
```

For more information, read the online help topic on Message Buffer.

EXTEND commands do not execute procedures. To execute a compiled procedure, use the EVE command TPU followed by the name of the procedure. To save compiled procedures for future editing sessions, use the SAVE EXTENDED EVE command to create a section file.

Related Commands

EXTEND EVE
EXTEND THIS
EXTEND TPU
SAVE EXTENDED EVE
TPU

EXTEND EVE

Format

EXTEND EVE { procedure | * }

Parameters

procedure
The DECTPU procedure you want to compile. The procedure must be in the current buffer, and the PROCEDURE and ENDPROCEDURE statements must be in column 1 (leftmost column). You can abbreviate the procedure name but you cannot use wildcards; the name is not case sensitive. If more than one name matches your request, EVE shows a list of the matching names ($CHOICES$ buffer) so you can choose the one you want. If you do not specify a procedure, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

*
Asterisk wildcard, specifying that you want to compile all the procedures in the buffer. This is the same as using the EXTEND ALL command.

Description

The EXTEND EVE command compiles one or more DECTPU procedures to extend EVE (same as the EXTEND TPU command). EXTEND commands do not execute procedures. To execute a compiled procedure, use the EVE command TPU followed by the name of the procedure. To save compiled procedures for future editing sessions, use the SAVE EXTENDED EVE command to create a section file.

Compiler messages appear in the message window (the bottom line of the EVE screen layout). To view all the compiler messages, use the following command to put the messages buffer into the current window:

```
Command: BUFFER MESSAGES
```

For more information, read the online help topic on Message Buffer.

Related Commands

EXTEND ALL
EXTEND THIS
EXTEND TPU
SAVE EXTENDED EVE
TPU

Example

The following command compiles a procedure named USER_PROC:

```
Command: EXTEND EVE USER_PROC
EVE extended by: USER_PROC
```

EXTEND THIS

Format

EXTEND THIS

Description

The EXTEND THIS command compiles the DECTPU procedure that the cursor is in and is the same as the EXTEND EVE command without having to type the procedure name. This is useful for compiling a procedure with a lengthy name or a name similar to other procedures, without having to type it exactly.

Compiler messages appear in the message window (the bottom line of the EVE screen layout). To view all the compiler messages, use the following command to put the messages buffer into the current window:

```
Command: BUFFER MESSAGES
```

For more information, read the online help topic on Message Buffer.

Related Commands

EXTEND ALL
EXTEND EVE
EXTEND TPU
SAVE EXTENDED EVE
TPU

EXTEND TPU

Format

EXTEND TPU { procedure | * }

Parameters

procedure
The DECTPU procedure you want to compile. The procedure must be in the current buffer, and the PROCEDURE and ENDPROCEDURE statements must be in column 1 (leftmost column). You can abbreviate the procedure name but you cannot use wildcards; the name is not case sensitive. If more than one name matches your request, EVE shows a list of the matching names ($CHOICES$ buffer) so you can choose the one you want. If you do not specify a procedure, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

*
Asterisk wildcard, specifying that you want to compile all the procedures in the buffer. This is the same as using the EXTEND ALL command.

Description

The EXTEND TPU command compiles one or more DECTPU procedures to extend EVE. This command is the same as the EXTEND EVE command. EXTEND commands do not execute procedures. To execute a compiled procedure, use the EVE command TPU followed by the name of the procedure. To save compiled procedures for future editing sessions, use the SAVE EXTENDED EVE command to create a section file.

Compiler messages appear in the message window (the bottom line of the EVE screen layout). To view all the compiler messages, use the following command to put the messages buffer into the current window:

```
Command: BUFFER MESSAGES
```

For more information, read the online help topic on Message Buffer.

Related Commands

EXTEND ALL
EXTEND EVE
EXTEND THIS
SAVE EXTENDED EVE
TPU

Example

The following command compiles a procedure named USER_PROC:

```
Command: EXTEND TPU USER_PROC
EVE extended by: USER_PROC
```

FILL

Key

EDT Keypad: GOLD-KP8
WPS Keypad: GOLD-KP5

Format

FILL

Description

The FILL command reformats (rewraps) a box, a range, or the current paragraph, so that the maximum number of words fits on a line. Use FILL commands to rewrap text after making some change in the buffer, such as inserting new text or changing the margins.

If there is a selection or found range, FILL is the same as FILL RANGE. If there is no selection or found range, FILL is the same as FILL PARAGRAPH.

Paragraph boundaries are any of the following:

- Blank line
- Bottom or top of the buffer
- Page break (form feed at the start of a line)
- Digital Standard Runoff (DSR) command at the start of a line (for example, .BREAK)
- VAX DOCUMENT tag at the start of a line (for example, <LE>)

You can use FILL with a select range, found range, or box. In filling a paragraph or a standard linear range, FILL uses the current left and right margins of the buffer. In filling a box, FILL uses the limits of the box, ignoring the margins of the buffer, so you can reformat a part of a table without affecting adjacent text.

FILL deletes tabs and spaces at the beginning and end of the paragraph or range and also at the start of each line in the paragraph or range, but does not affect other tabs and spaces within the text. Filling a range or box keeps blank lines and page breaks as paragraph boundaries, which is useful if you select several paragraphs or the entire buffer for reformatting. Also, filling a box converts tab characters in the box to spaces.

If the current paragraph indent is set other than 0 (which is the default), you cannot fill a range that does not begin at the beginning of a paragraph. See the description of the SET PARAGRAPH INDENT command.

The SET FILL TAGS command lets FILL reformat lines that start with a DSR command or a VAX DOCUMENT tag. The default setting is SET FILL NOTAGS, which does not let you fill those lines.

Related Commands

FILL PARAGRAPH
FILL RANGE
SET FILL TAGS
SET LEFT MARGIN
SET PARAGRAPH INDENT
SET RIGHT MARGIN

FILL PARAGRAPH

Format

FILL PARAGRAPH

Description

The FILL PARAGRAPH command reformats (rewraps) the current paragraph so that the maximum number of words fits on a line according to the margins of the buffer. Use FILL commands to rewrap text after making some change in the buffer, such as inserting new text or changing the margins.

For more information, see the description of the FILL command.

Related Commands

FILL RANGE
SET FILL TAGS
SET LEFT MARGIN
SET PARAGRAPH INDENT
SET RIGHT MARGIN

FILL RANGE

Format

FILL RANGE

Description

The FILL RANGE command reformats (rewraps) a box or range so that the maximum number of words fits on a line. Use FILL commands to rewrap text after making some change in the buffer, such as inserting new text or changing the margins.

You can use FILL RANGE with a select range, found range, or box. For example, you can use BOX SELECT and FILL RANGE to reformat a part of a table without affecting the adjacent text. For more information, see the description of the FILL command.

Related Commands

FILL
FILL PARAGRAPH
SET FILL TAGS
SET LEFT MARGIN
SET PARAGRAPH INDENT
SET RIGHT MARGIN

FIND

Key

EVE Default:	FIND
VT100 Keypad:	PF1
EDT Keypad:	GOLD-PF3
WPS Keypad:	GOLD-, (on keyboard)

Format

FIND search-string

Parameter

search-string
The text you want to find. By default, if you enter the string in all lowercase, EVE searches for any occurrence regardless of case; if you enter it in uppercase or mixed case, EVE searches for an exact match. The search is also sensitive to diacritical marks, such as accents, in the search string. If you do not specify a search string, EVE prompts for one. Pressing the Find key without typing anything causes EVE to search for the previous string, if any; pressing the Return key without typing anything cancels the operation.

Description

The FIND command searches the current buffer for the text string you specify (or for one already entered). FIND searches the buffer first in the current direction. If no occurrence is found in that direction, the search automatically changes direction. If the string is found in the other direction, EVE asks if you want go there. To change the direction of the search, press Return. To end the search and stay where you are, type NO and press Return. If the string is not found, the cursor does not move.

If the string is found, EVE puts the cursor at the beginning of the string and highlights the found text. You can edit the found text by using any command or key that works on a range or box, as listed in Table 2–5. If SET BOX SELECT is in effect, the editing operation uses the start and end of the found range as diagonally opposite corners of a box. To cancel the highlighting, move the cursor off the found range or use the RESET command.

Table 2–5 EVE Commands and Keys for Editing a Found Range

EVE Commands:	BOX COPY BOX CUT CAPITALIZE WORD CONVERT TABS FILL or FILL RANGE FIND NEXT FIND SELECTED LOWERCASE WORD OPEN SELECTED REMOVE or CUT STORE TEXT or COPY UPPERCASE WORD
EDT Keys:	Append (KP9) ChngCase (KP1) FndNxt (PF3) EDT Replace (GOLD-KP9) Subs (GOLD-ENTER)
WPS Keys:	Continue Search (GOLD-.) Continue Search/Select (GOLD-/ or GOLD-?) Lowercase (GOLD-KP3) Uppercase (KP3) WPS Copy (GOLD-MINUS) WPS Cut (MINUS or REMOVE) WPS Replace (GOLD-' or GOLD-")

Pressing Find twice searches for the last string you entered with the FIND, FIND SELECTED, REPLACE, or WILDCARD FIND command—the same as the FIND NEXT command. If you press Find only once and then press Return without typing anything, EVE does not execute the FIND command.

In typing the FIND command, if you want to search for the word *next* or the word *selected,* put it in quotation marks or let EVE prompt you for the search string. This is to avoid ambiguity with the FIND NEXT and FIND SELECTED commands.

If you press a key defined as FIND, or if you type the command and let EVE prompt you for the search string, you can terminate the response by pressing a direction-setting key to begin searching in that direction. For example, with the EDT keypad, you can press KP5 to begin the search in reverse direction (left and up). If you terminate the response by pressing Return, the search starts in the current direction of the buffer, as shown in the status line.

Related Commands

FIND NEXT
FIND SELECTED
REPLACE
SET FIND CASE EXACT
SET FIND WHITESPACE
WILDCARD FIND

Example

To search for the word *digital,* finding any occurrence regardless of its case, use the following command:

```
Command: FIND digital
```

EVE would find any of the following occurrences:

digital
Digital
DIGITAL
digitAL

FIND NEXT

Key

EDT Keypad:	PF3 (FndNxt)
WPS Keypad:	GOLD-. (on keyboard)
DECwindows Function Keys:	SHIFT/FIND

Format

FIND NEXT

Description

The FIND NEXT command searches the current buffer for another occurrence of a string already entered with the FIND, FIND SELECTED, REPLACE, or WILDCARD FIND command. FIND NEXT begins the search in the direction of your last FIND or WILDCARD FIND. If you changed the direction of the buffer, the search begins in the direction of the buffer.

If there is no occurrence in the current direction, FIND NEXT automatically searches in the opposite direction. If an occurrence is found, EVE asks if you want go there. Press Return for YES, or type NO and press Return.

If the string is found, EVE puts the cursor at the beginning of the string and highlights the found text. You can edit the found text by using any command or key that works on a range or box, for example, BOX CUT, COPY, FILL, REMOVE, or UPPERCASE WORD (see Table 2–5). If SET BOX SELECT is in effect, the editing operation uses the start and end of the found range as diagonally opposite corners of a box. To cancel the highlighting, move the cursor off the found range or use the RESET command.

Related Commands

FIND
FIND SELECTED
REPLACE
RESET
WILDCARD FIND

FIND SELECTED

Format

FIND SELECTED

Description

The FIND SELECTED command searches the current buffer for the text string you have selected, rather than for a typed string. This command is useful to find a lengthy mixed-case string (such as a book title or a person's name) without having to type it exactly.

If there is no occurrence in the current direction, FIND SELECTED automatically searches in the opposite direction. If an occurrence is then found, EVE asks if you want go there. Press Return for YES, or type NO and press Return.

If the string is found, EVE puts the cursor at the beginning of the string and highlights the found text. You can edit the found text by using any command or key that works on a range or box, for example, BOX CUT, COPY, FILL, REMOVE, or UPPERCASE WORD (see Table 2–5). If SET BOX SELECT is in effect, the editing operation uses the start and end of the found range as diagonally opposite corners of a box. To cancel the highlighting, move the cursor off the found range or use the RESET command.

To find another occurrence of the same string, use the FIND NEXT command or press the Find key twice.

If there is a found range and no selection, FIND SELECTED is the same as FIND NEXT. If there is neither a found range nor a selection, FIND SELECTED displays an error message.

Related Commands

CHANGE DIRECTION
FIND
FIND NEXT
RESET
SELECT
WILDCARD FIND

FORWARD

Key

EDT Keypad: KP4
WPS Keypad: KP0 (WPS Advance)

Format

FORWARD

Description

The FORWARD command sets the direction of the current buffer to forward (right and down). The direction of the buffer is shown in the status line. It affects commands like FIND and MOVE BY LINE and some EDT and WPS keys.

Direction is a buffer-specific setting; you can have one buffer set to forward and another buffer set to reverse. For buffers you create, the default direction is forward (right and down). For editing EVE command lines, the default direction is reverse, independent of the direction of your text buffers.

If you press a key defined as FIND or WILDCARD FIND, or if you type either command and let EVE prompt you for the search string, you can terminate the response by pressing a direction-setting key to begin searching in that direction. For example, with the EDT keypad, you can press KP4 for forward or KP5 for reverse. If you terminate the response by pressing the Return key, the search starts in the current direction of the buffer, as shown in the status line.

The following commands or keys also set the direction to forward:

- The RESET command
- The WPS Advance key (KP0), which also moves the cursor one character to the right
- With the WPS keypad, the Select key (on the minikeypad) or the Period key (on the numeric keypad)

Related Commands

CHANGE DIRECTION
REVERSE

GET

Same as the GET FILE command.

GET FILE

Format

GET FILE input_filespec

Parameter

input_filespec
The file you want to edit or create. You can use logical names and you can use wildcards in the file specification. If more than one file matches your request, EVE shows a list of the matching files so you can choose the one you want. You can edit several files in an editing session, but can specify only one file at a time. If you do not specify a file, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The GET FILE command puts the file you specify into the current EVE window, creating a new buffer if necessary (same as the GET and OPEN commands). With GET FILE, you can create or edit another file in the same session. If you specify an existing file, EVE copies it into a new buffer in the current window. If the file does not exist, EVE creates a new empty buffer that uses the file name and file type as the buffer name.

If you specify a file you have already read into the editing session—that is, a file for which there is already a buffer—EVE returns to your last location in the buffer for that file, if the buffer still exists.

If you use a search list or wildcard directory (such as [...]) to specify a file, EVE gets the first matching file found—without displaying the $CHOICES$ buffer.

New buffers have the same margins and other settings as an EVE system buffer named $DEFAULTS$.

Related Commands

DELETE BUFFER
GET WILDCARDED FILE
INCLUDE FILE
OPEN SELECTED
WRITE FILE

GET WILDCARDED FILES

Format

GET WILDCARDED FILES wildcarded_filespec

Parameter

wildcarded_filespec
The file you want to edit or create. You can use logical names and you can use wildcards in the file specification. If more than one file matches your request, EVE reads all the matching files simultaneously. If you do not specify a file, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The GET WILDCARDED FILES command creates a buffer for each file specified. GET WILDCARDED FILES is similar to GET FILE, except that multiple files are read in simultaneously. Thus, you can quickly open a series of related files. The command leaves you in the last buffer that matches the wildcard file specification.

If there are no files matching your request (that is, if the files you specify do not exist), GET WILDCARDED FILES does not create a new buffer whether you specified wildcards or not. (This is unlike the GET FILE, OPEN, or OPEN SELECTED commands, each of which creates a buffer whether the specified file exists or not.)

EVE checks each file to see if it is already open. If the file is not already open, EVE creates a buffer that uses the file name and file type for the buffer name. EVE then copies the file into the new buffer. The new buffer has the same margins and other settings as the $DEFAULTS$ buffer (read the online help topic on Defaults). If the file is already open, EVE does not create a buffer, and the margins and other settings of that buffer apply.

In opening two or more files, EVE puts the buffer for the last file that matches the wildcard into the current window. If that file is already open, EVE puts the cursor at your last position in that buffer. If the buffer is newly created, EVE puts the cursor at the top of the buffer.

If there is already a buffer with the same name as the file you specify but not associated with the file, EVE asks for a different buffer name to use before creating the buffer. You may get multiple prompts for new buffer names from a single GET WILDCARDED FILES command.

Related Commands

GET FILE

GLOBAL REPLACE

Format

GLOBAL REPLACE { "old-string" ["new-string"] | old-string [new-string] }

Description

The GLOBAL REPLACE command searches the current buffer for a specified string and replaces it with another string. GLOBAL REPLACE is a variant of EVE's REPLACE command. The GLOBAL REPLACE command replaces all occurrences of the old string with a new string without prompting. This is similar to using the REPLACE command, and replying with ALL to the prompt. For more information, see the description of the REPLACE command.

Use this command only if you are sure you want all occurrences of the old string changed to a new string.

Related Commands

REPLACE

Example

The following command changes all occurrences of bird to flamingo:

```
Command: GLOBAL REPLACE bird flamingo
```

GO TO

Format

GO TO marker

Parameter

marker
The marker you want to go to, as previously specified with the MARK command. You can abbreviate the marker name, but you cannot use wildcards (for example, an asterisk is treated as a character in the marker name). Marker names are not case sensitive. If more than one name matches your request, EVE shows a list of the matching names so you can choose the one you want. If you do not specify a marker, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The GO TO command moves the cursor to the position you specify, as previously labeled with the MARK command. Using MARK and GO TO makes it easier to move through a large buffer or to move between buffers. If you specify a marker in a buffer other than the current buffer, EVE puts that buffer into the current window. If you are using two windows, EVE puts the buffer into the other window.

Markers are *not* saved from session to session. To find out marker names in a buffer, use the SHOW command.

Example

The following commands mark the current position as INTRO SEC, and later move the cursor to that position:

```
Command: MARK INTRO SEC
           .
           .
           .
Command: GO TO INTRO SEC
Going to mark: INTRO SEC
```

HELP

Key

EVE Default:	HELP (keypad diagram) GOLD-Help (list of defined keys)
VT100 Keypad:	PF2 (diagram)
EDT Keypad:	PF2 (diagram) GOLD-PF2 (list)
WPS Keypad:	GOLD-H (diagram)

Format

HELP [topic]

Parameter

topic
An EVE command or other topic on which you want help. You can abbreviate the topic name. If more than one name matches your request, EVE shows a list of the matching topics so you can choose the one you want. (For example, if you type HELP SET, EVE lists all the SET commands.) If you specify a question mark (?) or if you do not specify any topic, EVE displays the list of topics. If you want help on the TPU command, EVE switches to a help library on DECTPU built-in procedures and other topics.

Description

The HELP command displays online help for EVE commands, keys, or other topics, including DECTPU built-in procedures.

EVE has four kinds of help topics:

- Command topics

  Command topics explain EVE commands and provide one or more examples or a list of steps that use the command, a list of any keys defined for the command (including EDT or WPS keys), and other information.

- Keypad topics

  Keypad topics explain EDT or WPS keys that are defined as special procedures other than as EVE commands. For example with the EDT or WPS keypad, you can press Help and then Ctrl/J to get help on the Delete Previous Word key.

- Informational topics

  Informational topics explain areas of operation, features of the editor, or concepts such as the following:

  Attributes
  Defaults
  EDT conversion
  Initialization files
  Names for keys
  Ranges and boxes

- TPU topics

  TPU topics explain DECTPU built-in procedures and other topics.

To scroll through lengthy HELP topics, press the Next Screen and Prev Screen keys (on VT100-series terminals, press KP0 and Period on the numeric keypad). To exit from HELP and resume editing, press the Return key.

To get help on DECTPU built-ins and other topics, use HELP TPU. For example, the following command displays help on the COPY_TEXT built-in:

```
Command: HELP TPU COPY_TEXT
```

The last help topic you viewed is stored in an EVE system buffer named HELP. You can edit the HELP buffer, for example, to add comments of your own. (Some editing operations, such as FILL commands, may not work in the HELP buffer.) The last topic you viewed remains in the HELP buffer until you use another HELP command (or until you exit from the editor).

You can write out the HELP buffer (for example, to keep a copy of the list of defined keys) by using the WRITE FILE command.

Note

GOLD-Help is a "sleeper" key, meaning that EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

Example

The following example displays help on the ENLARGE WINDOW command. (HELP discards the variable parameter (in this case, 5).)

```
Command: HELP ENLARGE WINDOW 5
```

INCLUDE FILE

Key

WPS Keypad: GOLD-G

Format

INCLUDE FILE filespec

Parameter

filespec
The file you want to include. You can use logical names and wildcards in the file specification. If more than one file matches your request, EVE shows a list of the matching files so you can choose the one you want. You can include several files in a buffer, but can include only one file at a time. If you do not specify a file, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The INCLUDE FILE command copies the file you specify into the current buffer, inserting its contents before the current line. INCLUDE FILE inserts the text of the specified file whether the mode of the buffer is insert or overstrike. The cursor remains on the current character after the text of the file is included.

Including a file does not change the name of the buffer or the output file associated with the buffer. If the file you are including contains tab characters, the tab stops of the current buffer apply. Including a file does not reformat (rewrap) the text. To reformat text according to the margins of the buffer, use FILL commands.

If you use a search list or wildcard directory (such as [...]) to specify a file, EVE gets the first matching file found—without displaying the $CHOICES$ buffer.

Including a large file can be slow if you use buffer-change journaling, which is the default in effect.

Related Commands

GET FILE
GET WILDCARDED FILES
OPEN
OPEN SELECTED

Example

The following command includes a file called MORE.DAT, copying it into the current buffer:

```
Command: INCLUDE FILE MORE.DAT
```

INSERT HERE

Key

EVE Default:	Insert Here
VT100 Keypad:	KP9
EDT Keypad:	GOLD-KP6

Format

INSERT HERE

Description

The INSERT HERE command inserts at your current position what you previously copied or removed (same as the PASTE command).

By default, the text is inserted whether the buffer is in insert or overstrike mode. Existing text is pushed to the right or down. Depending on the amount of text inserted and where you are on the line, your text may go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

If SET BOX SELECT is in effect, INSERT HERE is the same as BOX PASTE, usually overwriting existing text. See the description of the BOX PASTE command or read the online help topic on Ranges and Boxes.

Depending on your setting, the text is inserted either from the INSERT HERE buffer in EVE or from the DECwindows clipboard. The default is SET NOCLIPBOARD, which uses the INSERT HERE buffer. For more information, see the description of the SET CLIPBOARD command.

The WPS keypad redefines the Insert Here key on the minikeypad as WPS Paste, which lets you use WPS-style alternate paste buffers or the INSERT HERE buffer, but does not use the clipboard.

Related Commands

BOX PASTE
REMOVE
SET BOX PAD
SET BOX SELECT
SET CLIPBOARD
STORE TEXT

INSERT MODE

Format

INSERT MODE

Description

The INSERT MODE command sets the mode of the current buffer to insert, as opposed to overstrike. In insert mode, as you type, the new text is inserted at the current position, pushing the cursor and any existing text to the right or down.

The mode of the current buffer is shown in the status line. You can have one buffer set to insert and another buffer set to overstrike. For buffers you create, the default is insert mode.

The default mode for editing EVE command lines or prompt lines matches your terminal setting (on character-cell terminals only), according to the DCL command SET TERMINAL and independent of the mode of your text buffers.

If SET BOX NOPAD is in effect, the mode of the buffer determines the effects of BOX CUT and BOX PASTE. In insert mode, BOX CUT causes the text to the right to "collapse" to the left, closing the gap, and BOX PASTE pushes existing lines to the right. To override these effects, use BOX CUT OVERSTRIKE and BOX PASTE OVERSTRIKE.

For a list of the commands and keys affected by the mode of the buffer, see Table 2–3.

Related Commands

CHANGE MODE
OVERSTRIKE MODE
SET BOX PAD

INSERT PAGE BREAK

Key

EVE Default: Ctrl/L
WPS Keypad: GOLD-N

Format

INSERT PAGE BREAK

Description

The INSERT PAGE BREAK command inserts a "hard" page break, or a form feed, appearing as a small $_{F}$.

EVE puts the form feed on a line by itself, as follows:

Cursor Positions	Effects with INSERT PAGE BREAK
Start of a line of text	Inserts a form feed and then does a RETURN command to start a new line.
Start of a blank line	Inserts a form feed and moves down to the start of the next line—without doing a RETURN command.
Elsewhere on a line	Does a RETURN command to start a new line, inserts a form feed, and then does another RETURN.

To insert a form feed in the middle of a line without causing the line to be split, use the QUOTE command and Ctrl/L.

Related Commands

MOVE BY PAGE
PAGINATE

LEARN

Key

EDT Keypad: Ctrl/K

WPS Keypad: Ctrl/K
GOLD-> (right angle)

Format

LEARN

Description

The LEARN command starts a learn sequence of keystrokes to be defined as a single key. A learn sequence can comprise commands, text, or both. In some text editors and word processors, this is called a *macro.* You can define any of the following keys:

- Function key, such as PF4, KP7, or F20
- Control key, such as Ctrl/N
- GOLD key sequence, such as GOLD-KP7 or GOLD A
- Shifted function key, such as Shift/F14 (DECwindows only)
- Alt key combination, such as Alt/Z (DECwindows only)
- Mouse button, such as MB3 click (DECwindows only)

Do *not* press a key you have used in the sequence being remembered.

To cancel the definition, press the Return key or Ctrl/M, which cannot be redefined.

Your key definition overrides the current definition of the specified key, whether the EVE default, EDT keypad, WPS keypad, or your own. For example, if the key you define for the learn sequence is ordinarily defined by a keypad setting, such as EDT or WPS, your definition overrides the keypad definition. To restore the keypad definition, use the UNDEFINE KEY command.

The key definition remains in effect throughout your editing session or until you redefine or undefine the key. To save the key definition for future sessions, use the SAVE EXTENDED EVE command to create a section file. You cannot put a learn sequence in an initialization file.

A learn sequence records keystrokes rather than the key definitions at the time the sequence was created. Therefore, before you "replay" a learn sequence, check that any keys used in the sequence are defined appropriately, and also that any settings that affect the sequence are correct; otherwise, the learn sequence may fail or may not work as expected. Depending on what your learn sequence is to do, check the following:

Box settings (box selection, padding)
Buffer attributes (margins, paragraph indent, tab stops)
Clipboard setting
Contents of the INSERT HERE buffer or DECwindows clipboard
Contents of $RESTORE$ buffers
Cursor motion (bound or free)

Direction (forward or reverse)
Key definitions, including keypad setting and GOLD key
Mode (insert or overstrike)
Pending delete setting
Search attributes (white space, case exact)
Search string and direction for FIND NEXT
Tab mode (insert, movement, spaces)
Wildcard setting

Mouse operations (such as choosing DECwindows menu items) are *not* learned.

Related Commands

REMEMBER
UNDEFINE KEY

Example

In the following example, you create a learn sequence to bind the INSERT HERE and FILL PARAGRAPH commands to F20. Thereafter, pressing F20 inserts the text you copied or removed and then fills the current paragraph.

```
Command: LEARN
Press keystrokes to be learned. Press Ctrl/R to remember these keystrokes.
Command: INSERT HERE
Command: FILL PARAGRAPH
Ctrl/R
Press the key you want to use to do what was just learned: F20
Key sequence remembered.
```

LINE

Format

LINE integer [procedure]

Parameters

integer
The number of the line you want to go to. If you specify a number greater than the total number of lines in the buffer, EVE moves the cursor to the end of the buffer. If you do not specify a line number, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

procedure
The DECTPU procedure in which you want to go to the specified line. The procedure must be in the current buffer. You can abbreviate the procedure name but you cannot use wildcards; the name is not case sensitive. If more than one procedure matches your request, EVE shows a list of the matching procedures ($CHOICES$ buffer) so you can choose the one you want. Specifying a procedure is useful because some compiler messages refer to line numbers in a procedure.

Description

The LINE command moves the cursor to the start of a line you specify by number—either in the current buffer or within a specified DECTPU procedure in the buffer. If you do not specify a line number, the LINE command prompts for one but does not prompt for a procedure name.

If you specify a number greater than the total number of lines in the buffer, EVE moves the cursor to the end of the buffer.

To find out the current line number and total number of lines in the buffer, use the WHAT LINE command.

Related Commands

MOVE BY LINE
MOVE DOWN
MOVE UP
WHAT LINE

Examples

To move the cursor to the start of line 10 in the current buffer, use the following command:

```
Command: LINE 10
```

To move the cursor to the start of line 10 in a procedure named USER_PROC in the current buffer, use the following command:

```
Command: LINE 10 USER_PROC
```

LOWERCASE WORD

Format

LOWERCASE WORD

Description

The LOWERCASE WORD command makes letters lowercase in a range, box, or single word. You can use LOWERCASE WORD with a select range, found range, or box. With a select range or found range, LOWERCASE WORD works on each word in the range, starting with the first character of the range and ending at the end of the range.

If there is no selection or found range, LOWERCASE WORD works on the current word. If you are between words, it works on the next word on the line.

Related Commands

CAPITALIZE WORD
UPPERCASE WORD

Example

The following commands find the next occurrence of a search string you have already specified, and then makes all the letters of the found text lowercase:

```
Command: FIND NEXT
Command: LOWERCASE WORD
```

MARK

Format

MARK marker-name

Parameter

marker-name
The name you want to mark the current position in the buffer. Marker names are not case sensitive and may contain embedded spaces. You cannot use wildcards (for example, an asterisk is treated as a character in the marker name). If you specify a marker name that is already used, the previous marker is canceled. If you do not specify a marker, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The MARK command puts an invisible marker at the current position and associates it with the name you specify. Later, using the GO TO command, you can return to the marked position. Using MARK and GO TO makes it easier to move through a large buffer or to move between buffers. Markers are *not* saved from session to session. To find out marker names in a buffer, use the SHOW command.

For an example of using MARK and GO TO, see the description of the GO TO command.

MOVE BY LINE

Key

EVE Default: F12
VT100 Keypad: MINUS

Format

MOVE BY LINE

Description

The MOVE BY LINE command moves the cursor a line at a time in the direction of the buffer; forward or reverse, as shown in the status line. In forward direction, MOVE BY LINE moves the cursor to the end of the current line or, if you are already there, to the end of the next line. In reverse direction, it moves to the start of the current line or, if you are already there, to the start of the previous line. You can repeat the operation until you reach the bottom or top of the buffer.

The SET FUNCTION KEYS DECWINDOWS command defines F12 as START OF LINE.

Related Commands

CHANGE DIRECTION
END OF LINE
LINE
START OF LINE

MOVE BY PAGE

Key

EDT Keypad: KP7
WPS Keypad: PF2

Format

MOVE BY PAGE

Description

The MOVE BY PAGE command moves the cursor a page at a time in the direction of the buffer; forward or reverse, as shown in the status line. A page break is a form feed (appearing as a small $_{F}$) or the top or bottom of the buffer. Thus, if there is no form feed in the current direction, MOVE BY PAGE moves to the top or bottom of the buffer.

Related Commands

CHANGE DIRECTION
INSERT PAGE BREAK
PAGINATE

MOVE BY WORD

Key

EDT Keypad:	KP1
WPS Keypad:	KP4 (WPS Word) GOLD-KP4

Format

MOVE BY WORD

Description

The MOVE BY WORD command moves the cursor a word at a time in the direction of the buffer; forward or reverse, as shown in the status line. MOVE BY WORD always moves the cursor to the start of a word. In the forward direction, the cursor moves to the start of the next word, if any; that is, the first nonwhite-space character in the word. In reverse direction, the cursor moves to the start of the current word or, if you are already there, to the start of the previous word, if any. You can repeat the operation until you reach the bottom or top of the buffer.

Related Commands

CHANGE DIRECTION
END OF LINE
MOVE BY LINE
START OF LINE

MOVE DOWN

Key

EVE Default: ↓

VT100 Keypad: ↓
KP2

Format

MOVE DOWN

Description

The MOVE DOWN command moves the cursor down a line at a time. If the cursor is free (the default setting), it moves down in the same column on the screen, regardless of whether text is there or not.

If the cursor is bound, it moves down to the corresponding line position, as in EDT, WPS, and other editors. For example, from the end of a line longer than the next line, MOVE DOWN moves the cursor to the end of the next line. It does not move into the unused portion of the buffer.

If you are at the end of a buffer, the cursor does not move unless the buffer is shorter than the window length and the cursor is free. Thus, you can move the cursor past the [End of file] marker. If you do this, the next edits you make (such as typing text) reposition the [End of file] marker appropriately.

Related Commands

BOTTOM
MOVE BY LINE
MOVE UP
NEXT SCREEN
SET CURSOR BOUND
SET CURSOR FREE
SET SCROLL MARGINS

MOVE LEFT

Key

EVE Default: ←

VT100 Keypad: ←
KP1

Format

MOVE LEFT

Description

The MOVE LEFT command moves the cursor left one character or column at a time. If the cursor is free (the default setting), you can move it anywhere in the buffer, whether characters are already there or not. For example, if the left margin is greater than 1, you can move left of the left margin. If the window is shifted to the right, you cannot move the cursor past the left edge of the window.

If the cursor is bound, then from the start of a line it moves to the end of the previous line, if there is one. When you edit an EVE command line, the cursor is always bound and does not move past the start of the line.

Related Commands

MOVE BY WORD
SET CURSOR BOUND
SET CURSOR FREE
START OF LINE

MOVE RIGHT

Key

EVE Default: →

VT100 Keypad: →
KP3

Format

MOVE RIGHT

Description

The MOVE RIGHT command moves the cursor right one character or column at a time. If the cursor is free (the default setting), you can move it anywhere on the screen, whether characters are already there or not. For example, you can move right of the right margin. You cannot move the cursor past the right edge of the window.

If the cursor is bound, then from the end of a line it moves to the start of the next line, if there is one. When you edit an EVE command line, the cursor is always bound and does not move past the end of the line.

Related Commands

END OF LINE
MOVE BY WORD
SET CURSOR BOUND
SET CURSOR FREE

MOVE UP

Key

EVE Default: ↑

VT100 Keypad: ↑
KP5

Format

MOVE UP

Description

The MOVE UP command moves the cursor up a line at a time. If the cursor is free (the default setting), it moves up in the same column on the screen, regardless of whether text is there or not.

If the cursor is bound, it moves up to the corresponding line position, as in EDT, WPS, and other editors. For example, from the end of a line longer than the previous line, MOVE UP moves the cursor to the end of the previous line. It does not move into the unused portion of the buffer.

Related Commands

MOVE BY LINE
MOVE DOWN
PREVIOUS SCREEN
SET CURSOR BOUND
SET CURSOR FREE
SET SCROLL MARGINS
TOP

NEW

Format

NEW

Description

The NEW command creates a new buffer, putting it into the current EVE window. The cursor moves to the top of the new buffer. NEW tries to create a buffer named MAIN. If a buffer named MAIN already exists, EVE asks you for the name of the new buffer to create. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

You cannot create a buffer with the same name as an existing buffer. For example, you cannot create a buffer named MESSAGES because EVE has a system buffer with that name (for storing the messages you receive during your editing session). For a list of the buffers you have created, use the SHOW BUFFERS command. For a list of the buffers created by EVE, use the SHOW SYSTEM BUFFERS command.

Buffers you create have the same margins and other settings as an EVE system buffer named $DEFAULTS$.

Related Commands

BUFFER
DELETE BUFFER

Example

The following command creates a new buffer. Since a buffer named MAIN already exists, EVE asks you for a buffer name. When you enter *test,* EVE creates a buffer named TEST.

```
Command: NEW
Type a new buffer name or press RETURN to cancel: TEST
```

NEXT BUFFER

Format

NEXT BUFFER

Description

The NEXT BUFFER command puts your next buffer into the current EVE window if you have two or more buffers, and returns the cursor to your last position in that buffer. With NEXT BUFFER, you can toggle between two buffers or cycle through several buffers without having to type their names. It does *not* create a new buffer or re-create a deleted buffer.

If you have more than two buffers, the next buffer is determined by the order in which you created the buffers. Conceptually, the list of buffers is circular so that repeating NEXT BUFFER cycles through your buffers. For a list of your buffers, use the SHOW BUFFERS command.

Related Commands

BUFFER
PREVIOUS BUFFER
SHOW BUFFERS

NEXT SCREEN

Format

NEXT SCREEN

Key

EVE Default: NEXT SCREEN
VT100 Keypad: KP0

Description

The NEXT SCREEN command scrolls text vertically to show the next screen's text—roughly, the length of the current EVE window. If the cursor is free (the default setting), it moves down in the same column on the screen, regardless of whether text is there or not. Conceptually, the cursor remains in the same position on the screen while the buffer scrolls down.

If the cursor is bound, it moves down by the corresponding line positions, depending on the shape of your text.

You can also press Next Screen to scroll through a lengthy help topic.

The EDT keypad redefines the Next Screen key to scroll down 75% of the window size.

Related Commands

BOTTOM
PREVIOUS SCREEN
SET CURSOR BOUND
SET CURSOR FREE

NEXT WINDOW

Key

EVE Default: GOLD-Next Screen

Format

NEXT WINDOW

Description

The NEXT WINDOW command puts the cursor at your last position in the next window, if you are using two or more windows in EVE (same as the OTHER WINDOW command). If you are using only two windows, the NEXT WINDOW, OTHER WINDOW, and PREVIOUS WINDOW commands are the same. If you are using three or more windows, NEXT WINDOW lets you cycle through your windows as follows:

- From the top window, the cursor returns to your last position in the middle window.
- From the middle window, the cursor returns to your last position in the bottom window.
- From the bottom window, the cursor returns to your last position in the top window.

For more information about using multiple windows in EVE, read the online help topic on Windows.

If the $CHOICES$ buffer is displayed, such as when you type an ambiguous command, you can press a key defined as NEXT WINDOW to move between the $CHOICES$ buffer and the command line.

Note

The GOLD-Next Screen is a "sleeper" key, meaning that EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

Related Commands

PREVIOUS WINDOW
SPLIT WINDOW
TWO WINDOWS

ONE WINDOW

Format

ONE WINDOW

Description

The ONE WINDOW command restores a single, large window when the EVE main window is split into two or more windows. If you are not in the window you want to keep, use the NEXT WINDOW, OTHER WINDOW, or PREVIOUS WINDOW command. EVE deletes all the windows except the current window. The buffers associated with those windows are not deleted.

For more information about using multiple windows in EVE, read the online help topic on Windows.

Related Commands

DELETE WINDOW
ENLARGE WINDOW
SHRINK WINDOW
SPLIT WINDOW
TWO WINDOWS

OPEN

Format

OPEN input_filespec

Parameter

input_filespec
The file you want to edit or create. You can use logical names and you can use wildcards in the file specification. If more than one file matches your request, EVE shows a list of the matching files so you can choose the one you want. You can edit several files in an editing session, but you can specify only one file at a time. If you do not specify a file, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The OPEN command puts the file you specify into the current EVE window, creating a new buffer if necessary. You can edit another file in the same session. This command is the same as the GET FILE command. If you specify an existing file, EVE copies it into a new buffer in the current window. If the file does not exist, EVE creates a new empty buffer that uses the file name and file type as the buffer name.

If you specify a file that you have already read into the editing session—that is, a file for which there is already a buffer—EVE returns to your last location in the buffer for that file, if the buffer still exists.

If you use a search list or wildcard directory (such as [...]) to specify a file, EVE gets the first matching file found—without displaying the $CHOICES$ buffer.

New buffers have the same margins and other settings as an EVE system buffer named $DEFAULTS$.

Related Commands

DELETE BUFFER
GET WILDCARDED FILES
INCLUDE FILE
OPEN SELECTED
WRITE FILE

OPEN SELECTED

Format

OPEN SELECTED

Description

The OPEN SELECTED command opens the file whose name you have selected or found. This is the same as using the GET FILE or OPEN command without having to type the file name. OPEN SELECTED is useful to open a file that has a long name, or a name similar to other files, without having to type it exactly.

For more information, see the description of the GET FILE command.

OTHER WINDOW

Key

EVE Default: GOLD-Next Screen

Format

OTHER WINDOW

Description

The OTHER WINDOW command puts the cursor at your last position in the next window, if you are using two or more windows in EVE. This command is the same as the NEXT WINDOW command. If you are using only two windows, the NEXT WINDOW, OTHER WINDOW, and PREVIOUS WINDOW commands are the same. If you are using three or more windows, use the NEXT WINDOW command.

For more information about using multiple windows in EVE, read the online help topic on Windows.

If the $CHOICES$ buffer is displayed, such as when you type an ambiguous command, you can press a key defined as OTHER WINDOW to move between the $CHOICES$ buffer and the command line.

Note

The GOLD-Next Screen is a "sleeper" key, meaning that EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

Related Commands

NEXT WINDOW
PREVIOUS WINDOW
SPLIT WINDOW
TWO WINDOWS

OVERSTRIKE MODE

Format

OVERSTRIKE MODE

Description

The OVERSTRIKE MODE command sets the mode of the current buffer to overstrike, as opposed to insert. In overstrike mode, each character you type replaces the character at the current position. (In some editors, this is called *typeover mode* or *replace mode.*)

The mode of the current buffer is shown in the status line. You can have one buffer set to insert and another buffer set to overstrike. For buffers you create, the default is insert mode.

The default mode for editing EVE command lines or prompt lines matches your terminal setting (on character-cell terminals only), according to the DCL command SET TERMINAL, independent of the mode of your text buffers.

If you use SET BOX NOPAD, the mode of the buffer determines the effects of BOX CUT and BOX PASTE. In overstrike mode, BOX CUT pads the area with spaces where you cut the text. To override these effects, use BOX CUT INSERT and BOX PASTE INSERT.

For a list of the commands and keys affected by the mode of the buffer, see Table 2–3.

Related Commands

CHANGE MODE
INSERT MODE
SET BOX PAD

PAGINATE

Key

WPS Keypad: GOLD-PF2

Format

PAGINATE

Description

The PAGINATE command inserts a "soft" page break for a 54-line page, erasing any existing soft breaks within the 54 lines. A soft page break is a form feed followed by the null character and appears as a small $^{F}_{F}$ $^{N}_{L}$.

If a "hard" page break is found, EVE stops on the line after that page break, in case you want to erase it. A hard page break is a form feed only and appears as a small $^{F}_{F}$. Usually it is inserted with the INSERT PAGE BREAK command (Ctrl/L or with the WPS keypad, GOLD-N).

Related Commands

INSERT PAGE BREAK
MOVE BY PAGE

PASTE

Key

EVE Default:	PASTE
VT100 Keypad:	KP9
EDT Keypad:	GOLD-KP6

Format

PASTE

Description

The PASTE command inserts the text you have copied or removed. This command is the same as the INSERT HERE command.

By default, the text is inserted whether the buffer is in insert or overstrike mode. Existing text is pushed to the right or down. Depending on the amount of text inserted and where you are on the line, your text may go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

If SET BOX SELECT is in effect, PASTE is the same as BOX PASTE, usually overwriting existing text. See the description of the BOX PASTE command or read the online help topic on Ranges and Boxes.

Depending on your setting, the text is inserted either from the PASTE buffer in EVE or from the DECwindows clipboard. The default is SET NOCLIPBOARD, which uses the PASTE buffer. For more information, see the description of the SET CLIPBOARD command.

The PASTE command is not the same as the WPS keypad Paste key. The PASTE (or INSERT HERE) command uses either the INSERT HERE buffer in EVE or the DECwindows clipboard, depending on your setting. The WPS Paste key uses either the INSERT HERE buffer or a WPS-style alternate paste buffer but does *not* use the clipboard.

Related Commands

BOX PASTE
INSERT HERE
REMOVE
SET BOX PAD
SET BOX SELECT
SET CLIPBOARD
STORE TEXT

PREVIOUS BUFFER

Format

PREVIOUS BUFFER

Description

The PREVIOUS BUFFER command puts your previous buffer into the current EVE window if you have two or more buffers. With PREVIOUS BUFFER, you can toggle between two buffers or cycle through several buffers without having to type their names. (It does *not* create a new buffer or re-create a deleted buffer.)

If you have more than two buffers, the previous buffer is determined by the order in which you created the buffers. Conceptually, the list of buffers is circular, so that repeating PREVIOUS BUFFER cycles through your buffers. For a list of your buffers, use the SHOW BUFFERS command.

Related Commands

BUFFER
NEXT BUFFER
SHOW BUFFERS

PREVIOUS SCREEN

Key

EVE Default: PREV SCREEN
VT100 Keypad: PERIOD

Format

PREVIOUS SCREEN

Description

The PREVIOUS SCREEN command scrolls text vertically to show the previous screen's worth of text—roughly, the length of the current EVE window. If the cursor is free (the default setting), it moves up in the same column on the screen, regardless of whether text is there or not. Conceptually, the cursor remains in the same position on the screen while the buffer scrolls up.

If the cursor is bound, it moves up by the corresponding line positions, depending on the shape of your text.

You can also press Prev Screen to scroll through a lengthy help topic.

The EDT keypad redefines the Prev Screen key to scroll back 75% of the window size.

Related Commands

NEXT SCREEN
SET CURSOR BOUND
SET CURSOR FREE
TOP

PREVIOUS WINDOW

Key

EVE Default: GOLD-Prev Screen

Format

PREVIOUS WINDOW

Description

The PREVIOUS WINDOW command puts the cursor at your last position in the previous window, if you are using two or more windows in EVE. If you are using only two windows, the PREVIOUS WINDOW, NEXT WINDOW, and OTHER WINDOW commands are the same. If you are using three or more windows, PREVIOUS WINDOW lets you "cycle" through your windows as follows:

- From the bottom window, the cursor returns to your last position in the middle window.
- From the middle window, the cursor returns to your last position in the top window.
- From the top window, the cursor returns to your last position in the bottom window.

For more information about using multiple windows in EVE, read the online help topic called Windows.

If the $CHOICES$ buffer is displayed, such as when you type an ambiguous command, you can press a key defined as PREVIOUS WINDOW to move between the $CHOICES$ buffer and the command line.

Note

GOLD-Prev Screen is a "sleeper" key, meaning that EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

Related Commands

DELETE WINDOW
ONE WINDOW
SPLIT WINDOW

QUIT

Key

WPS Keypad: GOLD-K

Format

QUIT

Description

The QUIT command ends the editing session without writing out a new file or new version of an existing file. Quitting discards the edits made during the session—except those you have already saved by using SAVE FILE or WRITE FILE commands.

If you have modified any buffers that you created, EVE asks you to confirm that you want to quit (to prevent accidentally discarding your edits). If you want to quit, type YES and press the Return key. If you do *not* want to quit, type NO and press Return.

If you did not modify any buffers, or if you have already saved all your edits, then the EXIT and QUIT commands are the same. Thus, you can quit by pressing a key defined as EXIT, such as F10 or Ctrl/Z.

If you have changed attributes and not saved them, then when quitting, EVE prompts you as follows:

```
Command: SET CURSOR BOUND
Command: SET FIND CASE EXACT
Command: SET TABS VISIBLE
           .
           .
           .
Command: QUIT
Attributes were changed.  Save them? [YES]
```

If you want to save the changes, press the Return key. EVE then does a SAVE ATTRIBUTES command before quitting. If you do not want to save the changes, type NO and press Return. EVE then continues quitting.

To disable this prompting (to make exiting faster or simpler) use the SET NOEXIT ATTRIBUTE CHECK command. However, the setting does not apply to the current editing session but only to subsequent editing sessions that use the section file or command file in which you save the setting.

Related Commands

DELETE BUFFER
EXIT
SAVE FILE
SAVE FILE AS
WRITE FILE

QUOTE

Key

EVE Default: Ctrl/V

Format

QUOTE

Description

The QUOTE command enters a control code or other character you specify by a key press. You can quote a character either as part of a command string or to enter the character as text in the buffer. QUOTE is sensitive to the mode of the buffer (shown in the status line). In insert mode, the quoted character is inserted at the current position. In overstrike mode, the quoted character replaces the current character. Some control codes appear as a backwards question mark.

You can quote a control code or other character when you enter a string for the FIND or REPLACE commands. Similarly, if you used the TPU DEFINE_KEY built-in procedure to define a typing key (letter, number, or punctuation mark) or a control key, you can use QUOTE to enter the character or control code normally bound to that key.

Another use of QUOTE is to pass a Ctrl/Z to a VMS subprocess created with the DCL command so that you can terminate that subprocess. For more information, see the description of the DCL command.

You cannot quote the following control codes or keys on VMS systems because they are processed by the VMS terminal driver:

Ctrl/C Ctrl/T
Ctrl/O Ctrl/X
Ctrl/Q Ctrl/Y
Ctrl/S F6 on VT300- and VT200-series terminals

Related Commands

INSERT MODE
OVERSTRIKE MODE

Example

The following example inserts an escape character in the buffer:

```
Command: QUOTE
Press the key to be added: Ctrl/[
```

RECALL

Key

EVE Default: Ctrl/B

Format

RECALL

Description

The RECALL command recalls a previous EVE command, which you can edit (if necessary) and execute again. Do not type the command RECALL. If you type RECALL, that command itself is recalled. Instead, use Ctrl/B or a key you have defined as RECALL.

To cancel the recalled command, erase the command line (for example, by pressing Ctrl/U) or press a key defined as RESET (such as GOLD Select).

When an EVE command prompts for additional information, such as a file name, search string, or other parameter, you can press Ctrl/B to scroll through the $PROMPTS$ buffer to recall your previous responses to command prompts. For more information, read the online help topic on Prompts and Responses.

RECOVER

Same as the RECOVER BUFFER command.

RECOVER BUFFER

Format

RECOVER BUFFER { buffer-name | journal-name }

Parameter

buffer-name
The name of the buffer you want to recover. If you specify a buffer that already exists (the MAIN buffer), EVE first deletes the buffer (prompting you to confirm the deletion, if the buffer was modified) before doing the recovery.

journal-name
The name of the journal file for the buffer you want to recover. The journal file name is the name of the buffer or file you were editing with the file type .TPU$JOURNAL. For example, if you were editing a file named MEMO.TXT, the journal file for that buffer is MEMO_TXT.TPU$JOURNAL.

Description

The RECOVER BUFFER command recovers a text buffer after a system failure by using the journal file for the buffer. Recovery with a buffer-change journal file restores only your text; it does *not* restore settings, key definitions, or the contents of system buffers (such as the INSERT HERE buffer) before the system failure.

If the journal file is available, EVE shows the following information and asks if you want to recover that buffer:

Name of the buffer
Original input file for the buffer, if any
Output file for the buffer, if any
Source file for recovery, if any
Starting date and time of the editing session
Journal file creation date and time

If you want to recover the buffer, press the Return key; otherwise, type NO and press Return.

You can recover buffers from different editing sessions. If you are unsure of the names of the journal files available, specify the asterisk wildcard (*), as follows:

```
Command: RECOVER BUFFER *
```

EVE then displays the $CHOICES$ buffer, listing the buffer-change journal files so you can choose the one you want. For more information, read the online help topic on the Choices Buffer.

To recover all your buffers—that is, each buffer for which there is a journal file—use the RECOVER BUFFER ALL command.

Related Commands

RECOVER BUFFER ALL
SET JOURNALING

RECOVER BUFFER ALL

Format

RECOVER BUFFER ALL

Description

The RECOVER BUFFER ALL command recovers all your text buffers, one at a time, by using the journal files for the buffers. You can recover buffers from different editing sessions. RECOVER BUFFER ALL is the same as repeating RECOVER BUFFER except you do not have to specify buffer names or journal file names.

For each text buffer, EVE displays information such as the buffer name, the files associated with the buffer, and the time and date the journal file was created. EVE prompts you to choose one of the following:

YES Recovers the buffer and then asks you whether to recover the next buffer, if there is one. This is the default response; you can press Return.

NO Skips this recovery. If there is another buffer to recover, EVE asks you about the other buffer.

QUIT Cancels the recovery. EVE does not recover the buffer and does not continue recovery operations.

Note

The RECOVER BUFFER ALL command is not the same as the RECOVER BUFFER * command. If you use the asterisk wildcard (*), EVE displays the $CHOICES$ buffer, listing the buffer-change journal files so that you can choose the one you want.

Related Commands

RECOVER BUFFER
SET JOURNALING

REFRESH

Key

EVE Default: Ctrl/W

Format

REFRESH

Description

The REFRESH command refreshes (repaints) the screen, to remove extraneous characters that may appear on the screen. REFRESH also clears the message window at the bottom of the EVE screen layout. However, all the messages are still listed in the message buffer. To view the message buffer, use the following command:

```
Command: BUFFER MESSAGES
```

To return to the buffer you were editing, use the BUFFER command and specify the name of the buffer you want to edit, or use the SHOW BUFFERS command and select the buffer from the list. For more information about the message buffer, read the online help topic on the Message Buffer.

REFRESH does not cancel a selection or found range. Use the RESET command to cancel highlighting.

REMEMBER

Key

EVE Default:	Ctrl/R
VT100 Keypad:	Ctrl/R
WPS Keypad:	GOLD-‘ (WPS Halt)

Format

REMEMBER

Description

The REMEMBER command ends (“remembers”) a learn sequence and prompts you to press the key to be defined for the sequence. (See the description of the LEARN command.) Do not type the REMEMBER command. If you type REMEMBER, that command itself is remembered as part of the learn sequence. Instead, use Ctrl/R or a key you have defined as REMEMBER. Do *not* define a key you have used in the sequence being remembered. You can press any of the following keys:

- Function key, such as PF4, KP7, or F20
- Control key, such as Ctrl/N
- GOLD key sequence, such as GOLD-KP7 or GOLD-A
- Shifted function key, such as Shift/F14 (DECwindows only)
- Alt key combination, such as Alt/Z (DECwindows only)
- Mouse button, such as MB3 click (DECwindows only)

To cancel the definition, press the Return key or Ctrl/M, which cannot be redefined.

REMOVE

Key

EVE Default:	REMOVE
VT100 Keypad :	KP8
EDT Keypad:	KP6

Format

REMOVE

Description

The REMOVE command removes a box or range, which you can insert elsewhere (same as the CUT command).

With a box selection, or if SET BOX SELECT is in effect, REMOVE is the same as BOX CUT, usually padding the area with spaces to keep the column alignment of text to the right of the box. Thus, you do not need to redefine keys to cut a box. For more information, see the description of the BOX CUT command or read the online help topic on Ranges and Boxes.

The removed text is stored either in the INSERT HERE buffer in EVE or in the DECwindows clipboard, depending on your setting, and replaces in that storage area whatever you previously removed or copied. The default is NOCLIPBOARD, which uses the INSERT HERE buffer. For more information, see the description of the SET CLIPBOARD command.

If you use REMOVE in an unmodifiable buffer, EVE does the STORE TEXT or BOX COPY command instead, copying the highlighted text without removing it.

In the Buffer List, REMOVE deletes a buffer without your having to type the buffer name. See the description of the DELETE BUFFER or SHOW BUFFERS command.

The WPS keypad redefines the Remove key on the minikeypad as WPS Cut, which lets you use WPS-style alternate paste buffers or the INSERT HERE buffer, but does not use the clipboard.

Related Commands

BOX CUT
INSERT HERE
SET BOX PAD
SET BOX SELECT
SET CLIPBOARD
STORE TEXT

REPEAT

Format

REPEAT integer [string]

Parameters

integer
The number of times you want the next operation repeated. Must be greater than 1. If you do not specify a number, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

string
The command you want repeated the specified number of times.

Description

The REPEAT command repeats the next command or keystroke as often as you specify, without your having to retype it. You can specify the command to repeat in the optional second parameter.

You can repeat an arrow key or a cursor-movement command, or you can repeat a typing key (such as the dash) or an editing operation (such as an ERASE command).

You can use one REPEAT command to multiply the effects of another REPEAT command. If you use two REPEAT commands in a row, EVE multiplies the repeat counts.

If you are using the EDT or WPS keypad, you can specify repeat counts by using GOLD-number sequences.

You cannot use GOLD-number sequences to repeat the following keys (use the REPEAT command to repeat the key):

- DELETE (<⌫), which lets you erase the repeat count in case you mistyped the number
- EDT SpecIns (GOLD-KP3), which uses a GOLD-number sequence to specify the decimal value of the character to be inserted
- WPS Paste key (COMMA or GOLD-, on the keypad or Insert Here on the minikeypad), which uses GOLD-1 through GOLD-9 to specify an optional WPS-style alternate paste buffer

Specify the command to repeat when using the REPEAT command in initialization files. This prevents your having to press the key or enter the command to repeat.

Related Commands

DO
RECALL
RESET

Examples

In the following example, EVE repeats the ERASE WORD command five times. It erases the current word and the next four.

```
Command: REPEAT 5
Will repeat next command 5 times.
Command: ERASE WORD
```

In the next example, EVE moves eight pages in the current direction. EVE multiplies the repeat counts and specifies the command that it will repeat.

```
Command: REPEAT 2 REPEAT 4 MOVE BY PAGE
Will repeat 8 times the command:
Command: MOVE BY PAGE
```

REPLACE

Key

WPS Keypad: GOLD-;
GOLD-:

Format

REPLACE { "old-string" ["new-string"] | old-string [new-string] }

Parameters

old-string

The text you want to replace. If the string is more than one word, put it in quotation marks or let EVE prompt you for the string. Use all lowercase to search for any occurrence; use mixed case or all uppercase to search for an exact match. If you do not specify an old string, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

new-string

The text you want to replace the old string. If the string is more than one word, put it in quotation marks or let EVE prompt you for the string. If you do not specify a new string—if you press Return at the prompt—REPLACE deletes the old string without substituting any text.

Description

The REPLACE command replaces one text string with another; that is, EVE searches for the old string you specify and replaces it with the new string you specify. REPLACE searches for the old string first in the current direction of the buffer and, if necessary, in the opposite direction. If the old string is found in the opposite direction, EVE asks if you want to change the direction of the search and go there. If you want to go there, press Return. If you do not want to go there, type NO and press Return.

If the old string is found, EVE puts the cursor at the beginning of the string, highlights the found text, and asks you for one of the following choices. You need only type the first letter of the response (and press Return).

YES Replaces this occurrence of the old string and then searches for the next occurrence. This is the default; simply press the Return key.

NO Skips this occurrence and then searches for the next occurrence. If there is no occurrence in the current direction, the search automatically continues in the other direction.

ALL Replaces all the occurrences, starting with this one, without moving the cursor to each successively found occurrence. After finishing in the current direction, EVE searches in the other direction; if there is an occurrence in the other direction, EVE prompts you whether to continue the replacements.

LAST Replaces this occurrence and stops here.

QUIT Skips this occurrence and stops here. (You can also press Ctrl/Z.)

With YES or ALL, if the search covers the buffer more than once, EVE asks if you want to continue (so you can avoid replacing a string again when the old and new strings are similar).

When the operation is finished, EVE tells you how many replacements were made.

By default, REPLACE is case sensitive. If the old string is all lowercase, EVE searches for any occurrence, regardless of its case in the buffer (much like the FIND command). If the new string is also all lowercase, EVE tries to match the case appropriately for each replacement, as follows:

- A capitalized version of the old string (first letter uppercase, others lowercase) is replaced by a capitalized version of the new string.
- An all-uppercase version of the old string is replaced by an all-uppercase version of the new string.
- In cases other than the previous two, the old string is replaced by an all-lowercase version of the new string.

The following table shows how EVE uses the case of the strings:

Old String	New String	Highlights	Replacements
butter	margarine	butter	margarine
		Butter	Margarine
		BUTTER	MARGARINE
		BUtteR	margarine
Butter	margarine	Butter	margarine
butter	Margarine	butter	Margarine
		Butter	Margarine
		BUTTER	Margarine
		BUtteR	Margarine
Butter	Margarine	Butter	Margarine

To make the search case-exact, use SET FIND CASE EXACT (when you want to replace lowercase occurrences only).

The old string becomes the search string for the next FIND. Thus, after you replace *butter* with *margarine,* the FIND NEXT command searches for *butter.*

To replace phrases, put the strings in quotation marks or let EVE prompt you for them.

REPLACE

To replace lines or blocks of text, rather than individual words or short phrases, you can use any of the following keys:

EDT Replace (GOLD-KP9)
EDT Subs (GOLD-Enter)
WPS Replace (GOLD-' or GOLD-")

Related Commands

FIND
FIND NEXT
GLOBAL REPLACE
SET FIND CASE EXACT
WILDCARD FIND

Examples

The following example replaces *computer* with *VAX*. Because the old string is lowercase, EVE finds any occurrence, but because the new string has uppercase letters, the replacement is exact (in this example, all uppercase).

```
Command: REPLACE computer VAX
```

In the following example, because the old and new strings contain uppercase letters, the search and replacement are case exact:

```
Command: REPLACE "Samuel L. Clemens" "Mark
Twain"
```

RESET

Key

EVE Default:	GOLD-Select
EDT Keypad:	GOLD-PERIOD
WPS Keypad:	GOLD-PERIOD

Format

RESET

Description

The RESET command cancels any of the following and sets the direction of the buffer to FORWARD:

- Highlighting of a selection or found range
- A press of the GOLD key or a press of a GOLD-number sequence for a repeat count (with the EDT or WPS keypad)
- An incomplete or recalled command line or a $CHOICES$ buffer display when you type an ambiguous command
- Any of the following SHOW commands, thus returning you to the buffer you were working in:

  SHOW
  SHOW DEFAULTS BUFFER
  SHOW SUMMARY
  SHOW WILDCARDS

RESET does not reset the terminal or redraw the screen. Instead, use the REFRESH command (Ctrl/W) to redraw the screen.

Note

GOLD-Select is a "sleeper" key, meaning that EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

Related Commands

BOX SELECT
FIND
FORWARD
SELECT
WILDCARD FIND

Example

In the following example, you select text and then use RESET to cancel the selection:

```
Command: SELECT
           .
           .
           .
Command: RESET
Selection canceled.
```

RESTORE

Key

EVE Default:	GOLD-Insert Here
WPS Keypad:	GOLD-PF3 GOLD-PF4

Format

RESTORE

Description

The RESTORE command inserts at your current position what you last erased with most ERASE commands or similar EDT or WPS keys. (It is the same as using RESTORE LINE, RESTORE SENTENCE, or RESTORE WORD, depending on what you last erased.) RESTORE inserts the text whether the buffer is in insert or overstrike mode. Existing text is pushed to the right or down. Depending on the amount of text restored and where you are on the line, your text might go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

Note

GOLD-Insert Here is a "sleeper" key, meaning that EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

Depending on the version of WPS you prefer, you might want to redefine GOLD-PF3 and GOLD-PF4 as RESTORE WORD and RESTORE CHARACTER, respectively.

Related Commands

RESTORE BOX SELECTION
RESTORE CHARACTER
RESTORE LINE
RESTORE SELECTION
RESTORE SENTENCE
RESTORE WORD

Example

The following commands erase a word and then insert it:

```
Command: ERASE WORD
          .
          .
          .
Command: RESTORE
```

RESTORE BOX SELECTION

Format

RESTORE BOX SELECTION

Description

The RESTORE BOX SELECTION command puts back the box you last erased with a pending delete operation, usually overwriting existing text. RESTORE BOX SELECTION is useful if you inadvertently erased a selection. You can also use the pending delete feature as another way to cut and paste text.

Restoring a box is similar to BOX PASTE, which usually overwrites existing text. If SET BOX NOPAD is in effect, the effects of RESTORE BOX SELECTION depend on the mode of the buffer you are editing, as follows:

Settings	Effects with RESTORE BOX SELECTION
SET BOX NOPAD	Restoring a box depends on the mode of the buffer. In insert mode, the box pushes existing text to the right; in overstrike mode, it overwrites existing text.
SET BOX PAD (default)	Restoring a box overwrites existing text regardless of the mode of the buffer.

If SET BOX SELECT is in effect, RESTORE SELECTION is the same as RESTORE BOX SELECTION.

For more information about pending delete, see the description of the SET PENDING DELETE command or read the online help topic on Pending Delete.

Related Commands

RESTORE SELECTION
SET BOX PAD
SET BOX SELECT
SET PENDING DELETE

Example

In the following example, you enable pending delete, select a box of text, erase the selection, and then put back the erased text:

```
Command: SET PENDING DELETE
Command: BOX SELECT
           .
           .
           .
Command: DELETE
Command: RESTORE BOX SELECTION
```

RESTORE CHARACTER

Key

EDT Keypad: GOLD-COMMA

Format

RESTORE CHARACTER

Description

The RESTORE CHARACTER command puts back at your current position what you last erased with DELETE, ERASE CHARACTER, or similar EDT or WPS keys. RESTORE CHARACTER is sensitive to the mode of the buffer (shown in the status line). In insert mode, the restored character is inserted at the current position. In overstrike mode, the restored character replaces the current character.

Related Commands

CHANGE MODE
DELETE
ERASE CHARACTER

Example

The following commands erase a character and then insert it:

```
Command: ERASE CHARACTER
           .
           .
           .
Command: RESTORE CHARACTER
```

RESTORE LINE

Key

EDT Keypad: GOLD-PF4

Format

RESTORE LINE

Description

The RESTORE LINE command inserts at your current position what you last erased with ERASE LINE, ERASE START OF LINE, or similar EDT or WPS keys. RESTORE LINE inserts text whether the buffer is in insert or overstrike mode. Existing text is pushed to the right or down. Depending on the amount of text restored and where you are on the line, your text might go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

Related Commands

RESTORE
RESTORE CHARACTER
RESTORE SENTENCE
RESTORE WORD

Example

The following commands erase a line and then insert it:

```
Command: ERASE LINE
           .
           .
           .
Command: RESTORE LINE
```

RESTORE SELECTION

Format

RESTORE SELECTION

Description

The RESTORE SELECTION command inserts at your current position what you last erased with a pending delete operation. RESTORE SELECTION is useful if you inadvertently erased a selection. You can also use the pending delete feature as another way to cut and paste text.

By default, the restored text is inserted whether the buffer is in insert or overstrike mode. Existing text is pushed to the right or down. Depending on the amount of text restored and where you are on the line, your text might go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

If SET BOX SELECT is in effect, then RESTORE SELECTION is the same as RESTORE BOX SELECTION, usually overwriting existing text.

For more information about pending delete, see the description of the SET PENDING DELETE command or read the online help topic on Pending Delete.

Related Commands

RESTORE BOX SELECTION
SET BOX SELECT
SET PENDING DELETE

RESTORE SENTENCE

Format

RESTORE SENTENCE

Description

The RESTORE SENTENCE command inserts at your current position what you last erased with the WPS Delete Beginning Sentence key (GOLD-F13 or GOLD-Ctrl/J). RESTORE SENTENCE inserts text whether the buffer is in insert or overstrike mode. Existing text is pushed to the right or down. Depending on the amount of text restored and where you are on the line, your text might go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

The WPS keypad does *not* define a key for RESTORE SENTENCE. Therefore, if you use the WPS keypad, you may want to define a key for RESTORE SENTENCE.

RESTORE WORD

Key

EVE Default: GOLD-F13 (except with WPS keypad)
EDT Keypad: GOLD-MINUS

Format

RESTORE WORD

Description

The RESTORE WORD command inserts at your current position what you last erased with ERASE PREVIOUS WORD, ERASE WORD, or similar EDT or WPS keys. RESTORE WORD inserts text whether the buffer is in insert or overstrike mode. Existing text is pushed forward. Depending on the length of the restored text and where you are on the line, your text might go past the right margin or even partly out of view. Use FILL commands, if necessary, to reformat (rewrap) your text.

EVE defines the GOLD-F13 key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY or SET KEYPAD EDT command, unless you have otherwise defined it yourself. SET KEYPAD WPS defines GOLD-F13 as the Delete Beginning Sentence key.

RETURN

Key

EVE Default:	RETURN or Ctrl/M ENTER
VT100 Keypad:	RETURN or Ctrl/M
EDT Keypad:	ENTER

Format

RETURN

Description

The RETURN command inserts a carriage return at your current position to start a new line of text, or terminates an EVE command or a response to a prompt. The cursor and any existing text to the right move down to start a new line at the current left margin of the buffer.

In terminating a command or response to a prompt, you can have the cursor anywhere on the command line. Generally, if an EVE command prompts for required information, such as a file name, search string, or other parameter, pressing Return at the prompt without typing anything cancels the operation. In some cases, pressing Return indicates a default choice.

In the Buffer List, pressing Return lets you put a buffer into the current window without having to type the buffer name. Use the SHOW BUFFERS command to list the buffers you created, then put the cursor on the name of the buffer that you want to view and press Return.

Because EVE defines the Enter key as Return (except with the VT100 or WPS keypad), pressing Enter also does the same thing.

You cannot define the Return key or Ctrl/M. You can redefine Enter.

Related Commands

DO
SET WRAP
SHOW BUFFERS

REVERSE

Key

EDT Keypad: KP5
WPS Keypad: KP1 (WPS Backup)

Format

REVERSE

Description

The REVERSE command sets the direction of the current buffer to reverse (left and up). The direction of the buffer is shown in the status line. It affects commands like FIND and MOVE BY LINE and some EDT and WPS keys.

Direction is a buffer-specific setting; you can have one buffer set to forward and another buffer set to reverse. For buffers you create, the default direction is forward (right and down). For editing EVE command lines, the default direction is reverse, independent of the direction of your text buffers.

If you press a key defined as FIND or WILDCARD FIND, or if you type either command and let EVE prompt you for the search string, you can terminate the response by pressing a direction-setting key to begin searching in that direction. For example, with the EDT keypad, you can press KP5 for reverse. If you terminate the response by pressing the Return key, the search starts in the current direction of the buffer, as shown in the status line.

The WPS Backup key (KP1) sets the direction to reverse and moves the cursor one character or column to the left.

Related Commands

CHANGE DIRECTION
FORWARD

SAVE

Same as the SAVE EXTENDED EVE command.

SAVE ATTRIBUTES

Format

SAVE ATTRIBUTES

Description

The SAVE ATTRIBUTES command saves global settings and other customizations in a section file or DECTPU command file for future editing sessions.

If you save in a section file, EVE saves attributes, key definitions, compiled procedures, menu entries, and other extensions. The section file is in binary form so that it is executed quickly at startup. In effect, the section file is your own customized version of EVE.

If you save in a DECTPU command file, EVE saves attributes and menu entries by generating a specially marked block of DECTPU statements. EVE then creates a new command file or updates an existing command file.

You can set a default section file or DECTPU command file so that when you save attributes, EVE creates or updates that file without your having to specify the file each time. The following table shows the effects of SAVE ATTRIBUTES depending on whether you set a default section file and whether section file prompting is enabled or disabled:

Section File Settings	Effects with SAVE ATTRIBUTES
SET DEFAULT SECTION FILE SET SECTION FILE PROMPTING	Asks whether to save in a section file. If you respond YES, EVE saves in your default section file.
SET DEFAULT SECTION FILE SET NOSECTION FILE PROMPTING	Saves in your default section file without prompting.
SET NODEFAULT SECTION FILE SET SECTION FILE PROMPTING	Default settings—EVE asks whether to save in a section file. If you respond YES, EVE asks for the name of the section file.
SET NODEFAULT SECTION FILE SET NOSECTION FILE PROMPTING	Asks whether to save in a command file without prompting about a section file.

These effects apply whether you use the SAVE ATTRIBUTES command or save attributes as part of exiting or quitting. For more information, read the online help topic on Attributes.

In DECwindows, you can choose Save Attributes from the Option menu. The dialog box includes a list of the current settings and includes buttons for saving in a section file or command file.

Related Commands

SAVE EXTENDED EVE
SAVE EXTENDED TPU
SAVE SYSTEM ATTRIBUTES

SAVE EXTENDED EVE

Format

SAVE EXTENDED EVE section-file

Parameter

section-file
The section file you want to create. The default file type is .TPU$SECTION. You can use logical names in the file specification, but you cannot use wildcards. For example, you can use SYS$LOGIN or other logical names to specify the device or directory where you want the section file created. By default, the section file is created in your current directory. If you do not specify a file, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The SAVE EXTENDED EVE command creates a section file you specify, saving your current key definitions, other extensions, and attributes for future editing sessions.

You can also create a section file by using SAVE ATTRIBUTES or SAVE SYSTEM ATTRIBUTES or by saving attributes as part of exiting or quitting.

Related Commands

SAVE ATTRIBUTES
SAVE EXTENDED TPU
SET BACKUP CONTROL STRING
SET DEFAULT SECTION FILE
SET FILE BACKUP
SET SECTION FILE PROMPTING

SAVE EXTENDED TPU

Format

SAVE EXTENDED TPU section-file

Parameter

section-file
The section file you want to create. The default file type is .TPU$SECTION. You can use logical names in the file specification, but you cannot use wildcards. For example, you can use SYS$LOGIN or other logical names to specify the device or directory where you want the section file created. By default, the section file is created in your current directory. If you do not specify a file, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The SAVE EXTENDED TPU command creates a section file you specify, saving your current key definitions, other extensions, and attributes for future editing sessions.

You can also create a section file by using SAVE ATTRIBUTES or SAVE SYSTEM ATTRIBUTES or by saving attributes as part of exiting or quitting.

Related Commands

SAVE ATTRIBUTES
SAVE EXTENDED EVE
SET BACKUP CONTROL STRING
SET DEFAULT SECTION FILE
SET FILE BACKUP
SET SECTION FILE PROMPTING

SAVE FILE

Format

SAVE FILE

Description

The SAVE FILE command saves (writes out) the current buffer, without ending the editing session. SAVE FILE is similar to WRITE FILE, except you do not specify an output file on the command line. Instead, SAVE FILE uses the output file specification associated with the buffer. This is the same as the file specified when you invoked EVE or when you used the GET FILE, OPEN, or OPEN SELECTED command.

If there is no output file associated with the buffer, EVE prompts you to enter an output file name (for example, if you invoked EVE without specifying a file, or if you created the buffer with the BUFFER or NEW command, or if you are saving an EVE system buffer). In such a case, specifying an output file does not change the buffer name but does associate that file with the buffer for later SAVE FILE or WRITE FILE commands or for exiting (except with system buffers).

To check the output file specification of the buffer, use the SHOW command.

Related Commands

DELETE BUFFER
EXIT
SAVE FILE AS
SET BACKUP CONTROL STRING
SET FILE BACKUP
SHOW
WRITE FILE

Example

The following commands open a file called MEMO.TXT and then save your edits in a new version of that file:

```
Command: OPEn MEMO.TXt
38 lines read from file DISK$1:[USER]MEMO.TXT;1
          .
          .
          .
Command: SAVE FILE
45 lines written to file DISK$1:[USER]MEMO.TXT;2
```

SAVE FILE AS

Format

SAVE FILE AS output-file

Parameter

output-file
The output file you want to create for saving the contents of the current buffer. If you do not specify a file, EVE prompts for one. Pressing the Return key or the Do key at the prompt without specifying a file writes the buffer to the output file associated with that buffer, if there is one (same as with the SAVE FILE or WRITE FILE command).

Description

The SAVE FILE AS command saves (writes out) the current buffer to the file you specify, without ending the editing session. SAVE FILE AS is similar to SAVE FILE or WRITE FILE, except that it requires an output file specification. You can save your edits in a file with a different name from the input file.

Specifying an output file does not change the buffer name but does associate that file with the buffer for later SAVE FILE or WRITE FILE commands or for exiting (except with system buffers). If you specify only the device and directory, EVE uses the same file name and file type associated with the buffer to write the output file to that device or directory.

To check the output file specification of the buffer, use the SHOW command.

Related Commands

DELETE BUFFER
EXIT
SAVE FILE
SET BACKUP CONTROL STRING
SET FILE BACKUP
SHOW
WRITE FILE

Example

The following commands open a file called ROUGH.DAT and then save your edits in a file called FINAL.TXT:

```
Command: OPEN ROUGH.DAT
          .
          .
          .
Command: SAVE FILE AS FINAL.TXT
38 lines written to DISK$1:[USER]FINAL.TXT;1
```

SAVE SYSTEM ATTRIBUTES

Format

SAVE SYSTEM ATTRIBUTES

Description

The SAVE SYSTEM ATTRIBUTES command saves the EVE default attribute settings and menu entries in a section file or DECTPU command file for future editing sessions. With SAVE SYSTEM ATTRIBUTES, you can restore standard EVE settings and menu entries. It does not change any settings currently in effect; it saves only the EVE defaults. The following table shows the effects of SAVE SYSTEM ATTRIBUTES depending on whether you set a default section file and whether section file prompting is enabled or disabled:

Section File Settings	Effects with SAVE SYSTEM ATTRIBUTES
SET DEFAULT SECTION FILE SET SECTION FILE PROMPTING	Asks whether to save in a section file. If you respond YES, EVE saves in your default section file.
SET DEFAULT SECTION FILE SET NOSECTION FILE PROMPTING	Saves in your default section file without prompting.
SET NODEFAULT SECTION FILE SET SECTION FILE PROMPTING	Default settings—asks whether to save in a section file. If you respond YES, EVE asks for the name of the section file.
SET NODEFAULT SECTION FILE SET NOSECTION FILE PROMPTING	Asks whether to save in a command file without prompting about a section file.

For more information, read the online help topic on Attributes.

Related Commands

SAVE ATTRIBUTES
SAVE EXTENDED EVE
SAVE EXTENDED TPU

SELECT

Key

EVE Default:	SELECT
VT100 Keypad:	KP7
EDT Keypad:	PERIOD
WPS Keypad:	PERIOD

Format

SELECT

Description

The SELECT command selects text for an editing operation, such as copying, cutting, case change, or reformatting. Whatever text the cursor crosses is highlighted. Blank lines are not highlighted. If you move the cursor forward, the selection begins with the current character.

If you move the cursor back (reverse direction), the selection begins with the character left of the cursor. If you move the cursor by using FIND, FIND NEXT, or WILDCARD FIND in the forward direction, the selection ends at the start of the found string; that is, the found text is *not* part of the selection.

You can then edit the selection by using one of the commands or keys listed in Table 2–6.

Table 2–6 EVE Commands and Keys for Editing a Select Range

EVE Commands:	BOX COPY BOX CUT CAPITALIZE WORD CONVERT TABS DELETE (if pending delete is enabled) FILL or FILL RANGE FIND SELECTED LOWERCASE WORD OPEN SELECTED REMOVE or CUT SPELL (if DECspell is installed on your system) STORE TEXT or COPY UPPERCASE WORD
EDT Keys:	Append (KP9) ChngCase (GOLD-KP1) EDT Replace (GOLD-KP9) Subs (GOLD-ENTER)

(continued on next page)

Table 2–6 (Cont.) EVE Commands and Keys for Editing a Select Range

WPS Keys:	WPS Copy (GOLD-MINUS) WPS Cut (MINUS or REMOVE) Lowercase (GOLD-KP3) WPS Replace (GOLD-' or GOLD-") Uppercase (KP3)

In DECwindows, you can select text by using the mouse (MB1) as follows:

Mouse Actions	**Effects**
1 Click	Cancels a selection (if any) and moves the cursor to where you are pointing with the mouse.
2 Clicks	Selects all of the word the pointer is on and moves the cursor to where you are pointing.
3 Clicks	Selects all of the line the pointer is on and moves the cursor to where you are pointing.
4 Clicks	Selects all of the paragraph the pointer is on and moves the cursor to where you are pointing.
5 Clicks	Selects all of the buffer (same as the SELECT ALL command) and moves the cursor to where you are pointing.
Drag	Selects a block of text, starting where you press MB1 and ending where you release MB1.
Shift/Drag	Extends or shrinks a selection.

To cancel the selection, do any of the following:

- Use the RESET command.
- Repeat the SELECT command (for example, by pressing the Select key again).
- Click MB1 once (in DECwindows).
- If the selection was done by clicking or dragging the mouse, you can move the cursor out of the select range (for example, by pressing the ↓ key).

If SET BOX SELECT is in effect, SELECT (or any key so defined) is the same as BOX SELECT.

In the Buffer List, SELECT lets you view a buffer whose name the cursor is on without having to type the buffer name. See the description of the SHOW BUFFERS command.

If the $CHOICES$ buffer is displayed and you are in the list of choices, pressing a key defined as SELECT copies a choice onto the command line. For more information, read the online help topic on the Choices Buffer.

Related Commands

BOX SELECT
RESET
SELECT ALL
SET BOX SELECT
SET PENDING DELETE
SHOW BUFFERS

Example

The following example selects text starting with the current character to the end of the line, and then makes that text all uppercase:

```
Command: SELECT
Move the text cursor to select text.
Command: END OF LINE
Command: UPPERCASE WORD
```

SELECT ALL

Format

SELECT ALL

Description

The SELECT ALL command selects all of the current buffer—regardless of your position—so you can perform an editing operation, such as COPY, FILL, or REMOVE. You cannot use pending delete or any of the following commands:

BOX COPY
BOX CUT INSERT
BOX CUT OVERSTRIKE
FIND SELECTED
OPEN SELECTED

To cancel the selection, do any of the following:

- Use the RESET command.
- Repeat SELECT or SELECT ALL. (For example, you can press the Select key.)
- Click MB1 once.

Related Commands

RESET
SELECT

SET BOX NOPAD

Format

SET BOX NOPAD

Description

The SET BOX NOPAD command disables padding and overstriking for box editing, unless the mode of the buffer is overstrike. For example:

Mode of Buffer	Effects with SET BOX NOPAD
INSERT (default)	Cutting a box (or erasing a box selection with pending delete) makes text to the right of the box move to the left, closing the gap. Pasting or restoring a box pushes existing text to the right.
OVERSTRIKE	Cutting a box (or erasing a box selection with pending delete) pads the area with spaces to keep the column alignment of text to the right of the box. Pasting or restoring a box overwrites existing text. Thus, in overstrike mode, box editing is the same as SET BOX PAD, which is the default.

SET BOX NOPAD applies to all buffers. To save your setting, use SAVE ATTRIBUTES to create a section file or to create or update a command file. For more information, read the online help topic on Attributes.

Related Commands

BOX CUT
BOX PASTE
CHANGE MODE
SET BOX PAD

SET BOX NOSELECT

Format

SET BOX NOSELECT

Description

The SET BOX NOSELECT command disables box selections so that SELECT, COPY, REMOVE, and so on, work on standard linear ranges. This is the default. If SET BOX NOSELECT is in effect, you can still do box operations by using BOX commands, such as BOX SELECT, BOX CUT, and BOX PASTE. The setting applies in all buffers.

Related Commands

BOX SELECT
SELECT
SET BOX SELECT

SET BOX PAD

Format

SET BOX PAD

Description

The SET BOX PAD command enables padding and overstriking for cutting and pasting boxes, regardless of the mode of the buffer. This is the default. SET BOX PAD makes cutting a box the same as BOX CUT OVERSTRIKE, padding the area with spaces to keep the column alignment of the text to the right of the box. Similarly, it makes BOX PASTE the same as BOX PASTE OVERSTRIKE, overwriting existing text.

The setting also applies to pending delete and to other commands and keys for box editing, such as RESTORE BOX SELECTION, the EDT Append key, WPS Paste keys, and so on.

If you disable box padding, then the box editing effects depend on the mode of the buffer (see the description of SET BOX NOPAD). To override the settings without having to change them, use BOX CUT INSERT (so that text to the right moves to the left, closing the gap) and BOX PASTE INSERT (so that existing text is pushed to the right).

Related Commands

BOX CUT
BOX PASTE
BOX SELECT
RESTORE BOX SELECTION
SET BOX NOPAD

SET BOX SELECT

Format

SET BOX SELECT

Description

The SET BOX SELECT command enables box editing, making the following commands the same as BOX commands:

Commands	Enabled with SET BOX SELECT
INSERT HERE or PASTE	BOX PASTE
REMOVE or CUT	BOX CUT
RESTORE SELECTION	RESTORE BOX SELECTION
SELECT	BOX SELECT
STORE TEXT or COPY	BOX COPY

For example, you can select, cut, and paste a box by using the Select, Remove, and Insert Here keys without having to redefine the keys. In effect, the command redefines keys for you. The setting also affects some EDT and WPS keys, such as the EDT Append key and WPS Paste key.

If SET BOX SELECT is in effect, you cannot select a standard linear range. Use SET BOX SELECT when you are frequently cutting and pasting columns, such as in editing tables, and do not want to define or redefine keys for box editing.

The setting applies in all buffers. To save your setting, use SAVE ATTRIBUTES to create a section file or to create or update a command file. However, for routine editing, you might want to use the EVE default SET BOX NOSELECT. For more information, read the online help topic on Attributes.

Related Commands

BOX SELECT
SELECT
SET BOX NOSELECT

SET BUFFER

Format

SET BUFFER { MODIFIABLE | UNMODIFIABLE | READ_ONLY | WRITE }

Parameters

MODIFIABLE
This buffer is modifiable. For example, you can insert and erase text. Also, this parameter restores the previous mode of the buffer (insert or overstrike). This is the default.

UNMODIFIABLE
This buffer is not modifiable. For example, you cannot insert or erase text in the buffer. Commands and keys that cut a range or box will copy the range or box instead. In the status line, Unmodifiable replaces the Insert or Overstrike indicator.

READ_ONLY
The buffer is write-locked and unmodifiable. Text-editing functions do not work in the buffer, and exiting does not write out the buffer. However, you can write out the buffer by using the WRITE FILE, SAVE FILE, or SAVE FILE AS command.

WRITE
The buffer is write-enabled (opposite of READ_ONLY). On exiting, if the buffer has been modified, EVE writes it out or asks if you want to write it out. This is the default.

You can specify only one keyword per command. If you do not specify a keyword, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The SET BUFFER command sets the editing status of the current buffer—whether you can modify the buffer or whether EVE writes out the buffer on exiting. The read/write attribute of the buffer is shown by Read-only or Write in the status line. The modification attribute of the buffer is indicated in the status line by Insert or Overstrike (if the buffer is modifiable) or by Unmodifiable.

SET BUFFER

Set a buffer to read-only, unmodifiable, or both to prevent inadvertently changing text you want to keep intact, such as reference data or a previous draft. If the buffer is unmodifiable, commands or keys that cut a range or box perform the following copy operations instead:

Commands or Keys	Commands in an Unmodifiable Buffer
REMOVE CUT EDT Append key	STORE TEXT
WPS Cut key	WPS Copy key
BOX CUT BOX CUT INSERT BOX CUT OVERSTRIKE	BOX COPY

If you create a "scratchpad" buffer as a temporary work area, you may want to set it to read-only and modifiable. You can edit the buffer, but EVE does not write out (save) that buffer on exiting.

You can also set the read/write and modification attributes of the MAIN (or first) buffer by invoking EVE with the /READ_ONLY and /NOMODIFY qualifiers.

Related Commands

DELETE BUFFER
SHOW
SHOW BUFFERS

SET CLIPBOARD

Format

SET CLIPBOARD

Description

The SET CLIPBOARD command enables the DECwindows clipboard for copying, cutting, and pasting text so you can transfer text between EVE and other DECwindows applications. You can enable the clipboard only if you are using the DECwindows interface.

Table 2–7 lists the commands and keys that use the clipboard. WPS keys do *not* use the clipboard, regardless of the setting.

Table 2–7 EVE Commands and Keys That Use the DECwindows Clipboard

EVE Commands:	BOX COPY BOX CUT BOX PASTE INSERT HERE or PASTE REMOVE or CUT STORE TEXT or COPY
EDT Keys:	Append (KP9) EDT Replace (GOLD-KP9) Subs (GOLD-ENTER)

The default is SET NOCLIPBOARD, which uses the INSERT HERE buffer in EVE.

The setting applies in all buffers. To save your setting, use SAVE ATTRIBUTES to create a section file or to create or update a command file. However, for routine editing within EVE, using the INSERT HERE buffer may be faster, depending on the amount of text involved.

Example

The following commands enable the DECwindows clipboard, select the entire buffer, and then copy the selection, storing it in the clipboard so you can paste it into another DECwindows application or elsewhere in EVE:

```
Command: SET CLIPBOARD
Command: SELECT ALL
Command: STORE TEXT
```

SET CURSOR BOUND

Format

SET CURSOR BOUND

Description

The SET CURSOR BOUND command enables bound cursor motion like that in EDT, WPS, and other editors. A bound cursor cannot move into unused portions of the buffer. As you move through the buffer, the cursor follows the shape of your text. For example, if you press the ↓ key, the cursor moves down to the next line, staying in the same column only if there is a character at that position on the line. If there is no character in that column, the cursor moves left (as well as down) to occupy a column in which there is a character. If you are at the end of a line and you press the → key, the cursor moves to the start of the next line; it does *not* move into the unused area or white space.

When you use the SET CURSOR BOUND command, if the cursor is in an unused area of the buffer, EVE moves the cursor to the nearest text—an effect called *snapping*.

Table 2–8 lists the commands and keys affected by the type of cursor motion.

Table 2–8 EVE Commands and Keys That Use Bound or Free Cursor Motion

EVE Commands:	MOVE DOWN (↓) MOVE LEFT (←) MOVE RIGHT (→) MOVE UP (↑) NEXT SCREEN PREVIOUS SCREEN
EDT Keys:	Next Screen (NEXT SCREEN) Previous Screen (PREV SCREEN) Sect (KP8)
WPS Keys:	Advance (KP0) Backup (KP1) Scroll Advance (GOLD-KP0) Scroll Backup (GOLD-KP1)

By default, EVE uses a free cursor. You can move the cursor anywhere in the buffer whether text is already there or not. However, for editing command lines, the cursor is always bound.

SET CURSOR BOUND applies in all buffers. To save your setting, use SAVE ATTRIBUTES to create a section file or to create or update a command file. For more information, read the online help topic on Attributes.

The SET KEYPAD WPS command automatically sets the cursor to bound.

Related Commands

SET CURSOR FREE
SET KEYPAD WPS

SET CURSOR FREE

Format

SET CURSOR FREE

Description

The SET CURSOR FREE command enables free cursor motion, which lets you move anywhere in the buffer and insert text whether characters are already there or not. This is the default. With a free cursor, moving up or down keeps the cursor in the same column on the screen. Also, you can move left of the left margin (if the left margin is greater than 1), right of the right margin, into the middle of a tab, or past the [End of file] marker (if the buffer is shorter than the current window).

For example, if you are at the end of a line and press the → key, the cursor moves past the end of the line and you can put text there. By contrast, a bound cursor moves to the start of the next line.

For a list of the commands and keys affected by the setting, see Table 2–8.

Free cursor motion is useful to create tables or other special layouts because you can put the text anywhere in the buffer. For example, you can put text to the right of the right margin or, if the left margin is greater than 1, you can put text left of the left margin. If you move the cursor into an unused area of the buffer, such as to the right of the right margin, and enter text there, EVE puts in spaces or blank lines between your existing text and where you put the new text. In other words, EVE pads the gap with spaces or blank lines. You can erase these spaces or blank lines to close up the gap. If you move into an unused area of the buffer without typing anything, no padding occurs.

To enable bound cursor motion (like that in EDT or WPS), use the SET CURSOR BOUND command. Also, setting the WPS keypad enables bound cursor motion. The setting applies in all buffers (except the COMMANDS buffer and $PROMPT$ buffer).

SET DEFAULT COMMAND FILE

Format

SET DEFAULT COMMAND FILE command-file

Parameter

command-file
The name of the command file you want EVE to use by default. The default file type is .TPU. If you do not specify a file name on the command line, EVE prompts you. The prompt shows the name of the current default command file, if one is set. If you have not already set a default command file, the prompt shows one of the following:

- The command file you specified when you invoked EVE with the /COMMAND qualifier
- The command file defined by the VMS TPU$COMMAND logical name
- A command file named TPU$COMMAND.TPU in your current default directory

Description

The SET DEFAULT COMMAND FILE command determines the DECTPU command file that you want EVE to create or update for saving attributes and menu entries. You do not need to specify the command file each time you invoke EVE. SET DEFAULT COMMAND FILE does not determine the command file executed at startup but only the command file created for saving attributes and menu entries.

For more information about using command files, read the online help topic on Command Files. For information about saving attributes, read the topic on Attributes.

Related Commands

SAVE ATTRIBUTES
SAVE EXTENDED EVE
SAVE SYSTEM ATTRIBUTES
SET NODEFAULT COMMAND FILE

Example

The following command sets your default command file as MYCOMM.TPU in your top-level login directory:

```
Command: SET DEFAULT COMMAND FILE SYS$LOGIN:MYCOMM
```

SET DEFAULT SECTION FILE

Format

SET DEFAULT SECTION FILE section-file

Parameter

section-file
The name of the section file you want EVE to use by default. The default file type is .TPU$SECTION. If you use SET DEFAULT SECTION FILE and do not specify a file name on the command line, EVE prompts you. The prompt shows the name of the current, default section file, if one is set. If you have not already set a default section file, the prompt shows SYS$LOGIN:EVE$SECTION.TPU$SECTION.

Description

The SET DEFAULT SECTION FILE command determines the section file that EVE creates to save attributes, key definitions, and other customizations. You do not need to specify the section file each time you invoke EVE. SET DEFAULT SECTION FILE does not determine the section file loaded at startup. Instead, it determines only the section file created for saving attributes and menu entries.

For more information about using section files, read the online help topic called Section Files.

The following table shows the effects of SET DEFAULT SECTION FILE, depending on whether you save attributes by enabling or disabling section file prompting:

Prompt Settings	Effects with SET DEFAULT SECTION FILE
SET SECTION FILE PROMPTING (default)	When you save attributes, EVE asks whether you want to save them in a section file. If you respond YES, EVE saves the attributes in your default section file.
SET NOSECTION FILE PROMPTING	When you save attributes, EVE saves them in your default section file without prompting you.

These effects apply when you use either SAVE ATTRIBUTES or SAVE SYSTEM ATTRIBUTES or when you save attributes as part of exiting or quitting.

For more information, read the online help topic on Attributes.

Related Commands

SAVE ATTRIBUTES
SAVE EXTENDED EVE
SAVE SYSTEM ATTRIBUTES

Example

The following commands set your default section file as MYSECT.TPU$SECTION in your top-level login directory and then create that section file (or a new version of that file):

```
Command: SET DEFAULT SECTION FILE SYS$LOGIN:MYSECT
Command: SAVE EXTENDED EVE
```

SET EXIT ATTRIBUTE CHECK

Format

SET EXIT ATTRIBUTE CHECK

Description

The SET EXIT ATTRIBUTE CHECK command enables attribute checking on exiting so that if you set attributes, EVE asks whether you want to save your customizations. This is the default. If SET EXIT ATTRIBUTE CHECK is in effect, then on exiting, EVE checks if you have changed attributes during the editing session and not yet saved them. If so, then EVE prompts you as follows:

```
Command: EXIT
Attributes were changed.  Save them [YES]?
```

If you want to save your settings, press the Return key. EVE then does a SAVE ATTRIBUTES before continuing with the exit. Depending on your other settings or responses to prompts, you save them in a section file or in a DECTPU command file. If you do not want to save your settings, type NO and press Return. EVE then continues exiting.

For more information, read the online help topic on Attributes.

Related Commands

EXIT
QUIT
SAVE ATTRIBUTES
SAVE SYSTEM ATTRIBUTES
SET NOEXIT ATTRIBUTE CHECK

SET FILL NOTAGS

Format

SET FILL NOTAGS

Description

The SET FILL NOTAGS command prevents the FILL commands from wrapping lines that start with either a RUNOFF command or a VAX DOCUMENT tag. SET FILL NOTAGS adds to the list of paragraph boundaries any RUNOFF command or VAX DOCUMENT tag at the start of a line. This prevents FILL, FILL PARAGRAPH, and FILL RANGE from wrapping lines that start with those commands or tags. Blank lines and page breaks are still recognized as paragraph boundaries.

The setting applies in all buffers but is not saved in a section file or command file. If you want to keep SET FILL NOTAGS for future editing sessions, put the command in an initialization file. For more information on initialization files, see the online help on Initialization Files.

SET FILL NOTAGS is the default setting in EVE.

Related Commands

FILL
FILL PARAGRAPH
FILL RANGE
SET FILL TAGS

SET FILL TAGS

Format

SET FILL TAGS

Description

The SET FILL TAGS command enables the FILL commands to wrap lines that start with either a RUNOFF command or a VAX DOCUMENT tag. SET FILL TAGS removes from the list of paragraph boundaries any RUNOFF command or VAX DOCUMENT tag at the start of a line. This lets FILL, FILL PARAGRAPH, and FILL RANGE wrap lines that start with those commands or tags. Blank lines and page breaks are still recognized as paragraph boundaries.

If you use SET FILL TAGS, you may want to redefine FILL keys—such as GOLD-KP8 with the EDT keypad—as FILL RANGE. This avoids accidentally filling a large block of text (or an entire buffer) that does not have blank lines or page breaks, making the text hard to read or causing errors with RUNOFF or DOCUMENT processing.

The setting applies in all buffers but is not saved in a section file or command file. If you want to keep SET FILL TAGS for future editing sessions, put the command in an initialization file. For more information on initialization files, see THE online help on Initialization Files.

The default is SET FILL NOTAGS; EVE does not fill lines of text that start with a RUNOFF command or a VAX DOCUMENT tag.

Related Commands

FILL
FILL PARAGRAPH
FILL RANGE
SET FILL NOTAGS

SET FIND CASE EXACT

Format

SET FIND CASE EXACT

Description

The SET FIND CASE EXACT command enables case-exact searches. This is useful to find or replace lowercase occurrences only. SET FIND CASE EXACT applies to the FIND, REPLACE, and WILDCARD FIND commands.

The default is SET FIND CASE NOEXACT. EVE searches for any occurrence if you enter a string in lowercase and an exact match if you enter it in uppercase or mixed case.

The setting applies in all buffers. To save your setting, use SAVE ATTRIBUTES to create a section file or to create or update a command file. For more information, read the online help topic on Attributes.

Related Commands

FIND
REPLACE
SET FIND CASE NOEXACT
WILDCARD FIND

Example

The following commands enable case-exact searches and then find the word *digital* if it occurs in lowercase only:

```
Command: SET FIND CASE EXACT
Command: FIND digital
```

SET FIND CASE NOEXACT

Format

SET FIND CASE NOEXACT

Description

The SET FIND CASE NOEXACT command disables case-exact searches so that EVE finds any occurrence if you enter the search string in all lowercase. This is the default. SET FIND CASE NOEXACT applies to FIND, REPLACE, and WILDCARD FIND. The setting applies in all buffers. To enable case-exact searches (when you want to find or replace lowercase occurrences only) use the SET FIND CASE EXACT command.

Related Commands

FIND
REPLACE
SET FIND CASE EXACT
WILDCARD FIND

Example

The following commands disable case-exact searches and then find the words *digital*, *DIGITAL*, *Digital*, or a mixed-case occurrence:

```
Command: SET FIND CASE NOEXACT
Command: FIND digital
```

SET FIND NOWHITESPACE

Format

SET FIND NOWHITESPACE

Description

The SET FIND NO WHITESPACE command enables FIND and WILDCARD FIND commands to match spaces and tabs exactly as specified in the search string and to search for multiword strings that do not cross lines. This is the default.

If you want EVE to treat spaces, tabs, and up to one line break as "white space," use the SET FIND WHITESPACE command. Some WILDCARD FIND patterns may override the setting. For example, with VMS-style wildcards, two asterisks (**) match any amount of text crossing lines and \W matches any amount of white space.

The setting applies in all buffers but is *not* saved in your section file or command file.

Related Commands

FIND
SET FIND WHITESPACE
WILDCARD FIND

Example

In the following example, you search for *Mark Twain* with exactly one space between the words and entirely on one line:

```
Command: SET FIND NOWHITESPACE
Command: FIND Mark Twain
```

SET FIND WHITESPACE

Format

SET FIND WHITESPACE

Description

The SET FIND WHITESPACE command enables FIND and WILDCARD FIND commands to treat spaces, tabs, and up to one line break as "white space." With SET FIND WHITESPACE, you can search for a string of two or more words, regardless of how they are separated. The default is SET FIND NOWHITESPACE. EVE matches spaces and tabs in the search string exactly, and search strings do not span a line break.

The setting applies in all buffers but is *not* saved in a section file or command file. To keep your setting for future editing sessions, put the command in an initialization file (EVE$INIT.EVE).

Related Commands

FIND
SET FIND NOWHITESPACE
WILDCARD FIND

Example

In the following example, you search for *Mark Twain* whether there is one or more spaces or tabs between the words or if *Mark* is at the end of one line and *Twain* at the start of the next line:

```
Command: SET FIND WHITESPACE
Command: FIND Mark Twain
```

Related Commands

SET FUNCTION KEYS NODECWINDOWS
SHOW KEY

SET FUNCTION KEYS MOTIF

Format

SET FUNCTION KEYS MOTIF

Description

The SET FUNCTION KEYS MOTIF command defines or redefines some function keys to be the same as in other Motif DECwindows applications. This is the default. SET FUNCTION KEYS MOTIF defines the keys in Table 2–9.

Table 2–9 Motif-Style Key Definitions

Motif-Style Key	Defined Keys
CTRL/SPACE	SELECT
CTRL// (slash)	SELECT ALL
CTRL/\ (backslash)	RESET
CTRL/↑	Previous paragraph
CTRL/↓	Next paragraph
ALT/→	END OF LINE
CTRL/→	EDT or WPS next word
CTRL/←	EDT or WPS previous word
ALT/CTRL/→	BOTTOM
ALT/←	START OF LINE
ALT/CTRL/←	TOP
CTRL/SHIFT /INSERT HERE	RESTORE
ALT/REMOVE	Primary Cut
CTRL/REMOVE	EDT Delete to End of Line
SHIFT/REMOVE	STORE TEXT
ALT/SHIFT /REMOVE	Primary Copy
CTRL/SHIFT /SELECT	Primary Selection Restore (grab the primary selection and re-highlight EVE's previous selection)
CTRL/PREV SCREEN	Page Left (shift left 1 window width)
CTRL/NEXT SCREEN	Page Right (shift right 1 window width)
SHIFT/<⌧	Pending Delete or EDT delete character (to the right of the cursor)

This does not override any definitions of the keys, whether the EVE default, EDT keypad, WPS keypad, or definitions done with DEFINE KEY or LEARN. Learn sequences created before you enabled Motif function keys may not replay properly because the keys are now defined. To disable the keys, use the command SET FUNCTION KEYS NOMOTIF.

Shifted function keys work in DECwindows but not on character-cell terminals, such as a VT220 or VT100.

For more information about using EVE in DECwindows, see the online help topic on DECwindows Differences.

There are two ways to keep your setting for future editing sessions:

- Put the SET FUNCTION KEYS MOTIF command in an initialization file.
- Use the SAVE EXTENDED EVE command to create a section file that saves your key definitions.

Related Commands

SET FUNCTION KEYS NOMOTIF
SHOW KEY

SET FUNCTION KEYS NOMOTIF

Format

SET FUNCTION KEYS NOMOTIF

Description

The SET FUNCTION KEYS NOMOTIF command cancels Motif DECwindows-style definitions of some function keys done with the SET FUNCTION KEYS MOTIF command.

There is no effect on keys you defined with DEFINE KEY or LEARN; for example, if you defined ALT/E3, your definition overrides the Motif function key definition.

Learn sequences that use DECwindows-style function keys may not replay properly because the keys are now undefined or defined differently.

Related Commands

SET FUNCTION KEYS MOTIF
SHOW KEY

SET GOLD KEY

Format

SET GOLD KEY keyname

Parameter

keyname
The key you want to set as GOLD. If you do not specify a key name, EVE prompts you to press the key you want to define. Pressing the Return key or Ctrl/M at the prompt cancels the operation because those keys cannot be redefined.

Description

The SET GOLD KEY command defines a key as the GOLD key for use with other keys, and enables several GOLD key sequences. The GOLD key increases the possible key bindings. For example, you can define F20 to execute one command and define GOLD-F20 to execute another command. To execute one function, you press F20 alone; to execute the other function, you press GOLD and then press F20. You can also define combinations of GOLD and a typing key, such as GOLD-C.

Setting the GOLD key, by itself or by setting the EDT or WPS keypad, automatically defines some GOLD sequences for the arrow keys and the minikeypad, unless you have defined the keys otherwise. Table 2–10 lists the default GOLD sequences. Some of these require a VT300- or VT200-series terminal (for example, GOLD-Help).

Table 2–10 EVE Default GOLD Key Sequencess

EVE Default Keys	Defined Keys
GOLD-F13	RESTORE WORD *or* WPS Delete Beginning Sentence
GOLD-Help	HELP KEYS (list)
GOLD-Find	WILDCARD FIND
GOLD-Insert Here	RESTORE
GOLD-Remove	STORE TEXT
GOLD-Select	RESET
GOLD-Prev Screen	PREVIOUS WINDOW
GOLD-Next Screen	NEXT WINDOW
GOLD-↑	TOP
GOLD-←	START OF LINE
GOLD-↓	BOTTOM
GOLD-→	END OF LINE

SET GOLD KEY overrides any current definition of the key you specify, whether the key is defined by EVE, the EDT keypad, the WPS keypad, or a definition of your own. You can have only one key set as GOLD at a time. The EDT or WPS keypad makes PF1 the GOLD key, overriding any current definition of PF1. However, if you set a different key as the GOLD key, then the EDT or WPS keypad uses your GOLD key. In such a case, using the SET NOGOLD KEY

command cancels your GOLD key and restores PF1 as the GOLD key for the EDT or WPS keypad.

Key definitions remain in effect throughout your editing session or until you redefine or undefine the keys. There are two ways to keep your GOLD key and other key definitions for future editing sessions:

- Put SET GOLD KEY and other key-definition commands in an initialization file (EVE$INIT.EVE).
- Use the SAVE EXTENDED EVE command to create a section file that saves your key definitions.

Related Commands

DEFINE KEY
SET NOGOLD KEY
SHOW KEY
UNDEFINE KEY

Example

The following commands set PF1 as the GOLD key, and then define the combination of GOLD and the letter *C* as the CENTER LINE command. Typing a *C* or *c* by itself still inserts that letter. In specifying a GOLD key sequence, use a dash, slash, or underscore as a delimiter in the key name.

```
Command: SET GOLD KEY PF1
Command: DEFINE KEY= GOLD-C CENTER LINE
```

SET JOURNALING

Format

SET JOURNALING buffer

Parameter

buffer
The buffer for which you want to create a buffer-change journal file. If you do not specify a file name, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The SET JOURNALING command enables buffer-change journaling for the buffer you specify, creating a journal file. By default, EVE creates a buffer-change journal file for each text buffer you create. Therefore, you would use the SET JOURNALING command only if you had disabled journaling either by invoking EVE with the /NOJOURNAL qualifier or by using the SET NOJOURNALING command during your editing session.

The journal file name derives from the name of the buffer or file you are editing and the file type .TPU$JOURNAL. For example, if you edit a file named MEMO.TXT, the journal file is called MEMO_TXT.TPU$JOURNAL.

The journal file is created in the directory defined by the TPU$JOURNAL logical name. The default is SYS$SCRATCH, which is your top-level login directory.

To check the journal file name for the buffer, use the SHOW command.

You cannot enable journaling for a buffer that is modified. First write out the buffer (by using WRITE FILE or SAVE FILE), and then enable journaling.

To enable journaling for all your buffers, use the SET JOURNALING ALL command.

Related Commands

RECOVER BUFFER
SET JOURNALING ALL
SET NOJOURNALING
SHOW

Example

The following example enables buffer-change journaling for a buffer called TEST DATA. EVE then creates a journal file named TEST_DATA.TPU$JOURNAL.

```
Command: SET JOURNALING TEST DATA
```

SET JOURNALING ALL

Format

SET JOURNALING ALL

Description

The SET JOURNALING ALL command enables buffer-change journaling for all your text buffers. By default, EVE creates a journal file for each text buffer you create. Use the SET JOURNALING ALL command only if you had disabled journaling either by invoking EVE with the /NOJOURNAL qualifier or by using the SET NOJOURNALING ALL command during your editing session.

To check the journal file name for the current buffer, use the SHOW command.

You cannot enable journaling for buffers that are modified. First write out the buffers by using WRITE FILE or SAVE FILE, and then enable journaling.

Related Commands

RECOVER BUFFER
SET JOURNALING
SET NOJOURNALING ALL
SHOW

SET KEYPAD EDT

Format

SET KEYPAD EDT

Description

The SET KEYPAD EDT command enables the EDT-style keypad, defining the numeric keypad and other keys. There are three ways to keep the EDT keypad for future editing sessions:

- Put the SET KEYPAD EDT command in an initialization file (EVE$INIT.EVE).
- Use the SAVE EXTENDED EVE command to create a section file that saves your key definitions.
- Define the logical name EVE$KEYPAD to EDT before entering the editor.

Table 2–11 lists the keys defined when you use SET KEYPAD EDT, including any EVE default keys still in effect. If you define any keys, when you use DEFINE KEY or LEARN, your definitions override the EVE or EDT definitions.

Table 2–11 EVE Keys Defined with SET KEYPAD EDT

EDT Keys	Defined Keys
F10	EXIT
F11	CHANGE DIRECTION
F12	EDT Backspace (Using SET FUNCTION KEYS DECWINDOWS defines F12 as START OF LINE.)
F13	EDT Delete Previous Word
GOLD-F13	RESTORE WORD
F14	CHANGE MODE
HELP	HELP KEYPAD (diagram)
GOLD-Help	HELP KEYS (list)
DO	DO
FIND	FIND
GOLD-Find	WILDCARD FIND
INSERT HERE	INSERT HERE
GOLD-Insert Here	RESTORE
REMOVE	REMOVE
GOLD-Remove	STORE TEXT
SELECT	SELECT
GOLD-Select	RESET
PREV SCREEN	EDT Previous Screen
GOLD-Prev Screen	PREVIOUS WINDOW
NEXT SCREEN	EDT Next Screen

(continued on next page)

Table 2–11 (Cont.) EVE Keys Defined with SET KEYPAD EDT

EDT Keys	Defined Keys
GOLD-Next Screen	NEXT WINDOW
↑	MOVE UP
GOLD-↑	TOP
←	MOVE LEFT
GOLD-←	START OF LINE
↓	MOVE DOWN
GOLD-↓	BOTTOM
→	MOVE RIGHT
GOLD-→	END OF LINE
PF1	GOLD (unless you specified a different key with SET GOLD KEY)
PF2	HELP KEYPAD (diagram)
GOLD-PF2	HELP KEYS (list)
PF3	EDT FndNxt
GOLD-PF3	FIND
PF4	EDT Delete Line
GOLD-PF4	RESTORE LINE
KP0	EDT Line
GOLD-KP0	EDT Open Line
KP1	MOVE BY WORD
GOLD-KP1	EDT ChngCase
KP2	EDT End Of Line
GOLD-KP2	EDT Delete EOL
KP3	EDT Character
GOLD-KP3	EDT SpecIns
KP4	FORWARD
GOLD-KP4	BOTTOM
KP5	REVERSE
GOLD-KP5	TOP
KP6	REMOVE
GOLD-KP6	INSERT HERE
KP7	MOVE BY PAGE
GOLD-KP7	DO
KP8	EDT Sect
GOLD-KP8	FILL
KP9	EDT Append
GOLD-KP9	EDT Replace
MINUS	EDT Delete Word

(continued on next page)

Table 2–11 (Cont.) EVE Keys Defined with SET KEYPAD EDT

EDT Keys	Defined Keys
GOLD-MINUS	RESTORE WORD
COMMA	EDT Delete Character
GOLD-COMMA	RESTORE CHARACTER
PERIOD	SELECT
GOLD-PERIOD	RESET
ENTER	RETURN
GOLD-ENTER	EDT Subs
Ctrl/A	CHANGE MODE
Ctrl/B	RECALL
Ctrl/E	END OF LINE
Ctrl/H or BACKSPACE	EDT Backspace
Ctrl/I or TAB	TAB
Ctrl/J or LINEFEED	EDT Delete Previous Word
Ctrl/K	LEARN
Ctrl/L	INSERT PAGE BREAK
Ctrl/M or RETURN	RETURN
Ctrl/R	REMEMBER
Ctrl/U	EDT Delete Start Line
Ctrl/V	QUOTE
Ctrl/W	REFRESH
Ctrl/Z	EXIT
DELETE or <⌫	DELETE
GOLD-1 . . . GOLD-9	REPEAT 1 . . . REPEAT 9

SET KEYPAD EDT does not completely emulate EDT. Table 2–12 explains the important differences between the EVE EDT keypad and the VAX EDT keypad.

Table 2–12 EVE Differences with SET KEYPAD EDT

EVE Keys or Function	Difference From VAX EDT
PF1	GOLD. The EDT keypad makes PF1 the GOLD key, overriding any current definition of PF1. However, if you set a different key as GOLD, the EDT keypad uses your GOLD key without redefining PF1. The EDT keypad also defines the EVE default GOLD key sequences, such as GOLD-Find. See the description of the SET GOLD KEY command.
GOLD-PF2	HELP KEYS. Displays a list of all defined keys.
KP1	MOVE BY WORD. Uses slightly different word boundaries from EDT. In EVE, a "word" includes the trailing white space (spaces or tabs).

(continued on next page)

Table 2–12 (Cont.) EVE Differences with SET KEYPAD EDT

EVE Keys or Function	Difference From VAX EDT
GOLD-KP7	DO. Enters an EVE command. EVE does not support or emulate EDT line-mode or "nokeypad" commands.
GOLD-KP8	FILL. Reformats the current paragraph, range, or box. If you want the key to fill only a range or box, redefine GOLD-KP8 as FILL RANGE. EVE paragraph boundaries are different (see the description of the FILL command.)
ENTER	RETURN. Terminates a command or starts a new line. You can redefine ENTER, but you cannot redefine RETURN or Ctrl/M.
Ctrl/C	Usually halts an operation, such as a repeat or global replace. However, if you are using keystroke journaling (instead of buffer-change journaling), Ctrl/C is not recorded in the journal file. After using Ctrl/C, you should immediately exit to save your edits; otherwise, if the system fails, you may not be able to recover your work. This restriction does not apply to buffer-change journaling, which is the EVE default.
Ctrl/K	LEARN. Starts a learn sequence so you can bind several keystrokes (commands, text, or both) to a single key.
Ctrl/R	REMEMBER. Ends a learn sequence and prompts you to press the key you want to define for it. EVE defines Ctrl/W as REFRESH.
Ctrl/Z	EXIT. Ends the editing session and writes out the current buffer and asks whether to write out any other buffers if they were modified. To emulate EDT-style exit-to-line-mode, redefine Ctrl/Z as DO.
F12 Ctrl/H BACKSPACE	EDT Backspace. The command SET FUNCTION KEYS DECWINDOWS overrides the EDT definition, redefining F12 as START OF LINE (the EVE command), which is slightly different from the EDT definition.
Cursor	By default EVE uses a free cursor, which you can move anywhere in the buffer regardless of the shape of your text. To enable an EDT-style bound cursor, use SET CURSOR BOUND. The EDT Character key (KP3) uses bound-cursor motion even if the cursor is set to free.
Exiting	EXIT creates a new file (or new version of a file) only if you made changes to the buffer and have not yet written it out. QUIT discards your edits, but if you made changes to the buffer, EVE asks you to confirm that you want to quit. Also, on exiting or quitting, if you changed attributes and have not saved them, EVE asks if you want to save the changes.
Input file	When you invoke EVE, if you do not specify a file on the command line, EVE creates an empty buffer named MAIN, whereas VAX EDT prompts you to specify a file. Also, you can use wildcards to specify the file, for example, *.TXT.

(continued on next page)

Table 2–12 (Cont.) EVE Differences with SET KEYPAD EDT

EVE Keys or Function	Difference From VAX EDT
Journaling	By default, EVE uses buffer-change journaling, which creates a journal file for each text buffer. You can recover buffers individually and even from different editing sessions. You can also use keystroke journaling and recovery, similar to that in EDT.
Mode	Some commands or keys depend on the mode of the buffer—insert or overstrike, for example, the EDT Delete Character and EDT SpecIns keys.
Paste buffer	Commands or keys to copy, cut, and paste text use either the INSERT HERE buffer or the DECwindows clipboard, depending on your setting. See the description of the SET CLIPBOARD command.
Scrolling	SET SCROLL MARGINS corresponds to SET CURSOR in VAX EDT, except EVE scroll margins are measured from the top and the bottom, respectively. For example, with a 24-line screen (21-line main window), SET SCROLL MARGINS 5 6 is equivalent to SET CURSOR 5:15 in VAX EDT. The default settings are 0 0 (scrolling begins when you move past the top or bottom of the window).
Searches	Searches follow EVE rules for case sensitivity and direction (see help on FIND). Because EVE does not treat RETURN and ENTER differently, as EDT does, search strings cannot contain a carriage return. However, you can use WILDCARD FIND for these searches, or use SET FIND WHITESPACE to enable searching across line breaks.
Selections	Commands or keys that work on a standard linear range also work on a box. For example, you can use BOX SELECT and the EDT ChngCase key.
Shift right	SHIFT RIGHT and SHIFT LEFT move the window right and left relative to the buffer; the EDT "nokeypad" commands SHL and SHR move the buffer relative to the window. Thus, in EVE, SHIFT RIGHT 8 is equivalent to SHL in EDT and column 9 of your text appears in the leftmost column of the screen.
Startup file	By default, EVE tries to execute an initialization file named EVE$INIT.EVE, looking first in your current directory and, if necessary, in SYS$LOGIN. This is roughly equivalent to using an EDTINI.EDT file with VAX EDT.

For information on converting from EDT to EVE, read the online help topic on EDT Conversion.

Related Commands

SET FUNCTION KEYS DECWINDOWS
SET GOLD KEY
SET KEYPAD NOEDT
SET KEYPAD NUMERIC
SET KEYPAD VT100

SET KEYPAD NOEDT

Format

SET KEYPAD NOEDT

Description

The SET KEYPAD NOEDT command disables (undefines) the EDT keypad, restoring the default keypad for the type of terminal you are using. SET KEYPAD NOEDT is the same as SET KEYPAD NUMERIC or SET KEYPAD VT100, depending on the type of terminal you are using.

Keys defined with DEFINE KEY, LEARN, or SET GOLD KEY commands remain defined. However, any learn sequences that use EDT keys will not work properly because the keys are now undefined or defined differently. SET KEYPAD NOEDT cancels the current GOLD key if it was set by enabling the EDT keypad; it does not cancel the GOLD key if you set it with the SET GOLD KEY command.

Related Commands

SET KEYPAD EDT
SET KEYPAD NUMERIC
SET KEYPAD VT100

SET KEYPAD NOWPS

Format

SET KEYPAD NOWPS

Description

The SET KEYPAD NOWPS command disables (undefines) the WPS keypad, restoring the default keypad for the type of terminal you are using. SET KEYPAD NOWPS is the same as SET KEYPAD NUMERIC or SET KEYPAD VT100, depending on the type of terminal you are using.

Keys defined with DEFINE KEY, LEARN, or SET GOLD KEY commands remain defined. However, any learn sequences that use WPS keys will not work properly because the keys are now undefined or defined differently. SET KEYPAD NOWPS cancels the current GOLD key if it was set by enabling the WPS keypad; it does not cancel the GOLD key if you set it with the SET GOLD KEY command.

Disabling the WPS keypad does not restore free cursor motion. To restore free cursor motion, use the SET CURSOR FREE command.

Related Commands

SET KEYPAD NUMERIC
SET KEYPAD VT100
SET KEYPAD WPS

SET KEYPAD NUMERIC

Format

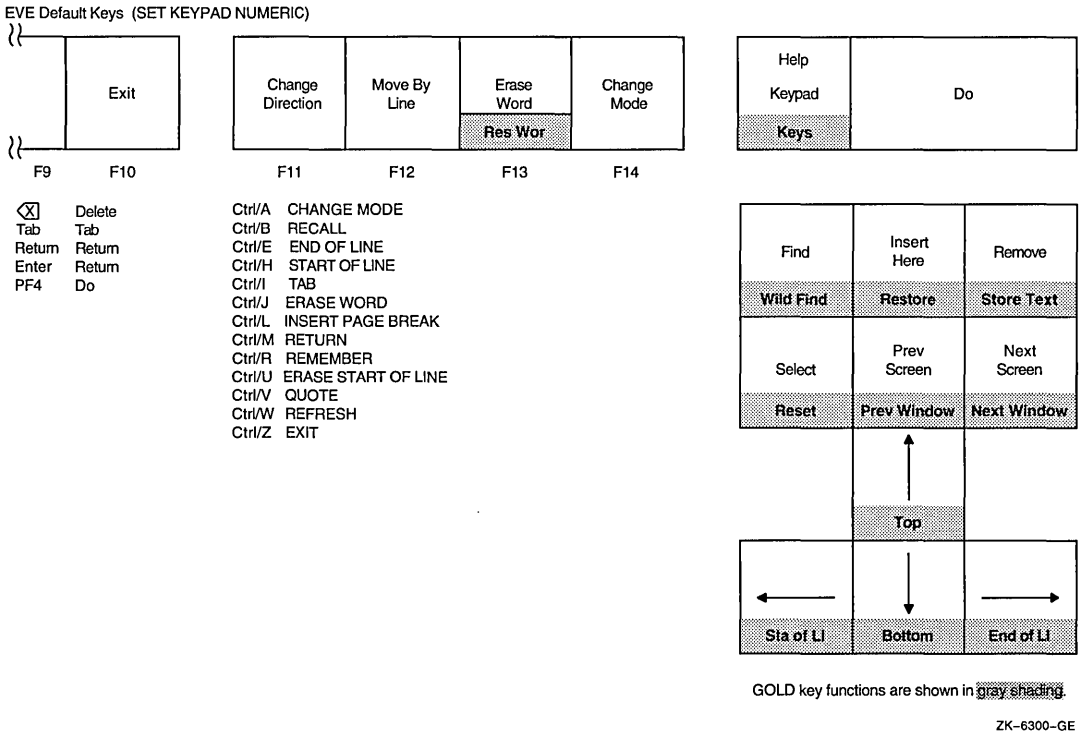
SET KEYPAD NUMERIC

Description

The SET KEYPAD NUMERIC command sets the numeric keypad to the default state, canceling the current keypad setting (EDT, VT100, or WPS). SET KEYPAD NUMERIC is the default except on VT100-series terminals. The command is *not* valid on VT100-series terminals. Figure 2–1 shows the EVE default keypad.

Using SET KEYPAD NUMERIC to cancel the EDT, WPS, or VT100 keypad does not affect keys defined with DEFINE KEY, LEARN, or SET GOLD KEY commands. However, any learn sequences that use EDT or WPS keys will not work properly because the keys are now undefined or defined differently. SET KEYPAD NUMERIC cancels the current GOLD key if it was set by the EDT or WPS keypad; it does not cancel the GOLD key if you set it with the SET GOLD KEY command.

Figure 2–1 EVE Default Keys



Related Commands

SET KEYPAD EDT
SET KEYPAD VT100
SET KEYPAD WPS

SET KEYPAD VT100

Format

SET KEYPAD VT100

Description

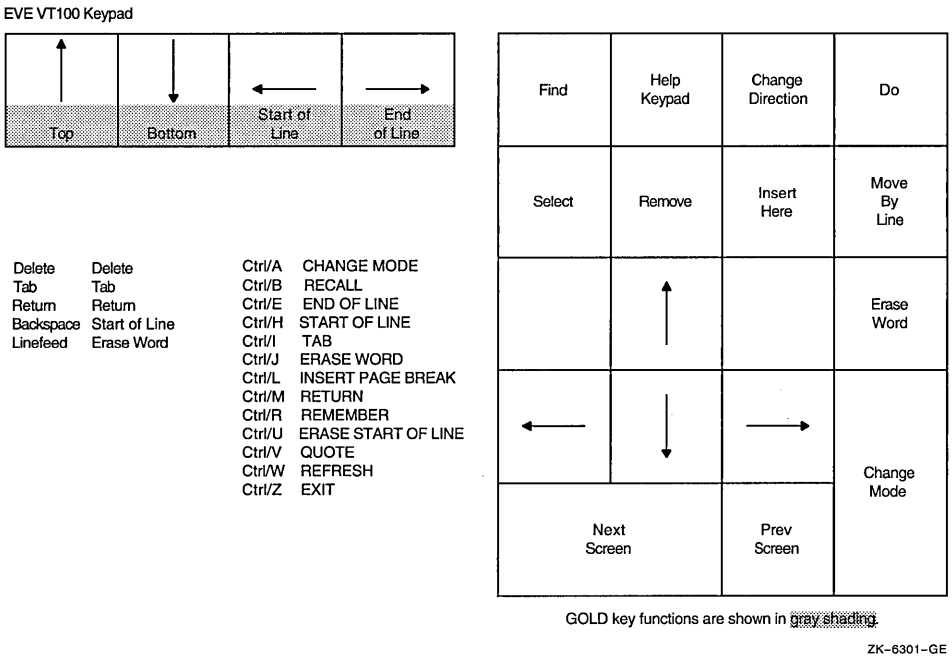
The SET KEYPAD VT100 command enables the VT100-style keypad and cancels the current keypad setting (EDT, NUMERIC, or WPS). This is the default setting on VT100-series terminals. Figure 2–2 shows the EVE default keys on VT100-series terminals.

Using SET KEYPAD VT100 to cancel the EDT, WPS, or VT100 keypad does not affect keys defined with DEFINE KEY, LEARN, or SET GOLD KEY commands. However, any learn sequences that use EDT or WPS keys will not work properly because the keys are now undefined or defined differently. SET KEYPAD VT100 cancels the current GOLD key if it was set by the EDT or WPS keypad.

If you want the VT100 keypad enabled for all or most editing sessions—even if you run EVE on VT300- or VT200-series terminals—do either of the following:

- Put the SET KEYPAD VT100 command in an initialization file (EVE$INIT.EVE).
- Use the SAVE EXTENDED EVE command to create a section file that saves your key definitions.

Figure 2–2 EVE Default Keys on VT100-Series Terminals



SET KEYPAD VT100

Related Commands

SET KEYPAD EDT
SET KEYPAD NUMERIC
SET KEYPAD WPS

SET KEYPAD WPS

Format

SET KEYPAD WPS

Description

The SET KEYPAD WPS command enables the WPS-style keypad, defines the numeric keypad and other keys, and sets the cursor to bound. There are three ways to keep the WPS keypad for future editing sessions:

- Put the SET KEYPAD WPS command in an initialization file (EVE$INIT.EVE).
- Use the SAVE EXTENDED EVE command to create a section file that saves your key definitions.
- Define the logical name EVE$KEYPAD to WPS before entering the editor.

Table 2–13 lists the keys defined when you use SET KEYPAD WPS, including any EVE default keys still in effect. If you use DEFINE KEY or LEARN to define any keys, your definitions override the EVE or WPS definitions.

Table 2–13 EVE Keys Defined with SET KEYPAD WPS

WPS Keys	Defined Keys
F10	EXIT
F11	CHANGE DIRECTION
F12	MOVE BY LINE (Using SET FUNCTION KEYS DECWINDOWS defines F12 as START OF LINE.)
F13	WPS Delete Previous Word
GOLD-F13	WPS Delete Beginning Sentence
F14	CHANGE MODE
HELP	HELP KEYPAD (diagram)
GOLD-Help	HELP KEYS (list)
DO	DO
FIND	FIND
GOLD-Find	WILDCARD FIND
Insert Here	WPS Paste
GOLD-Insert Here	RESTORE
REMOVE	WPS Cut
GOLD-Remove	STORE TEXT
SELECT	SELECT
GOLD-Select	RESET
PREV SCREEN	PREVIOUS SCREEN
GOLD-Prev Screen	PREVIOUS WINDOW
NEXT SCREEN	NEXT SCREEN

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Table 2–13 (Cont.) EVE Keys Defined with SET KEYPAD WPS

WPS Keys	Defined Keys
GOLD-Next Screen	NEXT WINDOW
↑	MOVE UP
GOLD-↑	TOP
←	MOVE LEFT
GOLD-←	START OF LINE
↓	MOVE DOWN
GOLD-↓	BOTTOM
→	MOVE RIGHT
GOLD-→	END OF LINE
PF1	GOLD (unless you specified a different key with SET GOLD KEY)
PF2	MOVE BY PAGE
GOLD-PF2	PAGINATE
PF3	WPS Delete Word
GOLD-PF3	RESTORE
PF4	WPS Delete Character
GOLD-PF4	RESTORE
KP0	WPS Advance
GOLD-KP0	WPS Scroll Advance
KP1	WPS Backup
GOLD-KP1	WPS Scroll Backup
KP2	WPS Line
GOLD-KP2	WPS Line
KP3	WPS Uppercase
GOLD-KP3	WPS Lowercase
KP4	WPS Word
GOLD-KP4	WPS Word
KP5	WPS Paragraph
GOLD-KP5	FILL
KP6	(not defined)
GOLD-KP6	(not defined)
KP7	WPS Sentence
GOLD-KP7	WPS Sentence
KP8	WPS Tab Position
GOLD-KP8	(not defined)
KP9	(not defined)
GOLD-KP9	(not defined)
MINUS	WPS Cut
GOLD-MINUS	WPS Copy

(continued on next page)

Table 2–13 (Cont.) EVE Keys Defined with SET KEYPAD WPS

WPS Keys	Defined Keys
COMMA	WPS Paste
GOLD-COMMA	WPS Paste
PERIOD	SELECT
GOLD-PERIOD	RESET
ENTER	WPS Search Right Angle (<>)
GOLD-ENTER	WPS Swap
Ctrl/A	CHANGE MODE
Ctrl/B	RECALL
Ctrl/E	END OF LINE
Ctrl/H or BACKSPACE	START OF LINE
Ctrl/I or TAB	TAB
Ctrl/J or LINEFEED	WPS Delete Previous Word
GOLD-Ctrl/J or GOLD-LINEFEED	WPS Delete Beginning Sentence
Ctrl/K	LEARN
Ctrl/L	INSERT PAGE BREAK
Ctrl/M or RETURN	RETURN
Ctrl/R	REMEMBER
Ctrl/U	ERASE START LINE
Ctrl/V	QUOTE
Ctrl/W	REFRESH
Ctrl/Z	EXIT
DELETE or <⌫	DELETE
GOLD-DELETE or GOLD-<⌫	WPS Delete Start Line
GOLD-1 . . . GOLD-9	REPEAT 1 . . . REPEAT 9, or to specify a WPS-style alternate paste buffer
GOLD-B	BOTTOM
GOLD-C	CENTER LINE
GOLD-F	EXIT
GOLD-G	INCLUDE FILE
GOLD-H	HELP KEYPAD (diagram)
GOLD-K	QUIT
GOLD-N	INSERT PAGE BREAK
GOLD-P	WPS Page Marker
GOLD-R	WPS Ruler
GOLD-S	SPELL
GOLD-T	TOP

(continued on next page)

Table 2–13 (Cont.) EVE Keys Defined with SET KEYPAD WPS

WPS Keys	Defined Keys
GOLD-W	WRITE FILE
GOLD-` (grave accent)	WPS Halt
GOLD-$	SPAWN
GOLD-[(left bracket)	DO
GOLD-:	REPLACE
GOLD-;	REPLACE
GOLD-'	WPS Replace
GOLD-"	WPS Replace
GOLD-\ (backslash)	WPS Insert Date/Time
GOLD- |	WPS Insert Date/Time
GOLD-> (right angle)	LEARN
GOLD-, (comma)	FIND
GOLD-. (period)	WPS Continue Search
GOLD-/ (slash)	WPS Continue Search/Select
GOLD-?	WPS Continue Search/Select

SET KEYPAD WPS provides most WPS key functions but does not fully emulate WPS. Table 2–14 explains the important differences between the WPS keypad in EVE and WPS–PLUS.

Table 2–14 EVE Differences with SET KEYPAD WPS

EVE Key or Function	Difference from WPS–PLUS
PF1	GOLD. The WPS keypad makes PF1 the GOLD key, overriding any current definition of PF1. However, if you set a different key as GOLD, the WPS keypad uses your GOLD key without redefining PF1. The WPS keypad also defines the EVE default GOLD key sequences, except GOLD-F13 is defined as the Delete Beginning Sentence key.
GOLD-PF3 GOLD-PF4	RESTORE. Reinserts the line, word, or sentence you last erased. Depending on the version of WPS you are accustomed to, you may want to redefine these keys as RESTORE WORD and RESTORE CHARACTER, respectively.
PF2	MOVE BY PAGE. Moves to the next or previous page break.
GOLD-PF2	PAGINATE. Inserts a "soft" page break ($\overset{F}{F}\ \overset{N}{L}$) for a 54-line page.
GOLD-C	CENTER LINE. Centers the current line between the left and right margins by adding spaces at the start of the line. Does not leave a centering mark.
GOLD-F Ctrl/Z F10	EXIT. Ends the editing session, writes out the current buffer, and asks whether to write out any other buffers if they were modified. Exiting does not delete the old version of the input file. If you have made no changes to the buffer, EXIT is the same as QUIT.

(continued on next page)

Table 2–14 (Cont.) EVE Differences with SET KEYPAD WPS

EVE Key or Function	Difference from WPS–PLUS
F11	CHANGE DIRECTION. Switches the direction of the buffer from forward to reverse or conversely. EVE does not implement an ALT CHAR key.
F12	MOVE BY LINE. Moves the cursor a line at a time in the current direction of the buffer. SET FUNCTION KEYS DECWINDOWS defines F12 as START OF LINE. EVE does not implement WPS-style hyphenation.
SELECT PERIOD	With the WPS keypad, selecting text by pressing SELECT on the minikeypad or PERIOD on the numeric keypad also sets the direction of the buffer to forward. The direction does not change if you type the SELECT command or if you use the mouse to select text.
GOLD-[	DO. Enters an EVE command.
GOLD-G	INCLUDE FILE. Inserts the text of a specified file. In EVE, the GET FILE command lets you create or edit another file in the same editing session.
GOLD-N Ctrl/L	INSERT PAGE BREAK. Inserts a "hard" page break—a form feed ($_{F}$ $_{F}$)—on a line by itself.
GOLD-P	WPS Page Marker. Inserts a "soft" page break—a form feed and null character ($_{F}$ $_{N}$ $_{L}$)—on a line by itself.
GOLD-> Ctrl/K	Starts a learn sequence so you can bind several keystrokes to a single key. To end the learn sequence, press Ctrl/R (defined as REMEMBER) or press the WPS Halt key (GOLD-`).
Ctrl/C	Usually halts an operation, such as a repeat or global replace. However, if you are using keystroke journaling (instead of buffer-change journaling), Ctrl/C is not recorded in the journal file. If you use Ctrl/C, you should immediately exit to save your edits; otherwise, if the system fails, you may not be able to recover your work. This restriction does not apply with buffer-change journaling, which is the EVE default.
Case-change continuation	With the WPS Uppercase key (KP3) or WPS Lowercase key (GOLD-KP3), if you change the case of a single character (rather than the case of a range or box), you can continue the case change by using the following WPS keys: Word (KP4 or GOLD-KP4) Tab Position (KP8) Line (KP2 or GOLD-KP2) Sentence (KP7 or GOLD-KP7) Paragraph (KP5) Page (PF2) Bottom (GOLD-B) Top GOLD T To cancel this effect (so you can move the cursor without changing case), press any other cursor-movement key, such as ← or the WPS Advance key (KP0).

(continued on next page)

Table 2–14 (Cont.) EVE Differences with SET KEYPAD WPS

EVE Key or Function	Difference from WPS–PLUS
Copy, cut, and paste	EVE commands and WPS keys that work on a standard linear range also work on a box. SET BOX SELECT makes the following WPS keys work like BOX CUT and BOX PASTE: WPS Copy (GOLD-MINUS) WPS Cut (MINUS or REMOVE) WPS Paste (COMMA, GOLD-COMMA, or INSERT HERE) WPS Replace (GOLD-' or GOLD-") WPS keys do not use the DECwindows clipboard. For example, the WPS Copy, Cut, and Paste keys use the INSERT HERE buffer or an alternate paste buffer (specified by GOLD-1 through GOLD-9). EVE commands and EDT keys use either the clipboard or the INSERT HERE buffer, depending on your setting.
Cursor	Setting the WPS keypad automatically sets the cursor to bound. To enable a free cursor, which can move anywhere in the buffer, use SET CURSOR FREE, which is otherwise the EVE default.
Paragraphs	Paragraph boundaries for FILL (GOLD-KP5) or the WPS Paragraph key (KP5) are any of the following: Blank line Top or bottom of the buffer Page break (form feed at start of line) RUNOFF command (such as .BREAK) at start of line VAX DOCUMENT tag (such as <LE>) at start of line
Rulers	When you use the WPS Ruler key GOLD R, only one ruler can be active at a time. Rulers cannot be embedded in a document. Setting the margins or paragraph indent does not automatically rewrap or reformat text. Rulers do *not* have the following: C centering point H hyphenation zone . decimal tab > right-justified tab For a list of the keys you can use with the ruler, see Table 2–15.
Scrolling	Scrolling with WPS keys is halted when you press any key—not just the WPS Halt key (GOLD-`). Pressing a key to stop scrolling executes whatever function is assigned to that key.
Searches	Searches follow EVE rules for case sensitivity and direction. See the description of the FIND command.
Sentences	Sentence boundaries for the WPS Sentence key (KP7 or GOLD-KP7) and Delete Beginning Sentence key (GOLD-F13, GOLD-Ctrl/J, or GOLD-LINEFEED) are periods, question marks, or exclamation points. Periods in RUNOFF (DSR) commands or in decimal numbers are treated as sentence boundaries.

Table 2–15 lists the keys that you can use with the WPS ruler. These keys are enabled in the ruler regardless of how the keys are defined otherwise.

Table 2–15 WPS Ruler Keys

WPS Style Keys	Effects Within the Ruler
I or i	Sets the paragraph indent to the current column. Does not reformat existing text. A paragraph indent set with the ruler is independent of the left margin; set with the SET PARAGRAPH INDENT command, it is relative to the left margin.
L or l	Sets the left margin to the current column. Does not reformat existing text.
P or p	Same as I.
R or r	Sets the right margin to the current column. Does not reformat existing text.
S or s	Saves ruler settings, prompting for the ruler number (0–9).
T or t	Sets or deletes a tab stop at the current column. The new tab stops are immediately applied to the buffer you are editing.
W or w	Sets the WPS-style wrap point to the current column.
!@#$%^&*( )	Saves settings in ruler number 0–9. For example, type ! for ruler 1, @ for ruler 2, and so on. Rulers are *not* saved from session to session.
1234567890	Recalls the ruler of that number. Only one ruler can be active at a time.
←	Moves the cursor one column to the left in the ruler.
→	Moves the cursor one column to the right in the ruler.
Ctrl/E	Moves the cursor to the end of the ruler.
Ctrl/H or BACKSPACE	Moves the cursor to the start of the ruler.
KP0	(WPS Advance) Sets the direction of the ruler to FORWARD and moves the cursor one column to the right in the ruler.
KP1	(WPS Backup) Sets the direction of the ruler to REVERSE and moves the cursor one column to the left in the ruler.
KP2	(WPS Line) Moves the cursor to the start or end of the ruler, depending on the direction of the ruler. The default direction is FORWARD.
KP4	(WPS Word) Moves the cursor to the next or previous setting indicator (L, P, R, or T), depending on the direction of the ruler.
TAB	Moves the cursor to the next or previous tab stop indicator (T), depending on the direction of the ruler.
HELP or GOLD-H	Displays a help topic on Ruler Keys, which lists the keys you can use within the ruler.
RETURN or GOLD-RETURN	Exits from the ruler, applying your new settings, and resumes editing.

Related Commands

SET CURSOR BOUND
SET GOLD KEY
SET KEYPAD NOWPS
SET KEYPAD NUMERIC
SET KEYPAD VT100

SET LEFT MARGIN

Format

SET LEFT MARGIN integer

Parameter

integer
The column at which you want the left margin. The default is 1 (leftmost column). The left margin must be less than the right margin. If you do not specify a number, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The SET LEFT MARGIN command sets the left margin of the current buffer to the column you specify. EVE starts a new line at the left margin when you press Return or use FILL commands or when EVE wraps text automatically. Setting the margins does not change existing lines but affects only new lines or text you reformat with CENTER LINE or FILL commands.

The left margin is a buffer-specific setting; you can have a different left margin for each buffer. To find out the current margins of the buffer, use the SHOW command.

You can also use the WPS Ruler key (GOLD-R) to set the left margin and right margin. In DECwindows, you can choose Set Margins from the Format menu or the Option menu in Motif EVE.

If you want a particular left margin for all or most editing sessions, put the SET LEFT MARGIN command in an initialization file (EVE$INIT.EVE). When you use that initialization file to invoke EVE, setting then applies to the MAIN (or first) buffer and to an EVE system buffer named $DEFAULTS$, so that each buffer you create has the same left margin.

If you use the SET PARAGRAPH INDENT command, the sum of the left margin and the paragraph indent must be less than the right margin and (in the case of a negative indent) must be at least 1. For example, if the paragraph indent is –4, the left margin must be at least 5.

Related Commands

CENTER LINE
FILL
SET PARAGRAPH INDENT
SET RIGHT MARGIN
SHOW

Example

The following commands set the left margin to 5 and then reformat the current paragraph according to the new margin:

```
Command: SET LEFT MARGIN 5
Command: FILL PARAGRAPH
```

SET NOCLIPBOARD

Format

SET NOCLIPBOARD

Description

The SET NOCLIPBOARD command disables the DECwindows clipboard for copying, cutting, and pasting text, and enables the INSERT HERE buffer in EVE. This is the default. For a list of the commands and key that use the clipboard, see Table 2–7.

Enabling the clipboard lets you transfer text between EVE and other DECwindows applications. However, for routine editing within EVE, it may be faster to use the INSERT HERE buffer, depending on the amount of text involved. WPS keys do *not* use the clipboard, regardless of the setting.

SET NODEFAULT COMMAND FILE

Format

SET NODEFAULT COMMAND FILE

Description

The SET NODEFAULT COMMAND FILE command cancels the default command file set with the SET DEFAULT COMMAND FILE command. It does not determine the command file executed at startup, but only the command file created for saving attributes and menu entries. This is the default.

In effect, SET NODEFAULT COMMAND FILE makes one of the following the default command file:

- The command file specified with the /COMMAND= qualifier when you invoked EVE
- The command file defined by the TPU$COMMAND logical name
- A command file named TPU$COMMAND.TPU in your current directory

SET NODEFAULT SECTION FILE

Format

SET NODEFAULT SECTION FILE

Description

The SET NODEFAULT SECTION FILE command cancels the default section file set with the SET DEFAULT SECTION FILE command. It does not determine the section file executed at startup, but only the section file created when you save your customizations. This is the default.

The following table shows the effects of SET NODEFAULT SECTION FILE depending on whether you enabled or disabled the section file prompts for saving attributes:

Prompt Settings	Effects with SET NODEFAULT SECTION FILE
SET SECTION FILE PROMPTING (default)	When you save attributes, EVE asks whether to save them in a section file. If you respond YES, EVE asks for the name of the section file.
SET NOSECTION FILE PROMPTING	When you save attributes, EVE asks whether you want to save them in a command file, without prompting you about saving them in a section file.

These effects apply when you use either SAVE ATTRIBUTES or SAVE SYSTEM ATTRIBUTES or when you save attributes as part of exiting or quitting.

Related Commands

SET DEFAULT SECTION FILE
SET SECTION FILE PROMPTING

SET NOEXIT ATTRIBUTE CHECK

Format

SET NOEXIT ATTRIBUTE CHECK

Description

The SET NOEXIT ATTRIBUTE CHECK command disables attribute checking on exiting so that EVE does not ask whether to save your customizations. SET NOEXIT ATTRIBUTE CHECK does not apply to the session when you first use it because the setting itself is saved in a section file or DECTPU command file. After you save it, the setting applies to future editing sessions in which you use the relevant section file or command file. See the description of the SAVE ATTRIBUTES command.

Related Commands

EXIT
QUIT
SET EXIT ATTRIBUTE CHECK

SET NOGOLD KEY

Format

SET NOGOLD KEY

Description

The SET NOGOLD KEY command cancels (undefines) the current GOLD key so that you can define it as you wish. This is the default. You can have only one key set as GOLD at a time. If you set the GOLD key other than PF1 and set the EDT keypad or WPS keypad, your GOLD key is used. You can then define PF1 like any other key, or you can use SET NOGOLD KEY to restore PF1 as the GOLD key for the EDT or WPS keypad, canceling your GOLD key.

SET NOGOLD KEY does not cancel or undefine GOLD key sequeneces, but they cannot be executed unless another key is set as GOLD, either by using the SET GOLD KEY command or by setting the EDT or WPS keypad.

Related Commands

SET GOLD KEY
SHOW KEY
UNDEFINE KEY

Example

In the following example, you set F20 as the GOLD key and then enable the EDT keypad, which ordinarily uses PF1 as the GOLD key. The SET NOGOLD KEY command then cancels F20, making PF1 the GOLD key.

```
Command: SET GOLD KEY F20
Command: SET KEYPAD EDT
Command: SET NOGOLD KEY
GOLD key restored to PF1 in the EDT keypad.
```

SET NOJOURNALING

Format

SET NOJOURNALING buffer

Parameter

buffer
The buffer for which you want to disable the creation of a buffer-change journal file. If you do not specify a buffer name, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The SET NOJOURNALING command disables buffer-change journaling for the buffer you specify. By default, EVE creates a journal file for each text buffer you create. You can disable journaling for a buffer in which you do not have to protect text against loss from a system failure (for example, a "scratchpad" buffer used to test procedures or a read-only buffer that contains text you want to view without editing).

SET NOJOURNALING does not delete the journal file for the buffer. To delete the journal file, use the DELETE command.

Related Commands

SET JOURNALING
SET NOJOURNALING ALL

SET NOJOURNALING ALL

Format

SET NOJOURNALING ALL

Description

The SET NOJOURNALING ALL command disables buffer-change journaling for all your text buffers. By default, EVE creates a journal file for each text buffer you create. You can disable buffer-change journaling if you want to rely on keystroke journaling (enabled by using the /JOURNAL qualifier and specifying a journal file when you invoked EVE). Disabling buffer-change journaling may improve performance, depending on the type of edits you make. However, it risks losing your work in case of a system failure during your editing session.

To disable journaling for a particular buffer, use the SET NOJOURNALING command and specify the buffer name. If you want to disable buffer-change journaling for all your buffers, put the SET NOJOURNALING ALL command in an initialization file (EVE$INIT.EVE).

SET NOJOURNALING ALL disables the creation of new journal files but does not delete existing journal files. To delete the journal files, use the DELETE command.

Related Commands

SET JOURNALING
SET JOURNALING ALL
SET NOJOURNALING

SET NOPENDING DELETE

Format

SET NOPENDING DELETE

Description

The SET NOPENDING DELETE command disables erasing of selected text when you use the DELETE command or type new text. This is the default. If you select text in the buffer, typing new text adds characters to the select range; using DELETE erases only the character left of the cursor. In other words, if pending delete is disabled, using DELETE and typing new text characters work the same whether there is a select range or not.

The setting applies to all buffers.

Related Commands

RESTORE BOX SELECTION
RESTORE SELECTION
SAVE ATTRIBUTES
SET PENDING DELETE

SET NOSECTION FILE PROMPTING

Format

SET NOSECTION FILE PROMPTING

Description

The SET NOSECTION FILE PROMPTING command disables prompting for a section file in which to save attributes and other customizations. The following table shows the effects of SET NOSECTION FILE PROMPTING, depending on whether you set a default section file.

Section File Settings	Effects with SET NOSECTION FILE PROMPTING
SET DEFAULT SECTION FILE	When you save attributes, EVE saves them in your default section file.
SET NODEFAULT SECTION FILE	When you save attributes, EVE asks whether you want to save them in a command file, bypassing any prompts about saving them in a section file.

You can disable section-file prompting to exit from EVE quickly or to save attributes faster. You can also disable section-file prompting if you prefer to save attributes in a DECTPU command file, which uses less disk space than a section file. For more information, read the online help topic on Attributes.

Related Commands

SAVE ATTRIBUTES
SET DEFAULT SECTION FILE
SET SECTION FILE PROMPTING

SET NOWRAP

Format

SET NOWRAP

Description

The SET NOWRAP command disables automatic word wrapping in the current buffer so that as you type a new word past the right margin, your text can go past the right margin. You can disable word wrap when you are editing very long lines, such as wide multicolumn tables or lengthy program statements that are progressively indented. To reformat text while leaving wrap disabled, use FILL commands.

To enable wrapping, use the SET WRAP command, which is the default. As you type at the end of a line, EVE automatically starts a new line when your text reaches the right margin, without your having to press the Return key or use FILL commands.

Wrapping is a buffer-specific setting; you can disable and enable wrapping for the current buffer without affecting other buffers.

Related Commands

FILL
SET RIGHT MARGIN
SET WRAP
SHOW

Example

The following commands turn off wrapping so you can enter wide text and, later, turn it on again:

```
Command: SET NOWRAP
Wrapping disabled in this buffer.
          .
          .
          .
Command: SET WRAP
Text in this buffer will wrap at the right margin.
```

SET PARAGRAPH INDENT

Format

SET PARAGRAPH INDENT [–]integer

Parameter

integer
The number of spaces to be added or subtracted to the start of paragraphs, relative to the left margin of the buffer. If the value is positive (or unsigned), the sum of the left margin and paragraph indent must be less than the right margin. A negative value produces a "hanging" paragraph; its first line starts left of the left margin. The algebraic sum of a negative indent and the left margin must be at least 1. If you do not specify a paragraph indent, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation. The default setting is 0 (no indent).

Description

The SET PARAGRAPH INDENT command sets the number of spaces to be added or subtracted at the start of paragraphs relative to the left margin in the current buffer. SET PARAGRAPH INDENT does not change existing text, but affects only paragraphs you create or reformat with FILL commands. Paragraph boundaries are any of the following:

- Blank line
- Bottom or top of the buffer
- Page break (form feed at the start of a line)
- Digital Standard Runoff (DSR) command at the start of a line (for example, .BREAK)
- VAX DOCUMENT tag at the start of a line (for example, <LE>)

Paragraph indent is a buffer-specific setting; you can have a different setting for each buffer.

If you want a particular paragraph indent for all or most editing sessions, put the SET PARAGRAPH INDENT command in an initialization file (EVE$INIT.EVE). When you use that initialization file to invoke EVE, the setting then applies to the MAIN (or first) buffer and to an EVE system buffer named $DEFAULTS$, so that each buffer you create has the same paragraph indent.

Paragraph indent set by command is relative to the left margin of the buffer; set with the WPS Ruler key (GOLD-R), it is independent of the margin.

If the paragraph indent is other than 0 (the default setting), you cannot use FILL or FILL RANGE commands to reformat a range that does not begin at the beginning of a paragraph. Also, EVE does not reformat a line that begins with a DSR command, VAX DOCUMENT tag, or page break.

The SET FILL TAGS command lets FILL reformat lines that start with a DSR command or a VAX DOCUMENT tag. The default setting is SET FILL NOTAGS, which does not let you fill those lines.

Related Commands

FILL
FILL PARAGRAPH
FILL RANGE
SET FILL TAGS
SET LEFT MARGIN

Examples

The following examples show how to set a paragraph indent, including a negative indent for a hanging paragraph:

The following command sets the paragraph indent at 4 columns from the left margin. Thus, if your left margin is 5, the first line of a new paragraph will start at column 9 and the remaining lines in column 5. To reformat existing text according to the new setting, use FILL or FILL PARAGRAPH.

```
Command: SET PARAGRAPH INDENT 4
```

The next command sets the left margin at column 4 and the paragraph indent at three columns to the left of the left margin. Thus, the first line of a new paragraph starts in column 1 and the rest of the lines in column 4. This is a hanging paragraph.

```
Command: SET LEFT MARGIN 4
Command: SET PARAGRAPH INDENT -3
           .
           .
           .
Command: SET PARAGRAPH INDENT 0
Command: SET LEFT MARGIN 1
```

In restoring your previous settings, note the order of the commands (paragraph indent 0, left margin 1). Reversing the order would produce an error with SET LEFT MARGIN 1 because the sum of the paragraph indent (–3) and the new left margin is less than 1.

SET PENDING DELETE

Format

SET PENDING DELETE

Description

The SET PENDING DELETE command enables deletion of a select range when you use DELETE or type new text. Pending delete is useful for quickly erasing or replacing a block of text.

To insert what you erased, use RESTORE SELECTION or RESTORE BOX SELECTION.

The default is SET NOPENDING DELETE. If you have selected text, using DELETE erases the character left of the cursor; typing new text inserts the new characters.

The setting applies in all buffers. To save your setting for future editing sessions, use SAVE ATTRIBUTES to create a section file or to create or update a command file. For more information, read the online help topic on Attributes.

Using the SELECT ALL command temporarily disables pending delete to prevent you from accidentally erasing all of the buffer.

For more information about pending delete, read the online help topic on Pending Delete.

Related Commands

BOX SELECT
RESTORE BOX SELECTION
RESTORE SELECTION
SELECT
SET BOX SELECT
SET NOPENDING DELETE

SET RIGHT MARGIN

Format

SET RIGHT MARGIN integer

Parameters

integer
The column at which you want the right margin. The integer must be greater than the left margin (or greater than the sum of the left margin and the paragraph indent). If you do not specify a number, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

The default right margin is one column less than the screen width. The width is 80 columns; the default right margin is then 79.

Description

The SET RIGHT MARGIN command sets the right margin of the current buffer to the column you specify. Setting margins does not change existing lines but affects only new lines or text you reformat with CENTER LINE or FILL commands. When EVE wraps text automatically, or when you use FILL commands, no characters will go beyond the right margin.

You can set different margins for each buffer you edit. To find out the current margins of the buffer, use the SHOW command.

You can also set the right margin and left margin by using the WPS Ruler key (GOLD-R).

If you want a particular right margin for all or most editing sessions, put the SET RIGHT MARGIN command in an initialization file (EVE$INIT.EVE). When you use that initialization file to invoke EVE, the setting then applies to the MAIN (or first) buffer and to an EVE system buffer named $DEFAULTS$, so that each buffer you create has the same left margin.

The SET WIDTH command makes the right margin of the $DEFAULTS$ buffer one column less than the width you specify but does not affect the margins of other existing buffers.

Related Commands

CENTER LINE
FILL
SET LEFT MARGIN
SET WIDTH
SET WRAP

Example

The following command sets the right margin to 65. To reformat existing text according to the new margin, use FILL commands.

```
Command: SET RIGHT MARGIN 65
```

SET SCROLL JUMP

Format

SET SCROLL JUMP

Description

The SET SCROLL JUMP command causes new text to be repainted in your window instead of scrolled into your window. SET SCROLL JUMP sets scrolling operations to first scroll the text that will remain in your window, leaving part of your window empty. The operation finishes by displaying the new text in the empty region in a single repaint operation. This makes for slightly faster scrolling than with SET SCROLL SMOOTH (which is the default) because only part of your window is scrolled.

You can set scrolling behavior to jump or smooth regardless of your terminal scroll setting. For example, if you set your terminal to Smooth Scroll and use SET SCROLL JUMP, text slides smoothly out of the window (the effect of the terminal setting), and new text is repainted in one operation (the effect of SET SCROLL JUMP).

This setting has no effect if you use SET SCROLL OFF.

The setting applies in all your buffers. To save your setting for future editing sessions, use SAVE ATTRIBUTES to create a section file or to create or update a command file. For more information, read the online help topic on Attributes.

In DECwindows, you can toggle this setting as follows:

- Choose Global Attributes from the Options menu
- Click on the Set Scroll Jump button in the dialog box

The opposite setting (SET SCROLL SMOOTH) repaints new text, line by line, as it is brought into the window.

Related Commands

SET SCROLL MARGINS
SET SCROLL OFF
SET SCROLL ON
SET SCROLL SMOOTH

SET SCROLL MARGINS

Format

SET SCROLL MARGINS integer1[%] integer2[%]

Parameters

integer1
The number of lines down from the top of a window at which you want scrolling to begin. You cannot overlap the bottom scroll margin (*integer2*). The default setting is 0. Scrolling starts when you move past the top of the window. If you do not specify a value, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything keeps the current value.

integer2
The number of lines up from the bottom of a window at which you want scrolling to begin. You cannot overlap the top scroll margin (*integer1*). The default setting is 0. Scrolling starts when you move past the bottom of the window. If you do not specify a value, EVE prompts for one. Pressing Return or Do at the prompt without typing anything keeps the current value.

%
Percent sign, specifying that scroll margins are percentages of the window height, rounded to the nearest line.

Description

The SET SCROLL MARGINS command sets the top and bottom distances at which scrolling begins automatically as you move the cursor up and down. You specify the distances as numbers of lines or as percentages of the window size. Scroll margins apply to all windows in EVE. If you specify the scroll margins as numbers of lines, EVE converts them to percentages of the window size, so that if you resize the window (for example, by using SPLIT WINDOW), the scroll margins are proportional to the window size.

Scroll margins apply in all buffers but are not saved in a section file or command file. To keep your settings for future editing sessions, put SET SCROLL MARGINS in an initialization file (EVE$INIT.EVE).

Examples

The following examples show how to use numbers of lines and percentages to set scroll.

To set the scroll margins at two lines from the top and three lines from the bottom of the window, use the following command:

```
Command: SET SCROLL MARGINS 2 3
```

To set the scroll margins at 9 percent from the top and 14 percent from the bottom of the window, use the following command:

```
Command: SET SCROLL MARGINS 9% 14%
```

With a 21-line window, the top scroll margin is 2 lines down and the bottom scroll margin is 3 lines up.

SET SCROLL OFF

Format

SET SCROLL OFF

Description

The SET SCROLL OFF command disables scrolling of text as new text is brought into the window. With scrolling disabled, the window is repainted each time new text is brought into the window.

The setting applies in all your buffers. To save your setting for future editing sessions, use SAVE ATTRIBUTES to create a section file or to create or update a command file. For more information, read the online help topic on Attributes.

In DECwindows, you can toggle this setting as follows:

- Choose Global Attributes from the Options menu
- Click on the Set Scroll Off button in the dialog box

The opposite setting (SET SCROLL ON) scrolls new text as it is brought into the window.

Related Commands

SET SCROLL JUMP
SET SCROLL MARGINS
SET SCROLL ON
SET SCROLL SMOOTH

SET SCROLL ON

Format

SET SCROLL ON

Description

The SET SCROLL ON command enables scrolling of text as new text is brought into the window. With scrolling enabled, you cause new text to scroll into the window when you perform one of the following actions:

- Move to a position that is off screen by less than (approximately) one window's length. You move to that position by using navigation commands (FIND, MOVE BY PAGE, PREVIOUS SCREEN, and so on), by positioning with the mouse, or by using vertical scroll bars in DECwindows EVE.
- Move above the top scroll margin or below the bottom scroll margin in a window by using one of the previous methods.
- Erase, add, or format text that causes new text to be brought into the window.

This setting does not affect moving to a position off screen by more than (approximately) one window's length. In this case, the entire window is repainted with the new text.

The setting applies in all your buffers. To save your setting for future editing sessions, use SAVE ATTRIBUTES to create a section file or to create or update a command file. For more information, read the online help topic on Attributes.

In DECwindows, you can toggle this setting as follows:

- Choose Global Attributes from the Options menu
- Click on the Set Scroll On button in the dialog box

The opposite setting (SET SCROLL OFF) repaints the window each time a scroll would otherwise occur.

Related Commands

SET SCROLL JUMP
SET SCROLL MARGINS
SET SCROLL OFF
SET SCROLL SMOOTH

SET SCROLL SMOOTH

Format

SET SCROLL SMOOTH

Description

The SET SCROLL SMOOTH command causes each new line of text to scroll into your window. This makes for slightly slower scrolling than with SET SCROLL JUMP, which scrolls only part of your window before repainting all new text in one operation.

This setting has no effect if you use SET SCROLL OFF.

The setting applies in all your buffers. To save your setting for future editing sessions, use SAVE ATTRIBUTES to create a section file or to create or update a command file. For more information, read the online help topic on Attributes.

In DECwindows, you can toggle this setting as follows:

- Choose Global Attributes from the Options menu
- Click on the Set Scroll Smooth button in the dialog box

Related Commands

SET SCROLL JUMP
SET SCROLL MARGINS
SET SCROLL OFF
SET SCROLL ON

SET SECTION FILE PROMPTING

Format

SET SECTION FILE PROMPTING

Description

The SET SECTION FILE PROMPTING command enables prompting for a section file in which to save attributes and other customizations. This is the default. When you use the SAVE ATTRIBUTES or SAVE SYSTEM ATTRIBUTES command or when you save attributes as part of exiting or quitting, EVE prompts you whether to save your customizations in a section file. The following table shows the effects of SET SECTION FILE PROMPTING, depending on whether you set a default section file for saving customizations.

Section File Settings	Effects with SET SECTION FILE PROMPTING
SET NODEFAULT SECTION FILE (default)	When you save attributes, EVE asks whether you want to save them in a section file. If you respond YES, EVE asks for the name of the section file.
SET DEFAULT SECTION FILE	When you save attributes, EVE asks whether you want to save them in a section file. If you respond YES, EVE saves them in your default section file.

For more information, read the online help topic on Attributes.

Related Commands

SAVE ATTRIBUTES
SET NOSECTION FILE PROMPTING

SET SELECTION GRAB FOCUS

Format

SET SELECTION GRAB FOCUS

Description

The SET SELECTION GRAB FOCUS command causes EVE to grab the Motif primary selection when you give EVE input focus. Using SET SELECTION GRAB FOCUS causes EVE to conform to the *Motif Style Guide* "focus-based" model for moving the primary selection among applications.

When you create a primary selection in another application, EVE loses the primary selection. EVE saves the current selection and removes the highlighting from the selected text.

If SET SELECTION GRAB FOCUS is in effect, then when you give EVE the input focus, EVE grabs the primary selection and restores the selection, if any, that was active when it lost the primary selection.

The alternate behavior is to grab the primary selection only when you select text. See help on SET SELECTION GRAB SELECTION.

Related Commands

SET SELECTION GRAB SELECTION

SET SELECTION GRAB SELECTION

Format

SET SELECTION GRAB SELECTION

Description

The SET SELECTION GRAB SELECTION command causes EVE to grab the Motif primary selection when you select text. This is the default setting in the Motif DECwindows environment. Using SET SELECTION GRAB SELECTION causes EVE to conform to the *Motif Style Guide* "selection-based" model for moving the primary selection among applications.

When you create a primary selection in another application, EVE loses the primary selection. EVE saves the current selection and removes the highlighting from the selected text.

If SET SELECTION GRAB SELECTION is in effect, then EVE grabs the primary selection only when you select text. To restore the saved selection, press Ctrl/Shift/Select (a key defined with the SET FUNCTION KEYS MOTIF command). The saved selection will be restored correctly only if the current position is the same as when EVE lost the primary selection.

The alternate behavior is to grab the primary selection when you give EVE the input focus. See help on SET SELECTION GRAB FOCUS.

Related Commands

SET SELECTION GRAB FOCUS

SET TABS

Format

SET TABS { AT integer1 [integer2...] | EVERY integer | INSERT | INVISIBLE | MOVEMENT | SPACES | VISIBLE }

Parameters

AT integer1 [integer2...]
The column or columns at which you want a tab stop in the current buffer. The new tab stops are applied to any tab characters already in the buffer. Enter the numbers in ascending order, separated by spaces. If you do not specify a number, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

EVERY integer
The interval for all tab stops in the current buffer. The new tab stops are applied to any tab characters already in the buffer. If you do not specify a number, EVE prompts for one. Pressing Return or Do at the prompt without typing anything cancels the operation. The default setting is EVERY 8; that is, tab stops are set at columns 9, 17, 25, 33, and so on.

INSERT
Makes TAB insert a tab character, pushing the cursor and existing text to the next tab stop. The setting applies to all buffers. This is the default.

INVISIBLE
Makes tab characters invisible, appearing as blank space. The setting applies to all buffers. This is the default.

You can specify only one keyword per command. If you do not specify a keyword, EVE prompts for one. Pressing Return or Do at the prompt without typing anything cancels the operation.

MOVEMENT
Makes TAB move the cursor to the next tab stop, without inserting anything. The cursor stays on the current line and can move into the unused portion of the buffer, even if the cursor is set to bound. The setting applies to all buffers. This is useful for moving through tab-aligned text, such as tables and multicolumn lists.

SPACES
Makes TAB insert the appropriate number of spaces, instead of a tab character, pushing the cursor and any existing text on the line to the next tab stop. The setting applies to all buffers but does not affect existing tabs; for example, it does *not* convert tab characters to spaces. This is useful for editing text to be printed or displayed on different devices because the spacing will be the same regardless of the tab stops set for the printer or display device.

VISIBLE

Makes tab characters visible, appearing as a small H_T (horizontal tab). The setting applies to all buffers. Visible tabs are an editing convenience only; the setting does *not* affect how tab characters appear when the text is printed.

Description

The SET TABS command sets tab stops for the buffer (AT or EVERY), tab modes (INSERT, MOVEMENT, or SPACES), or the appearence of tab characters during editing (INVISIBLE or VISIBLE). Tab stops are buffer-specific settings; you can have different tab stops for each buffer. Changing the tab stops affects any tab characters already in the buffer. To find out the current tab stops of the buffer, use the SHOW command.

You can also set tab stops by using the WPS Ruler key (GOLD R).

If you want particular tab stops for all or most editing sessions, put the SET TABS AT or SET TAB EVERY command in an initialization file (EVE$INIT.EVE). When you use that initialization file to invoke EVE, the settings then apply to the MAIN (or first) buffer and to an EVE system buffer named $DEFAULTS$ so that each buffer you create has the same tab stops.

Tab mode and visibility apply in all buffers. To save your settings (for example, if you always want tab characters visible), use SAVE ATTRIBUTES to create a section file or to create or update a command file. For more information, read the online help topic on Attributes.

Tab stops are not stored in the output file. Therefore, in printing or typing the file, tab-aligned text may not appear the same as during editing, depending on the tab stops set for the printer or display device. You may want to use the CONVERT TABS command to convert tab characters to spaces. For more information, see the description of the CONVERT TABS command.

Related Commands

CONVERT TABS
SAVE ATTRIBUTES
SHOW
TAB

Examples

To set tab stops at the specified columns in the current buffer, use the following command:

```
Command: SET TABS AT 6 11 20 36
```

This example changes any tab characters already in the buffer. After you use this command, any tab characters added after column 36 do not push existing text to the right because there is no tab stop after column 36.

To set the TAB function to insert spaces instead of a tab character and to make existing tab characters visible, use the following commands:

```
Command: SET TABS SPACES
Command: SET TABS VISIBLE
```

SET WIDTH

Format

SET WIDTH integer

Parameter

integer
The number of columns you want for the width of the display. Specifying either 132 or 80 changes the video font accordingly; other values do not affect the video font. If you do not specify a number, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation. The default width is the same as your terminal setting—usually, 80 columns.

Do not use a width greater than 80 on VT100-series terminals without the advanced video option (AVO).

Description

The SET WIDTH command sets the width of the EVE screen layout to the number of columns you specify. SET WIDTH does not affect how many characters you can put on a line (which is determined by the right margin), but only how many characters are visible.

The width determines the default right margin, unless you specify otherwise by using the SET RIGHT MARGIN command. Thus, if you use a width of 120 columns, the default right margin is 119.

To find out the current width, use the SHOW command. Also, the horizontal length of the status line indicates the width of the window.

The width applies to all EVE windows and is a global setting, applying in all buffers; it is *not* saved in a section file or command file. To keep your setting for future editing sessions, put SET WIDTH in an initialization file (EVE$INIT.EVE).

SET WIDTH makes the right margin of the $DEFAULTS$ buffer one column less than the width. Buffers you create thereafter will have the same right margin as $DEFAULTS$. For example, the command SET WIDTH 132 makes the default right margin 131; the command SET WIDTH 80 makes the default right margin 79. This does not affect the right margin of other existing buffers but only those buffers you create after a SET WIDTH command.

Related Commands

SET RIGHT MARGIN
SHIFT LEFT
SHIFT RIGHT
SHOW

SET WILDCARD VMS

Format

SET WILDCARD VMS

Description

The SET WILDCARD VMS command enables VMS-style wildcards for the WILDCARD FIND command. This is the default setting on VMS systems. VMS-style wildcards (sometimes called *metacharacters*) include the percent sign (%) to match any single character on a line, the asterisk (*) to match any amount of text on a line, and the backslash (\) and right angle bracket (>) to match end-of-line. For a list of the available wildcards, use the SHOW WILDCARDS command or see Table 2–16.

The setting applies to the WILDCARD FIND and SHOW WILDCARDS commands. It does *not* affect the wildcards you use to specify files with GET FILE, INCLUDE FILE, and so on.

Table 2–16 EVE VMS-Style Wildcards

Patterns	Matches . . .
%	Any single character within a line.
*	Any amount of text within a line.
**	Any amount of text, crossing lines.
\<	Start of a line.
\>	End of a line.
\[abc]	Any character in the specified set. For example, *\[aeiou]* is the set of all vowels.
\[a–z]	Any character in the specified range. For example, *\[1–9]* is the set of digits from 1 through 9. A hyphen (–) at the beginning or end of a set is treated as a literal character, not as a wildcard.
\[~abc]	Any character *not* in the specified set. For example, *\[~aeiou]* excludes all the vowels. A tilde (~) that is *not* the first character in the bracketed set is treated as a literal character, not as a wildcard.
\[~a–z]	Any character *not* in the specified range. For example, *\[~1–9]* excludes the digits from 1 through 9.
\A	Any alphabetic character, including supplementals.
\D	Any decimal digit.
\F	Any formatting character, such as B_S, C_R, F_F, H_T, L_F, or V_T.
\L	Any lowercase letter. Makes the entire search case exact.
\N	Any alphanumeric character (letter or digit).
\O	Any octal digit.
\P	Any punctuation character.
\S	Any symbol constituent (alphanumeric, dollar sign, or underscore).
\U	Any uppercase letter. Makes the entire search case exact.

(continued on next page)

Table 2–16 (Cont.) EVE VMS-Style Wildcards

Patterns	Matches . . .
\W	Any amount of white space—spaces, tabs, or up to one line break.
\X	Any hexadecimal digit.
\^	Any control character.
\+	Any character with bit 7 set.
\.	Repeats the previous pattern zero or more times, including the original.
\:	Repeats the previous pattern at least once, including the original; that is, it does *not* match a null occurrence.
\	Quotes any of the following; that is, it treats the character as literal text, rather than as a wildcard: * asterisk % percent sign [left bracket ~ tilde \ backslash For example, to find an actual backslash, use \\; to find an actual percent sign, use \%.

Related Commands

SHOW WILDCARDS
WILDCARD FIND

Example

The following commands enable VMS-style wildcards and then find a string like *bet* or *But* at the end of a line:

```
Command: SET WILDCARD VMS
Command: WILDCARD FIND b%t\>
```

SET WRAP

Format

SET WRAP

Description

The SET WRAP command enables automatic word wrap for the current buffer. This is the default.

EVE also automatically wraps an existing word to a new line if you add a character to the end of that word that pushes the cursor past the right margin.

EVE wraps text as you type at the end of a line. For example, if your right margin is set to 70, then as the text you type pushes the cursor past column 70, EVE starts a new line at the current left margin (in effect, doing a return for you). EVE does *not* wrap text when you type at the start of a line or in the middle of a line.

To disable wrapping, use the SET NOWRAP command so that lines can go past the right margin. This is useful for editing very long lines, such as multicolumn tables or program statements that are progressively indented.

Word wrap is a buffer-specific setting; you can disable and enable wrapping for the current buffer without affecting other buffers.

Commands and keys that insert text, such as INSERT HERE, PASTE, RESTORE, or RESTORE LINE do not automatically rewrap text. Depending on where and how much you insert, your text may go past the right margin or out of view. To rewrap existing text, use FILL commands.

To find out if word wrap is enabled, use the SHOW command.

Related Commands

FILL
SET NOWRAP
SET RIGHT MARGIN
SHOW

Example

This section describes an example of SET WRAP in use.

As you start a new word at the end of a line that is past column 70, EVE starts a new line at the current left margin (in effect, doing a return for you). You start a "new word" by first typing one or more white-space characters (spaces and tabs), and then typing a non-whitespace character.

If you add a character at the end of an existing work so that the cursor goes past column 70, EVE wraps the existing word to a new line at the current left margin. (An exception to this rule is if the word starts at the left margin, with no white space to the left of the word. In this case, EVE does not wrap the text.)

SHELL

Same as the DCL command.

SHIFT LEFT

Format

SHIFT LEFT integer

Parameter

integer
The number of columns you want to shift the window to the left. You cannot shift the window left past column 1. If you do not specify a number, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The SHIFT LEFT command shifts the current EVE window to the left by the number of columns you specify. With the SHIFT LEFT and SHIFT RIGHT commands, you can view the undisplayed portion of very wide text, such as lines 100 characters long, without having to change the width of the window or use 132-column mode. This does not shift text within the buffer, but shifts the window's horizontal position relative to the buffer.

SHIFT LEFT and SHIFT RIGHT commands affect only the current window, if you are using two or more windows in EVE.

To find out the current width and any shift, use the SHOW command.

Related Commands

SET WIDTH
SHIFT RIGHT
SHOW

Example

In the following example, you shift the current window five columns to the right, and then another five columns to the right. Thus, column 11 of the buffer appears in the leftmost column of the screen. You then shift the window back 10 columns to the left (so that column 1 of the buffer is in the leftmost column of the screen). For each shift right, EVE tells you the cumulative shift.

```
Command: SHIFT RIGHT 5
Window now shifted right 5 columns.
Command: SHIFT RIGHT 5
Window now shifted right 10 columns.
          .
          .
          .
Command: SHIFT LEFT 10
Window now shifted right 0 columns.
```

SHIFT RIGHT

Format

SHIFT RIGHT integer

Parameter

integer
The number of columns you want to shift the window to the right. If you do not specify a number, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The SHIFT RIGHT command shifts the current EVE window to the right by the number of columns you specify. With the SHIFT RIGHT and SHIFT LEFT commands, you can view the undisplayed portion of very wide text, such as lines 100 characters long, without having to change the width of the window or use 132-column mode. This does not shift text within the buffer, but shifts the window's horizontal position relative to the buffer.

SHIFT RIGHT and SHIFT LEFT commands affect only the current window, if you are using two or more windows in EVE.

To find out the current width and any shift, use the SHOW command.

For an example of using SHIFT RIGHT and SHIFT LEFT, see the description of the SHIFT LEFT command.

Related Commands

SET WIDTH
SHIFT LEFT
SHOW

SHOW

Format

SHOW

Description

The SHOW command shows information about the current buffer or other buffers you created. SHOW displays the following information:

- Name of the buffer
- Input file for the buffer, if any
- Output file for the buffer, if any (usually the same as the input file)
- Journal file for the buffer, if any
- Whether the buffer has been modified
- Total number of lines in the buffer
- Margins, tab stops, and other buffer settings
- Window width and any shift
- Names of markers in the buffer, if any
- List of nondefault keymaps for the buffer, if any

The output appears in an EVE system buffer named SHOW. If you created other buffers, EVE first shows information about the current buffer.

To show information about your other buffers, if any, press the Do key. To return to the current buffer, press any other key.

If you created only one buffer, press any key to return to that buffer.

The following is typical of the output from the SHOW command. In this case, you are editing a file called JABBER.TXT in which you have made several edits and marked two positions:

```
EVE V3.1 1993-03-17 08:47
Information about buffer EVE31_SHOW.TXT

Input file:   DISK$1:[USERS.MEMOS]JABBER.TXT;1
Output file:  DISK$1:[USERS.MEMOS]JABBER.TXT;
Journal file: DISK$1:[USER]JABBER_TXT.TPU$JOURNAL;1
    Modified                  Left margin set to: 5
    Mode: Insert              Right margin set to: 72
    Paragraph indent: -4      WPS word wrap indent: none
    Write                     Modifiable
    Direction: Forward        Window width set to: 80
    28 lines
Tab stops set every 10 columns.
Word wrap: on

Marks:

St. Keyne               England                 sacred well
```

Related Commands

RESET
SHOW BUFFERS
SHOW DEFAULTS BUFFER
SHOW SUMMARY
SHOW WILDCARDS

Example

The output from the SHOW command remains in the SHOW buffer until you do another SHOW command or exit from EVE. To write out the information, so you can keep a record of the margins and tab stops you used, use the following commands. In this example, you write the information to a file called SHOWINFO.LIS:

```
Command:  SHOW
Command:  BUFFER SHOW
Command:  WRITE FILE SHOWINFO.LIS
```

SHOW BUFFERS

Format

SHOW BUFFERS

Description

The SHOW BUFFERS command lists the buffers you created and puts the cursor in the list so you can view or delete a buffer without having to type the buffer name.

The list appears in an EVE system buffer named BUFFER LIST in the current window. The name of the buffer you are in is highlighted, with the cursor on the name of that buffer (unless you are in a system buffer). To delete that buffer, use REMOVE, CUT, BOX CUT, or the WPS Cut key.

This is the same as using the BUFFER or DELETE BUFFER command without having to type the buffer name.

You can copy the list of buffers (in case you want to paste the list elsewhere) by using the SHOW BUFFERS command to get a list of your buffers, the SELECT ALL command to select all of the BUFFER LIST buffer, and the STORE TEXT or COPY command to copy the selected text.

Related Commands

BUFFER
DELETE BUFFER
NEXT BUFFER
SHOW
SHOW SYSTEM BUFFERS

SHOW DEFAULTS BUFFER

Format

SHOW DEFAULTS BUFFER

Description

The SHOW DEFAULTS BUFFER command shows information about the $DEFAULTS$ buffer—margins, tab stops, direction, mode, maximum lines, and so on. The $DEFAULTS$ buffer is an EVE system buffer whose settings are used when you create new buffers.

If you use an initialization file to invoke EVE, commands in the initialization file for buffer settings apply to the $DEFAULTS$ buffer as well as to the MAIN (or first) buffer. Each buffer you create from then on has the same setting (effectively, setting your own private defaults). The default initialization file is EVE$INIT.EVE. If your initialization file does not have commands for buffer settings, EVE uses the default settings. For more information about EVE default settings, read the online help topic on Defaults.

The output appears in an EVE system buffer named SHOW. To return to the buffer you were editing, press any key.

The following is typical of the output from the SHOW DEFAULTS BUFFER command:

```
EVE V3.1 1993-03-17 08:47
Information about buffer $DEFAULTS$

    Not modified              Left margin set to: 1
    Mode: Insert              Right margin set to: 79
    Paragraph indent: none    WPS word wrap indent: none
    Read-only                 Unmodifiable
    Direction: Forward
    Max lines: no limit
Tab stops set every 8 columns.
Word wrap: on
```

Related Commands

SHOW
SHOW SYSTEM BUFFERS

Example

In the following example, the commands write the buffer information to a file called DEFAULTS.LIS:

```
Command: SHOW DEFAULTS BUFFER
Command: BUFFER SHOW
Command: WRITE FILE DEFAULTS.LIS
```

SHOW KEY

Format

SHOW KEY keyname

Parameter

keyname
The key you want to know about. If you do not specify a key name, EVE prompts you to press the key you want to know about. For information about key names and nondefinable keys, read the online help topic on Names For Keys.

Description

The SHOW KEY command shows the definition of a key, telling you the command or keypad function bound to the key, if any. The output from SHOW KEY appears in the message window at the bottom of the EVE screen layout. If the key you specify is defined for a learn sequence, EVE tells you the key is defined as "Sequence" because a learn sequence may comprise several keystrokes or commands.

Example

The following command shows the definition of GOLD-KP8 when you set the EDT keypad:

```
Command: SHOW KEY GOLD-KP8
GOLD-KP8 is defined as 'fill' in the EDT keypad.
```

SHOW SUMMARY

Format

SHOW SUMMARY

Description

The SHOW SUMMARY command shows statistics and other information about EVE. SHOW SUMMARY displays the following:

- Version number of the software
- Current journal file specification, if any
- Current section file specification
- Total number of buffers (system- and user-created)
- Modules used in the current section file
- Other information about the EVE configuration

The output from SHOW SUMMARY is useful for DECTPU programming or when you have to submit a software performance report (SPR). The output appears in an EVE system buffer named SHOW. The output from SHOW SUMMARY remains in the SHOW buffer until you do another SHOW command or exit from EVE. To scroll through the list, press the ↑ and ↓ keys or other cursor-movement keys. To return to the buffer you were editing, press Do or use the RESET command.

Related Commands

SHOW
SHOW BUFFERS
SHOW DEFAULTS BUFFER
SHOW SYSTEM BUFFERS

Example

To write out the information, use the following commands. In this example, you write the SHOW buffer to a file called SUMMARY.LIS:

```
Command: SHOW SUMMARY
Command: BUFFER SHOW
Command: WRITE FILE SUMMARY.LIS
```

SHOW SYSTEM BUFFERS

Format

SHOW SYSTEM BUFFERS

Description

The SHOW SYSTEM BUFFERS command lists the buffers created by EVE and puts the cursor in the list.

The list appears in an EVE system buffer named BUFFER LIST in the current window. If you are in a system buffer (such as MESSAGES), the name of that buffer is highlighted and the cursor is on the name of the buffer.

To view that buffer in the current window, use SELECT or RETURN.

As a rule, do not delete system buffers, such as the INSERT HERE buffer or $RESTORE$ buffer, and do not change their read/write status or other attributes. Some system buffers cannot be deleted or changed.

Related Commands

SHOW BUFFERS
SHOW DEFAULT BUFFERS

SHOW WILDCARDS

Format

SHOW WILDCARDS

Description

The SHOW WILDCARDS command lists the wildcards available for the WILDCARD FIND command.

The list of wildcards appears in an EVE system buffer named SHOW. The output remains in the SHOW buffer until you do another SHOW command or exit from EVE. To scroll through the list, press the ↑ and ↓ keys or other cursor-movement keys. To return to the buffer you were editing, press Do or use the RESET command.

To set the type of wildcards, use the SET WILDCARD VMS command.

Related Commands

SET WILDCARD VMS
WILDCARD FIND

Example

To write out the information, so you can print the list later on, use the following commands. In this example, you write the information to a file called WILDCARDS.LIS.

```
Command: SHOW WILDCARDS
Command: BUFFER SHOW
Command: WRITE FILE WILDCARDS.LIS
```

SHRINK WINDOW

Format

SHRINK WINDOW integer

Parameter

integer
The number of screen lines you want to subtract from the current window. If you do not specify a number, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The SHRINK WINDOW command shrinks the current window by the number of lines you specify, if you are using more than one window in EVE. SHRINK WINDOW subtracts lines from the bottom of the window unless the window is the bottommost window where it shrinks the lines from the top. The maximum size of a window depends on the size and type of terminal you are using. The minimum size is one line for text, one line for the status line, and in DECwindows, one line for the horizontal scroll bar.

For more information about using multiple windows in EVE, read the online help topic on Windows.

Related Commands

DELETE WINDOW
ENLARGE WINDOW
ONE WINDOW
SPLIT WINDOW
TWO WINDOWS

Example

The following commands form two windows and then shrink the bottommost window by five lines:

```
Command: TWO WINDOWS
Command: SHRINK WINDOW 5
```

SPAWN

Key

WPS Keypad: GOLD-$

Format

SPAWN [command-string]

Parameter

command-string
The system command you want executed in the subprocess, such as a utility you want to invoke. Exiting from that utility ends the subprocess and resumes your editing session. If you do not specify a command string, EVE spawns a subprocess for DCL. To resume your editing session, log out of the subprocess.

Description

The SPAWN command suspends, but does not end, your editing session so that you can work in a subprocess. You can use the SPAWN and ATTACH commands in EVE and at the DCL level or in other utilities such as MAIL. With the SPAWN command, you can keep an editing session active throughout your session (or login) while working in another subprocess. This makes it faster to resume editing, but uses more system resources.

To find out the names of your processes and subprocesses, use the following DCL command:

```
$ SHOW PROCESS/SUBPROCESS
```

You cannot use SPAWN with the DECwindows interface. However, because you can run other DECwindows applications concurrently or create DECterm windows, you may not need to use SPAWN.

Related Commands

ATTACH
DCL
SPELL

Examples

To spawn a subprocess to run MAIL and then resume your editing session, use the following commands:

```
Command: SPAWN MAIL
MAIL>
       .
       .
       .
MAIL> EXIT
       [resumes your editing session]
```

To spawn a subprocess for DCL (indicated by the dollar sign prompt), including running other applications, and then to resume your editing session, use the following commands:

```
Command: SPAWN
$
        .
        .
        .
$ LOGOUT
```

SPELL

Key

WPS Keypad: GOLD-S

Format

SPELL [optional_parameters]

Parameter

optional_parameters
You can specify qualifiers for the VMS DECspell utility.

Description

The SPELL command runs the VMS DECspell utility if it is installed on your system to check spelling in the currently selected text or the entire buffer.

If you select less than a full line, EVE extends the select range to include the start and end of the line. If you do *not* select any text, SPELL checks the entire buffer.

EVE spawns a subprocess to run DECspell, and writes out the current buffer or the selected text to a temporary file in SYS$SCRATCH (which is usually your top-level login directory).

After you make the corrections, exiting from DECspell resumes your editing session. EVE then replaces the buffer or range with the new version of the temporary file, containing any corrections, and deletes the temporary file.

SPELL with the DECwindow interface causes a DECterm window running the DECspell program to appear.

Do *not* use Ctrl/Y while using SPELL. This deletes lines in the temporary output file, and therefore destroys the selection or current buffer.

Related Commands

BOX SELECT
SELECT

SPLIT WINDOW

Format

SPLIT WINDOW [integer]

Parameter

integer
The number of windows you want to form. If you do not specify a number, EVE splits the current window in two (the same as the TWO WINDOWS command). The maximum number of windows in EVE depends on the size and type of terminal you are using. With a 21-line main window (as on a VT220 terminal), you can have 11 windows, each displaying one line of text.

Description

The SPLIT WINDOW command splits the current EVE window into two or more smaller windows. You can view different buffers at the same time or different parts of the same buffer. The cursor appears in the bottom window. Each window has its own status line and displays the buffer you are currently editing.

To put a different buffer into the window, use one of the following commands:

BUFFER
GET FILE or OPEN
NEW
NEXT BUFFER or PREVIOUS BUFFER
OPEN SELECTED
SHOW BUFFERS or SHOW SYSTEM BUFFERS

For more information about using multiple windows in EVE, read the online help topic on Windows.

Related Commands

DELETE WINDOW
ENLARGE WINDOW
NEXT WINDOW
ONE WINDOW
PREVIOUS WINDOW
SHRINK WINDOW
TWO WINDOWS

Example

The following command splits the current window into three smaller windows, putting the cursor in the bottommost of the three windows:

```
Command: SPLIT WINDOW 3
```

START OF LINE

Key

EVE Default:	Ctrl/H GOLD-←
VT100 Keypad:	Ctrl/H or Backspace GOLD-←
Motif Function Keys:	F12

Format

START OF LINE

Description

The START OF LINE command moves the cursor to the start of the current line (unless already there). The start of the line is the leftmost character on the line up to the left margin when the line was created. You can move left of the left margin if the left margin is greater than 1 and if SET CURSOR FREE is in effect. See the description of the MOVE LEFT command.

When entering a command, you can press a key defined as START OF LINE to move to the start of the line you are typing or have recalled.

Note

GOLD-← is a "sleeper" key, meaning that EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

The EDT keypad defines F12 and Ctrl/H (or Backspace) slightly differently.

Related Commands

END OF LINE
MOVE BY LINE
MOVE LEFT

STORE TEXT

Key

EVE Default: GOLD-Remove

Format

STORE TEXT

Description

The STORE TEXT command copies a range or box without removing it so you can insert it elsewhere. This is similar to the COPY command.

With a box selection, or if SET BOX SELECT is in effect, STORE TEXT is the same as BOX COPY. Thus, you do not need to redefine keys to COPY a box. For more information, see the description of the BOX COPY command or read the online help topic on Ranges and Boxes.

The copied text is stored either in the INSERT HERE buffer or in the DECwindows clipboard, depending on your setting, and replaces in that storage area whatever you previously copied or removed. The default is SET NOCLIPBOARD, which uses the INSERT HERE buffer. For more information, see the description of the SET CLIPBOARD command.

Note

GOLD-Remove is a "sleeper" key, meaning that EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

Related Commands

BOX COPY
BOX PASTE
INSERT HERE
REMOVE
SET BOX SELECT
SET CLIPBOARD

TAB

Key

EVE Default: Tab or Ctrl/I

Format

TAB

Description

The TAB command inserts a tab character at the current position, unless you set the tab mode to insert spaces or to move to the next tab stop without inserting anything (see the description of the SET TABS command).

To set tab stops for the buffer, use the SET TABS AT or SET TABS EVERY command. The default tab stops are every 8 (that is, columns 9, 17, 25, 33, and so on). To find out the tab stops of the current buffer, use the SHOW command.

Redefining either the Tab key or Ctrl/I affects the other as well. If you have defined Tab or Ctrl/I, or if you have set the tab mode to spaces or movement, you can use the QUOTE command to insert a tab character. For more information, see the description of the QUOTE command.

Tab stops (the distances or size of tab characters) are not stored in the output file. Therefore, in printing or typing the file, tab-aligned text may not appear the same as during editing, depending on the tab stops set for the printer or display device. You may want to use the CONVERT TABS command to convert tab characters to spaces so that tab-aligned text will have the same alignment regardless of the display device or printer. For more information, see the description of the CONVERT TABS command.

Related Commands

CONVERT TABS
SET TABS
SHOW

TOP

Key

EVE Default:	GOLD-↑
VT100 Keypad:	GOLD-↑
EDT Keypad:	GOLD-KP5
WPS Keypad:	GOLD-T

Format

TOP

Description

The TOP command moves the cursor to the top of the current buffer, unless it is already there. The top of the buffer is the upper left corner (row 1, column 1).

With the WPS keypad, GOLD T continues a WPS case change.

Note

GOLD-↑ is a "sleeper" key, meaning that Eve defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined the key yourself.

Related Commands

BOTTOM
PREVIOUS SCREEN

TPU

Format

TPU tpu-statement

Parameter

tpu-statement
The DECTPU statement you want to execute, including any required parameters or arguments. You cannot abbreviate the procedure name or statement, and you cannot use wildcards. If you do not specify a procedure or statement, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

Description

The TPU command executes the DECTPU procedure or statement you specify. You can execute a DECTPU built-in procedure or a procedure you have compiled. To get help on DECTPU built-in procedures, use the command HELP TPU. EVE then displays help on the TPU command and switches to the TPUHELP library so you can get help on built-in procedures, such as COPY_TEXT and GET_INFO. To return to help on the EVE editor, type EVE.

For more information, see the description of the HELP command.

Related Commands

EXTEND ALL
EXTEND EVE
EXTEND THIS
HELP TPU

Examples

To list all the available procedures, including both DECTPU built-in procedures and any user-compiled procedures, use the following command:

```
Command: TPU SHOW (PROCEDURES)
```

To execute the COPY_TEXT built-in procedure to insert the current date, use the following command:

```
Command: TPU COPY_TEXT (FAO ('!11%D', 0))
```

TWO WINDOWS

Format

TWO WINDOWS

Description

The TWO WINDOWS command splits the current EVE window into two smaller windows so you can view different buffers at the same time or different parts of the same buffer (same as the SPLIT WINDOW 2 command). The cursor appears in the bottom window. Each window has its own status line and displays the buffer you are currently editing.

To put a different buffer into the window, use one of the following commands:

BUFFER
GET FILE or OPEN
NEW
NEXT BUFFER or PREVIOUS BUFFER
OPEN SELECTED
SHOW BUFFERS or SHOW SYSTEM BUFFERS

For more information about using multiple windows in EVE, read the online help topic on Windows.

You can repeat the TWO WINDOWS command to continue splitting windows. The maximum number of windows in EVE depends on the size and type of terminal you are using. With a 21-line main window (as on a VT220 terminal), you can have 11 windows, each displaying one line of text.

Related Commands

DELETE WINDOW
ENLARGE WINDOW
NEXT WINDOW
ONE WINDOW
PREVIOUS WINDOW
SHRINK WINDOW
SPLIT WINDOW

Example

The following commands split the current window into two windows, and then put a buffer named ROUGH.DAT into the bottom window:

```
Command: TWO WINDOWS
Command: BUFFER ROUGH.DAT
```

UNDEFINE KEY

Format

UNDEFINE KEY keyname

Parameter

keyname
The key you want to undefine. If you do not specify a key name, EVE prompts you to press the key to be undefined. Pressing the Return key or Ctrl/M at the prompt cancels the operation because those keys cannot be undefined. For information about key names and nondefinable keys, read the online help topic on Names For Keys.

Description

The UNDEFINE KEY command cancels the current definition of a key, if it was defined with either the DEFINE KEY or the LEARN command. UNDEFINE KEY does *not* cancel definitions done with a SET KEYPAD, SET GOLD KEY, or SET FUNCTION KEYS DECWINDOWS command. If the key you specify was previously defined with one of these commands, its previous definition is restored, if the setting is still in effect.

You cannot undefine a key defined as DO unless there is another key defined as DO, and you cannot undefine or redefine the Return key or Ctrl/M.

Related Commands

HELP KEYPAD
HELP KEYS
SHOW KEY

Example

In the following example, you set the EDT keypad, then redefine KP9 as CENTER LINE, overriding its EDT definition. The UNDEFINE KEY command then cancels that definition, restoring its EDT definition (Append).

```
Command: SET KEYPAD EDT
Command: DEFINE KEY= KP9 CENTER LINE
Command: UNDEFINE KEY KP9
```

UNDEFINE MENU ENTRY

Format

UNDEFINE MENU ENTRY menu item

Parameters

menu

The pull-down or pop-up menu from which the entry is to be removed. Valid Motif menu names are as follows:

Option Pulldown
View Pulldown
Edit Pulldown
File Pulldown
Format Pulldown
Help Pulldown
Noselect Popup
Search Pulldown
Select Popup

item

The menu item to be removed from the pull-down or pop-up menu. Most EVE menu items are the same EVE commands.

Description

The UNDEFINE MENU ENTRY command removes a menu item from a pull-down or pop-up menu in DECwindows. You can use UNDEFINE MENU ENTRY only with the DECwindows interface. You can save menu definitions for future editing sessions in your section file or command file.

Related Commands

DEFINE MENU ENTRY
SAVE ATTRIBUTES
SAVE EXTENDED EVE
SAVE SYSTEM ATTRIBUTES

Example

The following command removes CENTER LINE from the pop-up menu that is displayed with MB2 when there is no selection:

```
Command: UNDEFINE MENU ENTRY "Noselect" "Center Line"
```

UPPERCASE WORD

Format

UPPERCASE WORD

Description

The UPPERCASE WORD command makes letters uppercase in a range, box, or single word.

You can use UPPERCASE WORD with a select range, found range, or box. With a select range or found range, UPPERCASE WORD works on each word in the range, starting with the first character of the range and ending at the end of the range.

If there is no selection or found range, UPPERCASE WORD works on the current word. If you are between words, it works on the next word on the line.

Related Commands

CAPITALIZE WORD
LOWERCASE WORD

Example

The following commands find the next occurrence of a search string you have already specified, and then make all the letters of the found text uppercase:

```
Command: FIND NEXT
Command: UPPERCASE WORD
```

WHAT LINE

Format

WHAT LINE

Description

The WHAT LINE command shows the current line number, total number of lines in the buffer, and percentage of that position in the buffer. WHAT LINE is useful if you want to know whether to insert a page break or to find out how many lines are in the buffer. The output from WHAT LINE appears in the message window at the bottom of the EVE screen layout.

To go to a particular line by number, use the LINE command.

Related Commands

LINE
MOVE BY LINE
SHOW

Example

The following example shows the output from the WHAT LINE command:

```
Command: WHAT LINE
You are on line 35 of 45 (78%).
```

WILDCARD FIND

Key

EVE Default: GOLD-Find

Format

WILDCARD FIND search-pattern

Parameter

search-pattern
The pattern of text you want to find, when the command uses wildcards, literal text, or both. WILDCARD FIND follows the same rules as the FIND command for case sensitivity and white space, unless specified otherwise by a wildcard. If you do not specify a string, EVE prompts for one. Pressing the Return key or the Do key at the prompt without typing anything cancels the operation.

You may not find some search patterns for the following reasons:

- They are too large
- Because of the combination of wildcards used
- The search pattern involves ranges of characters

Description

The WILDCARD FIND command uses wildcard, literal text, or both, to search for a pattern of text. The default is SET WILDCARD VMS. WILDCARD FIND follows the same rules for direction as FIND. If the string is found, EVE puts the cursor at the beginning of the string and highlights the found text. You can edit the found text by using any command or key that works on a range or box, for example, BOX CUT, COPY, FILL, REMOVE, or UPPERCASE WORD (see Table 2–5). If SET BOX SELECT is in effect, the editing operation uses the start and end of the found range as diagonally opposite corners of a box. To cancel the highlighting, move the cursor off the found range or use the RESET command.

To find another occurrence of the same string, use the FIND NEXT command or press the Find key twice.

Note

GOLD-Find is a "sleeper" key, meaning that EVE defines this key sequence but does not define a default GOLD key. The definition is enabled when you use the SET GOLD KEY, SET KEYPAD EDT, or SET KEYPAD WPS command, unless you have otherwise defined it yourself.

Related Commands

CHANGE DIRECTION
FIND NEXT
RESET
SET FIND CASE EXACT
SET FIND WHITESPACE
SET WILDCARD VMS
SHOW WILDCARDS

Examples

To search for *B* or *b* followed by any single character and a *T* or *t* on the same line, use the following command:

```
Command: WILDCARD FIND b%t
```

To search for *B* or *b* followed by any number of characters and a *T* or *t* on the same line, use the following command:

```
Command: WILDCARD FIND b*t
```

WRITE FILE

Key

WPS Keypad: GOLD-W

Format

WRITE FILE [output-filespec]

Parameter

output-filespec
The output file you want to create for saving the contents of the current buffer. If you do not specify a file, EVE uses the file associated with the buffer. If there is no file associated with the buffer, EVE prompts you to type a file name. In such a case, pressing the Return key or the Do key at the prompt without specifying a file cancels the operation.

Description

The WRITE FILE command writes out the current buffer to the file you specify or to the output file associated with the buffer.

If you do not specify a file on the command line, WRITE FILE uses the output file associated with the buffer—same as with the SAVE FILE command. This is the same as the file specified when you invoked EVE or when you used the GET FILE, OPEN, or OPEN SELECTED command. For example, the following commands let you edit the file called MEMO.TXT and then write out your edits as a new version of that file:

```
Command: GET FILE MEMO.TXT
38 lines read from file DISK$1:[USER]MEMO.TXT;1
          .
          .
          .
Command: WRITE FILE
45 lines written to DISK$1:[USER]MEMO.TXT;2
```

If there is no file associated with the buffer, WRITE FILE prompts you to type a file name. The following are cases when there is no file associated with the buffer:

- If you invoked EVE without specifying a file
- If you created the buffer with the BUFFER or NEW command
- If you are writing out an EVE system buffer

You can specify a file on the command line to write the buffer to that file instead of whatever file is associated with the buffer—same as with the SAVE FILE AS command. You can save your edits under a different file name instead of producing a new version of the file you are editing. For example, the following commands let you edit a file called ROUGH.DAT and then write out your edits as a file called FINAL.DAT, rather than as a new version of ROUGH.DAT:

```
Command: GET FILE ROUGH.DAT
          .
          .
          .
Command: WRITE FILE FINAL.TXT
71 lines written to DISK$1:[USER]FINAL.TXT;1
```

Specifying an output file does not change the buffer name but does associate that file with the buffer for later SAVE FILE or WRITE FILE commands or for exiting (except with system buffers). If you specify only the device and directory, EVE uses the same file name and file type associated with the buffer to write the output file to that device or directory.

To check the output file specification of the buffer, use the SHOW command.

Related Commands

DELETE BUFFER
EXIT
QUIT
SAVE FILE
SAVE FILE AS

A

Using Command Line Qualifiers

This appendix describes qualifiers that you can use to invoke EVE. EVE processes some of the qualifiers differently from other DECTPU applications. For information about how other DECTPU applications use these qualifiers, see the *DEC Text Processing Utility Reference Manual.*

Table A–1 lists the VMS qualifiers that you can use with the EDIT/TPU command to invoke EVE.

Table A–1 EDIT/TPU Command Line Qualifiers

Qualifier	VMS Default
Command file	/COMMAND=TPU$COMMAND.TPU
File creation	/CREATE
Debugging package	/NODEBUG
Specifying display mode	/DISPLAY=CHARACTER_CELL
Initialization file	/INITIALIZATION=EVE$INIT.EVE
Journaling	/JOURNAL
Modifying main buffer	/MODIFY
Specifying output	/OUTPUT=output-file
Read-only access	/NOREAD_ONLY
Recovery	/NORECOVER
Section files	/SECTION=TPU$SECTION
Start position	/START_POSITION=(1,1)
Work file	/WORK=SYS$SCRATCH: TPU$WORK.TPU$WORK

Using the character cell screen updater, the default insert or overstrike mode is determined by your terminal setting.

A.1 Command File

Command file qualifiers determine the command file that DECTPU compiles and executes. Command files contain procedures and statements to extend or modify the editor. For example, you can use a command file to create additional EVE commands, define keys, or set attributes. You can also use a command file to set up a special text-processing environment for creating your own DECTPU application or for batch editing.

You cannot use wildcards to specify the command file. You can specify only one command file at a time.

If the command file you specify is not found, the editing session is aborted, returning you to the system prompt. If you do not explicitly specify a file, DECTPU looks for a command procedure but does not exit if no command procedure is found.

At startup, DECTPU compiles and executes a command file after loading a section file (if any) and before EVE executes an initialization file (if any). Thus, procedures, settings, and key definitions in a command file override those in the section file.

Use the following syntax for the command qualifiers:

```
$ EDIT/TPU /COMMAND[=command-file] (default)
$ EDIT/TPU /NOCOMMAND
```

There are three ways to specify the command file you want to use:

- Name the command file TPU$COMMAND.TPU.

  By default, DECTPU looks for this command file in your current directory. Thus, you can have a different TPU$COMMAND.TPU file for each directory.

- Define the logical name TPU$COMMAND to specify the command file.

  For example, the following commands define TPU$COMMAND as MYPROCS.TPU in your top-level login directory and then invoke the editor by using that command file:

  ```
  $  DEFINE TPU$COMMAND SYS$LOGIN:MYPROCS
  $  EDIT/TPU
  ```

  This is useful if there is a command file you want to use for all or most editing sessions—including when you invoke DECTPU within MAIL—and it lets you keep that command file in any convenient directory. Defining the logical name overrides the default search for the TPU$COMMAND.TPU file. You can put the definition in your LOGIN.COM file.

- Use the /COMMAND= qualifier and specify the command file.

  This overrides any definition of the logical name TPU$COMMAND and overrides the default search for the TPU$COMMAND.TPU file. For example, the following command uses a command file named MYPROCS.TPU in your current directory to invoke DECTPU:

  ```
  $ EDIT/TPU /COMMAND=MYPROCS
  ```

  Use /NOCOMMAND if you have defined the logical name TPU$COMMAND or created a TPU$COMMAND.TPU file and do not want the command file executed for a particular editing session. Also, using /NOCOMMAND makes startup faster because DECTPU does not search for a TPU$COMMAND.TPU file and does not have to compile and execute code at startup.

For more information about DECTPU command files, see the *DEC Text Processing Utility Reference Manual.*

A.2 File Creation

File creation qualifiers determine whether DECTPU creates a buffer when it does not find the input file. The processing results of using these qualifiers depends on the DECTPU application you are using.

In EVE, files are created by default. If the input file does not exist, EVE uses the input file name and file type to create the buffer name. If you do not specify an input file, EVE creates a buffer named MAIN.

Use the following syntax for the file creation qualifiers:

```
$ EDIT/TPU /CREATE (default)
$ EDIT/TPU /NOCREATE
```

Use the /NOCREATE qualifier to avoid invoking the editor in case you mistype the input file specification or to edit an existing file.

If EVE does not find an input file you have specified, it terminates the editing session and returns you to the system level, as in the following example:

```
$ EDIT/TPU NEW.DAT /NOCREATE
Input file does not exist: NEW.DAT;
```

A.3 Debugging Package

Debug qualifiers determine whether DECTPU runs a debug file. A debug file is useful to test procedures for an application you are creating. DECTPU compiles and executes the debug file before executing TPU$INIT_PROCEDURE.

To start editing the code in the file you are debugging, use the GO command. You cannot use wildcards to specify the debug file. Use only one debug file at a time.

The debugger that is supplied with DECTPU is in SYS$SHARE:TPU$DEBUG.TPU. This file provides commands to manipulate variables and to control program execution.

Use the following syntax for the debug qualifier:

```
$ EDIT/TPU /DEBUG[=debug-file]
$ EDIT/TPU /NODEBUG (default)
```

There are two ways to specify a debug file of your own:

- Define the logical name TPU$DEBUG to specify your debugger file, and then use the /DEBUG qualifier when you invoke DECTPU. You can enter the definition in your LOGIN.COM file.
- Use the /DEBUG= qualifier and specify a debugger file.

  This overrides any definition of the TPU$DEBUG logical name. The default file type is .TPU. For example, the following command uses a debugger file named MYDEBUG.TPU to edit a file named MYPROCS.TPU:

  ```
  $ EDIT/TPU MYPROCS.TPU /DEBUG=MYDEBUG
  ```

  DECTPU assumes the debugger file is in SYS$SHARE. If your debugger file is stored elsewhere, use a complete file specification, including the device (disk) and directory.

For more information about the debugger, refer to the source file or see the *DEC Text Processing Utility Reference Manual.*

A.4 Specifying Display Mode

You can specify a display mode by using following syntax:

```
$ EDIT/TPU /DISPLAY={MOTIF, CHARACTER_CELL (default), DECWINDOWS}
$ EDIT/TPU /INTERFACE={MOTIF, CHARACTER_CELL (default) , DECWINDOWS}
$ EDIT/TPU /NODISPLAY
$ EDIT/TPU /NOINTERFACE
```

If you use /DISPLAY=DECWINDOWS and DECwindows is available, DECTPU displays the editing session in a separate window on your workstation screen and enables DECwindows features; for example, the EVE screen layout includes a menu bar and scroll bars. If DECwindows is not available, DECTPU works as if on a character-cell terminal.

Display Mode with Batch Jobs

Typically you turn off the display for batch jobs or when you are using an unsupported terminal. For batch jobs, use a DECTPU command file or EVE initialization file. For example, the following command uses a command file named BATCH.TPU to invoke DECTPU for batch editing:

```
$ EDIT/TPU /NODISPLAY /COMMAND=BATCH
```

This startup file contains commands you want EVE to perform in batch and should end with EXIT or QUIT. Some EVE commands cannot be used in batch because they prompt for a keypress or other interactive response.

A.5 Initialization File

Initialization file qualifiers determine whether an application executes an initialization file. Processing methods with these qualifiers depend on the DECTPU application you are using. EVE initialization files contain commands to set attributes or define keys that you do not otherwise save in a section file. You cannot use wildcards to specify the initialization file. You can specify one initialization file at a time.

Settings and key definitions in an initialization file override those in a section file or in command file. When you invoke EVE, commands in an initialization file for buffer attributes, such as margins and tab stops, apply to all buffers specified on the command line and to an EVE system buffer named $DEFAULTS$. Buffers created during the session will have the same settings as $DEFAULTS$.

You can also execute an initialization file during an EVE session by using the @ command. This is useful when you want to set or change attributes or define keys for particular kinds of editing or to execute a series of related commands. EVE can create a buffer other than MAIN at startup.

Use the following syntax for the initialization qualifiers:

```
$ EDIT/TPU /INITIALIZATION[=init-file] (default)
$ EDIT/TPU /NOINITIALIZATION
```

There are three ways to specify the EVE initialization file you want to use:

- Name the initialization file EVE$INIT.EVE.

  By default, EVE looks for this initialization file first in your current directory. If the file is not found there, EVE then looks for it in SYS$LOGIN (your top-level login directory). Thus, you can have different EVE initialization files for particular directories, and you can have a standard initialization file for editing in directories that do not have an EVE$INIT.EVE file.

- Define the logical name EVE$INIT to specify the initialization file.

  For example, the following commands define EVE$INIT as MYINIT.EVE in your top-level login directory and then use that initialization file to invoke EVE:

```
$ DEFINE EVE$INIT SYS$LOGIN:MYINIT
$ EDIT/TPU
```

This is useful if there is an initialization file you want to use for all or most editing sessions—including when you invoke EVE within MAIL—and lets you keep that initialization file in any directory or subdirectory. Defining the logical name overrides the search for an EVE$INIT.EVE file. If you omit parts of the file specification (such as a device disk) from the logical name definition, EVE supplies them from EVE$INIT.EVE in your current default directory or your SYS$LOGIN directory. You can put the definition in your LOGIN.COM file.

- Use the /INITIALIZATION= qualifier and specify an initialization file.

  This overrides any definition of the logical name EVE$INIT and overrides the default search for an EVE$INIT.EVE file. For example, the following command uses an initialization file named MYINIT.EVE in your current directory to invoke EVE:

  ```
  $ EDIT/TPU /INITIALIZATION=MYINIT
  ```

Use /NOINITIALIZATION if you have defined the logical name EVE$INIT or created an EVE$INIT.EVE file and do not want the initialization file executed for a particular editing session. Also, using /NOINITIALIZATION makes startup faster because EVE does not search for an EVE$INIT.EVE file and does not parse commands at startup.

A.6 Journaling

Journaling qualifiers determine the type of journaling, if any. Journal files record your edits so that if a system failure interrupts your editing session, you can recover your work. Processing results with journaling qualifiers depends on the DECTPU application you are using.

There are two types of journaling, as follows:

- Buffer-change journaling

  Creates a journal file for each text buffer. This is the EVE default. Buffer-change journaling works on DECwindows or character-cell terminals. The journal file name consists of the name of the file or buffer being edited and the file type .TPU$JOURNAL.

- Keystroke journaling

  Creates a single journal file for the editing session, regardless of the number of buffers you create.

  To enable keystroke journaling, use the /JOURNAL= qualifier and specify the journal file you want created. For example, the following command invokes DECTPU, creating a keystroke journal file in your current directory:

  ```
  $ EDIT/TPU /JOURNAL=MYSESSION
  ```

  Keystroke journaling does *not* work on DECwindows and also has other restrictions. You cannot use wildcards to specify the keystroke journal file.

  If you enable keystroke journaling, EVE also creates a buffer-change journal file for each text buffer. This double journaling may slow performance, depending on the kind of edits you make. You can disable buffer-change journaling for a particular buffer or for all your buffers by using SET NOJOURNALING commands during your editing session.

For information about recovering your edits, see Section A.11.

A.7 Disabling Journaling

Use the following syntax for the journaling qualifiers:

```
$ EDIT/TPU /JOURNAL[=journal-file] (default)
$ EDIT/TPU /NOJOURNAL
```

To disable journaling use /NOJOURNAL, which disables both keystroke journaling and buffer-change journaling. Using /NOJOURNAL makes startup faster but you risk losing your work if there is a system failure during the editing session. If you invoke EVE with /NOJOURNAL, you can enable buffer-change journaling by using SET JOURNALING commands during your editing session.

For more information about journaling and recovery, see the *DEC Text Processing Utility Reference Manual.*

A.8 Modifying the Main Buffer

Modyifing qualifiers determines whether you can modify the buffers specified on the command line. Modifications do not affect other buffers you create during the editing session.

By default, you can modify the buffer by editing text in it. When you exit, EVE writes out the buffer to a file if the buffer has been modified.

Use /NOMODIFY to examine a file without making any changes. You can then use cursor-movement commands but you cannot change the text.

If you specify neither /MODIFY nor /NOMODIFY, your application determines if you can modify the buffer. EVE's default behavior is to modify the buffer.

Use the following syntax for the modify qualifiers:

```
$ EDIT/TPU /MODIFY (default)
$ EDIT/TPU /NOMODIFY
```

Use /MODIFY to override the effect of /READ_ONLY or /NOWRITE. Use /MODIFY with /READ_ONLY or /NOWRITE to practice editing operations without writing a file on exiting. For example, the following command invokes EVE, making the buffer you specified on the command line read-only (or no-write) and making it modifiable:

```
$ EDIT/TPU /READ_ONLY /MODIFY
```

In EVE, you can set or change the modification attribute of the buffer by using SET BUFFER commands.

A.9 Determining the Output File Specification

You can use the output file qualifiers to:

- Specify an output file that is in a directory other than your current directory
- Specify a different name or file type

Using these qualifiers also determines whether EVE writes out the buffer specified on the command line when you exit. This does not affect other buffers you create during the editing session.

You cannot use wildcards to specify the output file. If you omit parts of the output file specification, DECTPU uses the corresponding parts of the input file specification if there is one.

With EVE, using the /NOOUTPUT qualifier also sets the buffer specified on the command line to read-only. When you do this, exiting from EVE does not write that buffer to a file. This is useful to examine a file without making any changes. If you change your mind and want to save your edits, you can write out the buffer before exiting by using the WRITE FILE command. Also, you can set or change the read/write status of the buffer by using SET BUFFER commands during your editing session.

Use the following syntax for the output qualifiers:

```
$ EDIT/TPT /OUTPUT[=output-file] (default)
$ EDIT/TPU /NOOUTPUT
```

By default the output file has the same specifications as the input file with a version number one higher than the highest version of the input file. If you are creating a new file, it is Version 1.

For example, the following command edits a file named ROUGH.LIS in your current directory and writes the output file to FINAL.TXT in your top-level login directory:

```
$ EDIT/TPU ROUGH.LIS /OUTPUT=SYS$LOGIN:FINAL.TXT
```

A.10 Read-Only Access

Specifying read-only access determines the read/write status of the buffer specified on the command line—that is, whether you can modify the text and whether exiting creates an output file from that buffer. This does not affect other buffers you create during the editing session.

In EVE, the status line indicates that the buffer is read-only or write. Also, you can set or change the read/write and modification attributes of the buffer by using SET BUFFER commands.

Use the following syntax for the read and write qualifiers:

```
$ EDIT/TPU /READ_ONLY
$ EDIT/TPU /NOREAD_ONLY (default)
$ EDIT/TPU /WRITE (default)
$ EDIT/TPU /NOWRITE
```

The /READ_ONLY qualifier is the same as the /NOWRITE qualifier. The buffer specified on the command line is set to no-write (sometimes called write-locked) and also to unmodifiable, unless you also use /MODIFY. Use /READ_ONLY to examine a file without making any edits. For example, the following command invokes DECTPU to view a file named STAFFMEMO.TXT, setting the buffer to read-only and unmodifiable so you can use cursor-movement commands but cannot change the text:

```
$ EDIT/TPU STATFFMEMO.TXT /READ_ONLY
```

The /NOREAD_ONLY qualifier is the same as /WRITE. On exiting, EVE writes out the buffer specified on the command line to a file if the buffer has been modified. If necessary, EVE prompts you for the output file name.

A.11 Recovery

Use of recover qualifiers determines whether DECTPU recovers your edits after a system failure by reading the journal file from the interrupted session.

Use the following syntax for the recover qualifiers:

```
$ EDIT/TPU /RECOVER
$ EDIT/TPU /NORECOVER (default)
```

There are two methods of recovering your edits, depending on whether you use buffer-change journaling or keystroke journaling.

These methods are described in the sections that follow.

A.11.1 Recovering with Buffer-Change Journaling

If you use buffer-change journaling (which is the EVE default) you recover one buffer at a time and can recover buffers from different editing sessions. For example, the following command invokes EVE to recover the text of a file named JABBER.TXT:

```
$ EDIT/TPU JABBER.TXT /RECOVER
```

This is the same as invoking EVE and using the RECOVER BUFFER command, as follows:

```
Command: RECOVER BUFFER JABBER.TXT
```

Recovery with a buffer-change journal file restores only your text; it does not restore settings, key definitions, and other customizations and it does not restore the contents of the INSERT HERE buffer or other system buffers. The recovery is usually quite fast.

A.11.2 Recovering with Keystroke Journaling

If you use keystroke journaling, you recover your editing session by reissuing the command for the original, aborted editing session, including all qualifiers, and adding the /RECOVER qualifier.

For example, the following command uses a keystroke journal file named MYSESSION to recover your edits:

```
$ EDIT/TPU/JOURNAL=MYSESSION
        .
        .
        .
***  system failure  ***
$ EDIT/TPU /JOURNAL=MYSESSION /RECOVER
```

EVE then recovers your editing session stroke-by-stroke. After the recovery, exit from the file if you want to save the recovered text.

A.11.3 Keystroke Journaling Restrictions

Keystroke journaling does not work on DECwindows and has the following restrictions regarding recovery. These restrictions do *not* apply to buffer-change journaling. Because of these restrictions, Digital recommends the use of buffer-change journaling.

- To recover your edits with a keystroke journal file, all relevant files must be in the same state as at the start of the session being recovered—including any files you wrote out (saved) before the system failure. Therefore, before doing the recovery, you may want to rename the saved files or move them to

a different directory to ensure that the recovery uses the original versions of the files.

- Check that the same section file, command file, and initialization file are used as those in the original editing session, and that the recovery will use the correct versions of these files. For example, if you created a new version of your section file before the system failure, you must use the original version of your section file to recover the editing session.
- Check that the following terminal settings are the same as when you began the original editing session because they may affect how your keystrokes are replayed:

  Device_Type
  Edit_mode
  Eightbit
  Page
  Width

- Recovery with a keystroke journal file may fail or may not work properly if you used Ctrl/C during the original editing session. Ctrl/C is not recorded in the keystroke journal file. Therefore, when you recover your edits, an operation that was canceled with Ctrl/C is replayed without interruption.
- If you keep an EVE editing session active in one process and use the ATTACH or SPAWN built-ins to move to another process, the keystroke journal file records SPAWN and ATTACH commands in EVE but does not record operations done in the other process. If these other operations affected any files used in the original editing session—for example, if you spawned a subprocess from EVE and then purged, renamed, or deleted any files—the recovery may fail or may not work properly.
- If you used the EVE command DCL or SHELL, the recovery may fail or may not work properly, particularly if you edited the DCL buffer. For example, if you cut a file name from a directory list in the DCL SHELL buffer and pasted it into an EVE command line, the keystroke recovery replays the operations, but the directory list or the file name may not be the same as in the original session.

For more information about journaling and recovery, see *DEC Text Processing Utility Reference Manual.*

A.12 Section Files

You can specify the section file you want to use, if any. A section file contains, in binary form, key definitions, compiled procedures, global variables, and so on. Effectively, the section file is the DECTPU application you run—whether a customized version of EVE or some other application you have created.

A.12.1 Specifying a Section File

Use the following syntax for the section file qualifiers:

```
$ EDIT/TPU /SECTION[=section-file]
$ EDIT/TPU /NOSECTION
```

The default section file is defined system-wide by the logical name TPU$SECTION. This specifies the standard EVE section file (EVE$SECTION.TPU$SECTION).

There are two ways to specify the section file you want to use:

- Define the logical name TPU$SECTION to specify your section file.

  This is useful if you want to run that section file for all or most sessions. Your definition of the logical name overrides the system-wide default. You can put the definition in your LOGIN.COM file. For example, the following commands define TPU$SECTION as MYSECT.TPU$SECTION in your top-level login directory and then use that section file instead of the standard EVE section file to invoke DECTPU:

  ```
  $ DEFINE TPU$SECTION SYS$LOGIN:MYSECT
  $ EDIT/TPU
  ```

- Use the /SECTION= qualifier and specify the section file.

  This overrides any definition of the TPU$SECTION logical name. For example, the following command uses a section file named MYSECT.TPU$SECTION in your top-level login directory instead of the standard EVE section file to invoke DECTPU:

  ```
  $ EDIT/TPU /SECTION=SYS$LOGIN:MYSECT
  ```

DECTPU assumes the section file is in SYS$SHARE. If your section file is stored elsewhere, use a complete file specification, including the device (disk) and directory. You cannot use wildcards to specify the section file. You use one section file at a time.

A.12.2 Specifying No Section File

If you use the /NOSECTION qualifier, DECTPU does not use any section file. This prevents even the default interface from being used. DECTPU is virtually unusable unless you specify a command file with procedures and executable statements that set up a text-processing environment. Use /NOSECTION when you create your own application without using EVE as a base or when you use /NODISPLAY for batch editing. For example, the following command uses a command file named USER_APPL.TPU to invoke DECTPU without a section file:

```
$ EDIT/TPU /NOSECTION /COMMAND=USER_APPL
```

At startup, a section file, if one is being used, is loaded first—that is, before DECTPU executes a command file (if any) and before EVE executes an initialization file (if any). Thus, your procedures, settings, and key definitions in a command file or initialization file override those in the section file.

A.12.3 Creating a Section File

To create a section file, do either of the following:

- In EVE, use the SAVE EXTENDED EVE command. For example, the following command creates a section file named MYSEC.TPU$SECTION in your current directory:

  ```
  Command: SAVE EXTENDED EVE MYSEC
  ```

- In a DECTPU command file, use the SAVE built-in procedure, usually at the end of the command file. For example, the following statement creates a section file named MYSEC.TPU$SECTION in your top-level login directory:

```
.
.
.
SAVE ("SYS$LOGIN:MYSEC"); ! create the section file
EXIT;                     ! done -- end of command file
```

A section file is cumulative; it saves the current key definitions and other customizations—and those already in the section file you are using. In EVE, the section file saves the following:

Compiled procedures
Global settings (attributes)
Key definitions and LEARN sequences
Menu definitions for the DECwindows interface

For more information about creating section files, see the *DEC Text Processing Utility Reference Manual.*

A.13 Start Position

Start position qualifiers determine the row and column where the cursor first appears in the buffer that you specify on the command line.

For EVE, the default start position is 1,1 (row 1, column 1), which is the upper left corner of the buffer. Use of start position qualifiers do not affect the initial cursor position when you create another buffer during the editing session and does not limit the buffer size.

Use the following syntax for the start position qualifier:

```
$ EDIT/TPU /START_POSITION=(row[,column])
```

Use the start position qualifier to begin editing at a particular line (or row) or at a particular character position (or column). For example, when you want to skip over a standard heading in a file or if a batch log file or error message tells you there is an error on a given line of a program, you can specify that line number as the starting row. Then when you edit the program source file, the cursor moves directly to that line. The following command edits a file named TEST.COM and puts the cursor on line 10, column 5:

```
$ EDIT/TPU TEST.COM /START_POSITION=(10,5)
```

If you just want to start at a particular line in a file, you can omit the second parameter (the column).

A.14 Work File

Work file qualifiers determine the work file that is used to swap memory for editing very large files. There is one work file per editing session. The work file is a temporary file that is automatically deleted when you exit.

Use the following syntax for the work file qualifiers:

```
$ EDIT/TPU /WORK[=work-file]
$ EDIT/TPU /NOWORK
```

The default work file is named TPU$WORK.TPU$WORK. DECTPU creates the work file in SYS$SCRATCH unless you specify otherwise. There are two ways to specify a different work file:

- Define the logical name TPU$WORK.

  This is useful if you want the work file to be created in an area other than SYS$SCRATCH, such as on a larger disk. You can put the definition in your LOGIN.COM file.

- Use the /WORK= qualifier and specify the work file.

  This overrides any definition of the TPU$WORK logical name. For example, the following command invokes DECTPU and specifies the work file to be SYS$SCRATCH:MYWORK.TPU$WORK:

  ```
  $ EDIT/TPU /WORK=MYWORK
  ```

If you want the work file to be created in an area other than SYS$SCRATCH, use a complete file specification, including the device (disk) and directory. You cannot use wildcards to specify the work file.

B

EVE Default Settings

Table B–1 lists the EVE default settings—the settings EVE uses unless you specify otherwise. You may want to refer to this table to check which settings you want to change when creating an initialization file. Some settings are global (applying for all buffers you edit); others are buffer specific. For example, the type of cursor motion (bound or free) and tab mode (insert, spaces, or movement) are the same for all buffers you edit; margins, paragraph indent, and tab stops can be set differently for each buffer.

Table B–1 EVE Default Global Settings for All Buffers

Default Setting	Effects
SET BOX NOSELECT	Disables box-style selection, cutting, and pasting so you can select and edit standard linear ranges.
SET BOX PAD	Enables padding and overstriking for box editing, regardless of the mode of the buffer.
SET CURSOR FREE	You can move the cursor anywhere in the buffer and enter text there, as opposed to a bound cursor, which cannot move into the unused portion of the buffer. Using SET KEYPAD WPS automatically enables a bound cursor.
SET EXIT ATTRIBUTE CHECK	If you changed attributes, then when you exit or quit, EVE asks whether you want to save them.
SET FIND CASE NOEXACT	EVE finds any occurrence of a text string if you enter the search string in all lowercase.
SET FIND NOWHITESPACE	FIND and WILDCARD FIND commands match spaces and tabs in the search string exactly as entered and do not search across a line break.
SET FUNCTION KEYS NODECWINDOWS	Keeps the normal key definitions (EVE default, EDT keypad, or WPS keypad) rather than defining some keys for DECwindows functions.
SET KEYPAD NUMERIC *or* SET KEYPAD VT100	On VT400-series, VT300-series, and VT200-series terminals, keys on the numeric keypad are undefined, except for the PF4 and Enter keys. On VT100-series terminals, the numeric keypad is used for the EVE default key bindings. Control keys are defined the same on either type of terminal. Also, you can set the EDT keypad or WPS keypad on either type of terminal.
SET NOCLIPBOARD	Copy, cut, and paste operations use the INSERT HERE buffer in EVE. On DECwindows, you can enable the clipboard, which lets you transfer text between EVE and other DECwindows applications. WPS keypad keys do not use the clipboard, regardless of the setting.

(continued on next page)

Table B–1 (Cont.) EVE Default Global Settings for All Buffers

Default Setting	Effects
SET NODEFAULT COMMAND FILE	EVE uses one of the following as the default command file for saving attributes: • Command file specified with the /COMMAND= qualifier when you invoked EVE • Command file named TPU$COMMAND.TPU in the current directory • A command file defined by the logical name TPU$COMMAND
SET NODEFAULT SECTION FILE	If section file prompting is enabled (the default), EVE prompts whether to save attributes in a section file. If section file prompting is disabled, EVE prompts whether to save attributes in a command file.
SET NOGOLD KEY	EVE does not have a default GOLD key. Setting the EDT or WPS keypad makes PF1 the GOLD key, overriding any current definition of PF1, unless you set a different key as GOLD.
SET NOPENDING DELETE	Using DELETE or typing new text does *not* erase a selection.
SET SCROLL MARGINS 0 0	Scrolling begins automatically when you move past the top or bottom of the window.
SET SECTION FILE PROMPTING	When you save attributes and other customizations, EVE prompts for a section file.
SET TABS INSERT	Using TAB inserts a tab character. You can set the tab mode to insert spaces instead of a tab character, or to move the cursor without inserting anything.
SET TABS INVISIBLE	Tab characters appear during editing as blank spaces, as opposed to visible tabs, which appear as a small H_T (horizontal tab).
SET WIDTH 80	The width of the EVE screen layout is the same as your terminal setting—typically 80 columns.
SET WILDCARDS VMS	The WILDCARD FIND command uses VMS-style wildcards, such as the asterisk (*) to match any amount of text on a line, the percent sign (%) to match a single character on a line, and so on.

Table B–2 lists the EVE default settings for buffer-specific settings.

Table B–2 EVE Default Buffer-Specific Settings

Default Setting	Effects
FORWARD	Commands like FIND and MOVE BY LINE move the cursor to the right and down. You can change the direction to reverse (left and up).
INSERT MODE	Characters you type are inserted at the current position, pushing existing text to the right and down. You can change the mode to overstrike.

(continued on next page)

Table B–2 (Cont.) EVE Default Buffer-Specific Settings

Default Setting	Effects
SET BUFFER MODIFIABLE	Buffers you create can be modified (edited). You can set the buffer to unmodifiable.
SET BUFFER WRITE	On exiting, EVE writes out (saves) your buffers if you have made any changes. You can set the buffer to read-only.
SET JOURNALING ALL	Buffer-change journaling is enabled for all your text buffers.
SET LEFT MARGIN 1	This is the leftmost column. When you press the Return key or use FILL commands or when EVE wraps text, new lines start at the left margin of the buffer.
SET PARAGRAPH INDENT 0	Paragraphs you create or ones you reformat with FILL commands start at the current left margin of the buffer—with no indent.
SET RIGHT MARGIN 79	The default right margin is one column less than the width set for your terminal. If the width is 80 columns, the default right margin is 79. When you use FILL commands or when you type at the end of a line, EVE wraps text at the right margin of the buffer.
SET TABS EVERY 8	Tab stops are set at columns 9, 17, 25, 33, 41, and so on. You can set tab stops at different intervals.
SET WRAP	As you type text at the end of a line, EVE wraps text at the right margin of the buffer, without your having to press the Return key or use FILL commands.

Note

When editing EVE command lines (such as when you recall a command), the default direction is reversed and the cursor is bound. The default mode on a character-cell terminal matches your terminal setting; on DECwindows, the default mode is overstrike.

You can save some EVE settings or attributes in a section file or as EVE-generated code in a DECTPU command file. You can set other attributes, such as margins and tab stops, in an initialization file.

The following is a sample EVE initialization file that contains commands to set editing preferences and to define keys:

```
!   MYINIT.EVE initialization file
!
SET LEFT MARGIN 5
SET PARAGRAPH INDENT 4
SET RIGHT MARGIN 70
SET TABS EVERY 10
SET SCROLL MARGINS 9% 9%
SET FIND WHITESPACE
!   Key definitions
SET KEYPAD EDT
DEFINE KEY= F20      SHOW BUFFERS
DEFINE KEY= Ctrl/P   PAGINATE
DEFINE KEY= GOLD-G   GET FILE
DEFINE KEY= KP7      WPS GOLD-R
```

When you use an initialization file to invoke EVE, commands in the initialization file for margins, tabs stops, and other buffer-specific settings apply to the MAIN (or first) buffer and to an EVE system buffer called $DEFAULTS$. The $DEFAULTS$ buffer is a template buffer: when you create a buffer—for example, by using the GET FILE command—EVE uses the settings of the $DEFAULTS$ buffer so that each new buffer has the same settings. Thus, if your initialization file contains the command SET RIGHT MARGIN 70, each buffer you create will have that right margin.

To find out the default settings, use the SHOW DEFAULTS BUFFER command. To find out the settings of the buffer you are editing, use the SHOW command.

B.1 Saving Attributes

Attributes are global settings, some of which you can save in a section file or DECTPU command file for future editing sessions. Table B–3 shows the settings that you can save.

Table B–3 EVE Commands for Setting Attributes

Command	Default Setting
SET BOX [NO]PAD	SET BOX PAD
SET BOX [NO]SELECT	SET BOX NOSELECT
SET [NO]CLIPBOARD	SET NOCLIPBOARD
SET CURSOR { BOUND | FREE }	SET CURSOR FREE
SET [NO]DEFAULT COMMAND FILE	SET NODEFAULT COMMAND FILE
SET [NO]DEFAULT SECTION FILE	SET NODEFAULT SECTION FILE
SET [NO]EXIT ATTRIBUTE CHECK	SET EXIT ATTRIBUTE CHECK
SET FIND CASE [NO]EXACT	SET FIND CASE NOEXACT
SET [NO]PENDING DELETE	SET NOPENDING DELETE
SET [NO]SECTION FILE PROMPTING	SET SECTION FILE PROMPTING
SET TABS { INSERT | MOVEMENT | SPACES }	SET TABS INSERT
SET TABS [IN]VISIBLE	SET TABS INVISIBLE

If you have an EVE initialization file that contains commands for these settings, you can delete those command lines after you save the settings in your section file or command file.

Other global settings (such as scroll margins or the type of wildcards) and any buffer settings (such as margins or tab stops) are not saved. Typically, you use an initialization file for those settings.

Table B–4 summarizes the new and changed commands for saving attributes.

Table B–4 EVE Commands for Saving Attributes

Command	Usage or Effects
SAVE ATTRIBUTES	Saves attributes in a section file or command file, depending on your responses to EVE prompts or settings done with other EVE commands. If you save in a section file, the effect is the same as SAVE EXTENDED EVE. If you save in a command file, EVE generates a specially marked block of DECTPU statements for attribute settings and menu definitions, and either creates a command file or updates an existing command file with this block of statements.
SAVE EXTENDED EVE	Creates a section file, saving attributes, key definitions, menu definitions, compiled procedures, and other extensions, such as global variables set with a DECTPU statement. If you do not specify a section file on the command line, EVE prompts you for one or uses your default section file (if you set a default).
SAVE SYSTEM ATTRIBUTES	Saves EVE default attributes in a section file or command file. This is useful if you want to restore your section file or command file to the standard EVE settings and menu definitions. See Section B.4.
SET BOX NOPAD	Disables padding and overstriking for box editing, unless the mode of the buffer is overstrike.
SET BOX NOSELECT	Disables box-style selection, cutting, and pasting. (Default setting.)
SET BOX PAD	Enables padding and overstriking for box editing, regardless of the mode of the buffer. (Default setting.)
SET BOX SELECT	Enables box selection, cutting, and pasting.
SET DEFAULT COMMAND FILE	Determines the command file for saving attributes. Does not determine the command file to be executed at startup, if any.
SET DEFAULT SECTION FILE	Determines the section file for saving attributes. Does not determine the section file to be executed at startup.
SET EXIT ATTRIBUTE CHECK	If you changed attributes, then when you exit or quit, EVE asks if you want to save your changes. (Default setting.)
SET NODEFAULT COMMAND FILE	When you save attributes, the default command file is TPU$COMMAND.TPU in your current directory or the command file that was executed at startup. See Section B.3. (Default setting.)
SET NODEFAULT SECTION FILE	When you save attributes, EVE asks for the name of the section file you want to create (unless you disabled section file prompting). (Default setting.)
SET NOEXIT ATTRIBUTE CHECK	Disables attribute checking, typically to speed up or simplify exiting or quitting. Does not apply to the editing session in which you issue the command. Applies only to the editing sessions in which you use the section file or command file in which you saved the setting.
SET NOSECTION FILE PROMPTING	Disables prompting for a section file when you save attributes, typically to speed up or simplify saving attributes in a default section file or in a command file.
SET SECTION FILE PROMPTING	When you save attributes, EVE prompts you for the name of a section file. (Default setting.)

You can save attributes during your editing session by using the SAVE ATTRIBUTES or SAVE EXTENDED EVE command or as part of exiting or quitting. By default, if you have changed attributes and not saved them, then on exiting EVE prompts you as follows:

```
Command: SET CURSOR BOUND
Command: SET FIND CASE EXACT
Command: SET TABS VISIBLE
           .
           .
           .
Command: EXIT
Attributes were changed.  Save them? [YES]
```

If you want to save the changes, press the Return key. EVE then does a SAVE ATTRIBUTES command before going on with the exit. If you do not want to save the changes, type NO and press Return. EVE then continues exiting.

To disable this prompting—typically, to make exiting faster or simpler—use the SET NOEXIT ATTRIBUTE CHECK command. However, the command does not apply to the current editing session because exit checking is itself a global setting and can be saved in a section file or command file. After you save it, the setting applies to future editing sessions in which you use the relevant section file or command file.

B.2 Saving Attributes in a Section File

Typically, you save attributes in a section file. A section file is in binary form and saves attributes, key definitions (including learn sequences), menu definitions, compiled procedures, and other extensions to the editor—including any saved in the section file you are using. In effect, the section file is your customized version of EVE. Because the section file is binary, it is executed quickly at startup.

To create a section file, you can use the SAVE EXTENDED EVE command (as in previous versions of EVE) or the SAVE ATTRIBUTES command. When using SAVE EXTENDED EVE, you can specify the section file on the command line or let EVE prompt you for the section file name. When using SAVE ATTRIBUTES, you specify the section file as a response to a prompt.

For example, the following command saves attributes and other customizations in a section file called MYSEC.TPU$SECTION in your current directory:

```
Command: SAVE ATTRIBUTES
Save attributes in a section file [YES]? Return
File to save in: MYSEC
DISK$1:[USER]MYSEC.TPU$SECTION;1 created
```

To speed up saving in a section file, you can set a default section file—that is, the section file you want to save in without having to specify the file each time you save attributes—and you can disable section file prompting. Table B–5 shows you the interaction of the settings for default section file and section file prompting.

Table B–5 EVE Settings for Saving Attributes

Commands (Settings)	Effects with SAVE ATTRIBUTES
SET DEFAULT SECTION FILE SET SECTION FILE PROMPTING	When you save attributes, EVE asks you whether to save in a section file. If you respond YES (the default response), EVE saves in your default section file. If you respond NO, EVE asks whether to save in a command file.
SET DEFAULT SECTION FILE SET NOSECTION FILE PROMPTNG	When you save attributes, EVE saves in your default section file without prompting.
SET NODEFAULT SECTION FILE SET SECTION FILE PROMPTING	When you save attributes, EVE asks whether to save in a section file. If you respond YES, EVE asks for the name of a section file. If you respond NO, EVE asks whether to save in a command file. (Default settings.)
SET NODEFAULT SECTION FILE SET NOSECTION FILE PROMPTNG	When you save attributes, EVE asks whether to save in a command file. (See Section B.3.)

Typically, when you use SET DEFAULT SECTION FILE, you specify the section file you are going to use at startup for future editing sessions. The command does not determine the section file to be executed when you invoke the editor, but only the section file in which you save attributes and other customizations. For more information on how to specify the section file you want, see Section A.12.

Section files may be quite large, depending on the number of key definitions, menu definitions, and procedures you save. If you have limited disk space, you should save in a command file, which requires less disk space. For more information about creating and using section files, see Section A.12 or read the EVE online help topic on Section Files.

B.3 Saving Attributes in a Command File

A command file contains DECTPU procedures and statements that are compiled and executed at startup. In effect, this is a series of programs for extending EVE. (You can also use a command file for batch editing.) A command file may be slower at startup than a section file (depending on the number of procedures to be compiled and statements to be executed), but it takes up less disk space than a section file, and you can edit and print a command file. Also, if you edit your command file, you can recompile procedures during your editing session by using EXTEND commands. The default file type for command files is .TPU.

When you use the SAVE ATTRIBUTES command or when you save attributes on exiting or quitting, you can have EVE create or update a command file. EVE then generates a specially marked block of DECTPU statements for your settings and menu definitions. Thus, if you create a command file with procedures and key definitions of your own, you can have EVE append the block of attribute settings to this command file. Example B–1 is a sample of EVE-generated code.

Example B–1 EVE-Generated Code for Saving Attributes in a Command File

```
! EVE-generated code begin
! EVE attributes begin
eve$set_find_case_sensitivity (FALSE);
eve_set_box_noselect;
eve_set_box_pad;
eve_set_cursor_bound;
eve_set_nodefault_command_file;
eve_set_nodefault_section_file;
eve_set_exit_attribute_check;
eve_set_pending_delete;
eve_set_nosection_file_prompting;
eve_set_tabs ('INSERT');
eve_set_tabs ('VISIBLE');
! EVE attributes end
! EVE-generated code end
```

To save attributes in a command file, use the SAVE ATTRIBUTES command, as follows:

```
Command: SAVE ATTRIBUTES
Save attributes in a section file [YES]? NO
Save attributes in a command file [YES]? Return
Enter file name [TPU$COMMAND.TPU] MYCOM
14 lines written to file DISK$1:[USER]MYCOM.TPU;1
```

The prompt for the command file name shows, in brackets, the default command file that EVE uses if you simply press the Return key at the prompt without typing a file name. This default is one of the following:

- The command file specified with the /COMMAND qualifier when you invoked EVE
- A file called TPU$COMMAND.TPU in your current directory
- The command file defined by the logical name TPU$COMMAND

You can set your preferred default command file—that is, the command file you want EVE to create or update without having to specify the file each time you save attributes. For example, the following command sets your default command file as MYCOM in your current directory:

```
Command: SET DEFAULT COMMAND FILE MYCOM
```

If you want to save in a command file rather than in a section file, you should also use the SET NOSECTION FILE PROMPTING command. Then, when you save attributes, EVE asks whether to save in a command file without first asking whether to save in a section file.

Typically, when you use SET DEFAULT COMMAND FILE, you specify the command file you are going to use at startup for future editing sessions. The command does not determine the command file to be executed when you invoke EVE, but only the command file in which you save attributes and menu definitions.

For more information about creating and using command files, see Section A.1 or read the EVE online help topic on Command Files.

B.4 Saving EVE Default Attributes

The SAVE SYSTEM ATTRIBUTES saves EVE default settings and menu entries in a section file or command file. Thus, if you set several attributes and defined or undefined menu entries, you can use SAVE SYSTEM ATTRIBUTES to restore the standard EVE settings and menus to your section file or command file.

SAVE SYSTEM ATTRIBUTES does not change the settings currently in effect—for example, it does not enable free cursor motion or invisible tabs—but saves only the EVE defaults in a section file or command file.

C

EVE and EDT Command Equivalents

Table C–1 lists EDT and EVE command equivalents. You can refer to this table if you want to convert or translate your EDT customization file (EDTINI.EDT) to an EVE initialization file.

Table C–1 EVE and EDT Command Equivalents

EDT Commands or Keys	EVE Equivalents
line-number	LINE. For example, the following command puts the cursor at the start of line 40 in the current buffer: `Command: LINE 40` EVE does not display line numbers. Also, EVE line numbers are integers (not fractions). To find out the current line number, use the WHAT LINE command.
Repeat count with GOLD	Setting the EDT keypad lets you use GOLD-number sequences to specify repeat counts. For example, to repeat the next operation five times, press GOLD (usually PF1) and type the number 5. Alternatively, use the REPEAT command and type the repeat count.
ADJUST TAB	Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command. You can also adjust tabs by defining a key for the WPS Ruler key (GOLD R) and then use the ruler to add or delete tab stops (see the EVE help topic on Ruler Keys). EVE does not define Ctrl/T (which may be trapped by the operating system) or GOLD T.
ADVANCE	FORWARD. Setting the EDT keypad defines KP4. You can also switch the direction of the buffer by using CHANGE DIRECTION (F11).
APPEND	No equivalent EVE command. Setting the EDT keypad defines KP9 as the EDT Append key. You can append a range or a box (see the EVE help topic on Ranges And Boxes).

(continued on next page)

Table C–1 (Cont.) EVE and EDT Command Equivalents

EDT Commands or Keys	EVE Equivalents
ASC	No equivalent EVE command. In some cases, you can get the same effect by using the QUOTE command (Ctrl/V). For example, to type the escape character, do the following steps: 1. Use the QUOTE command, which prompts you to press the key to be added. 2. Press Ctrl/[for the escape character. Another method is to use the EVE$INSERT_TEXT procedure and the ASCII built-in. This is useful if you want to insert text from within a DECTPU procedure or command file. For example, the following statement inserts an escape character (ASCII decimal 27): `EVE$INSERT_TEXT (ASCII (27));` To execute the statement from an EVE initialization file, use the TPU command.
BACKUP	REVERSE. Setting the EDT keypad defines KP5. You can also switch the direction of the buffer by using CHANGE DIRECTION (F11).
BELL	No equivalent EVE command.
BOL or BACKSPACE	Setting the EDT keypad defines Ctrl/H (or Backspace) and F12 as the EDT Start Of Line key. The START OF LINE command (GOLD ←) is slightly different. Using SET FUNCTION KEYS DECWINDOWS redefines F12, overriding the EDT definition.
BOTTOM	BOTTOM. Setting the EDT keypad defines GOLD KP4. EVE also defines GOLD ↓.
CHANGE	No equivalent EVE command because EVE is a full-screen editor and does not have a separate line-mode state. In EVE, the CHANGE MODE command switches the mode of the buffer from insert to overstrike or conversely.
CHAR	No equivalent EVE command. Setting the EDT keypad defines KP3 as the EDT Character key, which uses bound cursor motion even if the cursor is free.
CHGL	LOWERCASE WORD. You can change the case of a range, a box, or the current word.
CHGU	UPPERCASE WORD. You can change the case of a range, a box, or the current word.
CHNGCASE	No equivalent EVE command. Setting the EDT keypad defines GOLD KP1 as the EDT ChngCase key. You can change the case of a range, a box, or the current character.
CLEAR	DELETE BUFFER. You can also delete a buffer by using the SHOW BUFFERS command to get a list of your buffers, then putting the cursor on the name of the buffer you want to delete and using REMOVE or CUT.
CLSS	No equivalent EVE command.
COMMAND	DO. Setting the EDT keypad defines GOLD KP7 as DO. However, EVE does *not* support EDT line-mode commands.

(continued on next page)

Table C–1 (Cont.) EVE and EDT Command Equivalents

EDT Commands or Keys	EVE Equivalents
COPY	No equivalent EVE command, but you can get the same effects by using the STORE TEXT and INSERT HERE commands. In EVE, the COPY command is the same as the STORE TEXT command. EVE defines GOLD Remove as STORE TEXT. You can copy a range or a box (see the EVE help topic on Ranges And Boxes).
Ctrl/C	In EVE, pressing Ctrl/C may halt or cancel an operation, such as a repeat count or a global replacement. However, if you are using keystroke journaling (instead of buffer-change journaling), Ctrl/C is *not* recorded in the journal file. Therefore, in case of a system failure, the recovery may fail or may not work properly. If you use Ctrl/C, you should immediately exit, writing out your buffers, and then restart the editing session. This does not apply to buffer-change journaling, which is the EVE default.
Ctrl/L (form feed)	EVE defines Ctrl/L as INSERT PAGE BREAK, which puts the form feed (small $_{F}^{F}$) on a line by itself.
Ctrl/Z	EVE defines Ctrl/Z as EXIT, ending the editing session. To emulate EDT-style exit-to-line-mode, redefine Ctrl/Z as DO. EVE does not define GOLD Z.
CUT	REMOVE or CUT. Setting the EDT keypad defines KP6. EVE also defines Remove on the minikeypad. You can cut a range or a box (see the EVE help topic on Ranges And Boxes). SELECT followed by REMOVE without moving the cursor selects and removes the current character; it does *not* clear the paste buffer as in VAX EDT.

DATE	No equivalent EVE command, but you can define a key for the WPS Insert Date/Time key (GOLD \ or GOLD |). For example, the following command defines Ctrl/D to insert the current date and time:
	
	`Command: DEFINE KEY= Ctrl/D WPS GOLD-|`
	
	Another method is to use the EVE$INSERT_TEXT procedure and the FAO built-in. This is useful if you want to insert text from within an EVE initialization file. For example, the following statement inserts the current date:
	
	`EVE$INSERT_TEXT (FAO ('!11%D', 0));`
	
	To execute the statement from an EVE initialization file, use the TPU command.

DBW or LINEFEED	No equivalent EVE command. Setting the EDT keypad defines Ctrl/J (or line feed) and F13 as the EDT Delete Previous Word key. The ERASE PREVIOUS WORD command is somewhat different.
DECREASE TAB LEVEL	Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command. You can also adjust tabs by defining a key for the WPS Ruler key (GOLD R) and then use the ruler to add or delete tab stops (see the EVE help topic on Ruler Keys).
DEFINE KEY	DEFINE KEY. Setting the EDT keypad defines Ctrl/K as LEARN, which lets you bind several keystrokes to a single key. The syntax of the DEFINE KEY command is different. In EVE, you can type the key name on the command line or let EVE prompt you to press the key you want to define. For example, the following command defines GOLD C as CENTER LINE: `Command: DEFINE KEY= GOLD-C CENTER LINE`

(continued on next page)

Table C–1 (Cont.) EVE and EDT Command Equivalents

EDT Commands or Keys	EVE Equivalents
DEFINE MACRO	No equivalent EVE command. However, usually you can create a learn sequence or DECTPU procedure to do the same thing. For example, you can write and compile a DECTPU procedure to add another command to EVE. In some cases you can use an EVE initialization file executed interactively with the @ command.
DEL BOL	Setting the EDT keypad defines Ctrl/U as the EDT Delete Start Line key. The ERASE START OF LINE command is slightly different.
DEL C	ERASE CHARACTER. Setting the EDT keypad defines the Comma key on the numeric keypad as the EDT Delete Character key. In insert mode, the current character is erased and the rest of the line moves left; in overstrike mode, the character is replaced with a space.
DEL EOL	No equivalent EVE command. Setting the EDT keypad defines GOLD KP2 as the EDT Delete EOL key.
DELETE	DELETE. In insert mode, the character left of the cursor is erased and the rest of the line moves left; in overstrike mode, the character is replaced with a space. EVE defines the delete key (VT100-series terminals) or the <⌫ (VT400-, VT330-, and VT200-series terminals) as DELETE. Also, you can enable pending delete (for erasing selections).
DEL L	ERASE LINE. Setting the EDT keypad defines PF4 as the EDT Delete Line key.
DEL W	No equivalent EVE command. Setting the EDT keypad defines the minus key on the numeric keypad as the EDT Delete Word key. The ERASE WORD command is somewhat different.
DESEL	No equivalent EVE command. In EVE, repeating the SELECT, SELECT ALL, or BOX SELECT command cancels a selection. You can also use the RESET command.
DOWN	MOVE DOWN or the ↓ key. EVE uses free cursor motion by default; you can set the cursor to bound.
Enter	Setting the EDT keypad defines Enter as RETURN. EVE does not treat the Return and Enter keys differently, as EDT does. Therefore, in specifying a search string, you cannot press Return to specify a line break as part of the string. Instead, use the SET FIND WHITESPACE command to enable searches across line breaks, or use the WILDCARD FIND command.
EOL	Setting the EDT keypad defines KP2 as the EDT EOL key. The END OF LINE command (GOLD → or Ctrl/E) is slightly different.
EXIT	EXIT. In EVE, exiting does not write out a buffer unless you have made changes to it. In other words, if you have made no edits, exiting and quitting are the same. Also, if there is no file specification associated with the buffer, EVE asks you for one to avoid accidentally losing or discarding your work. EVE defines both F10 and Ctrl/Z as EXIT. If you want to emulate EDT-style "exit-to-line-mode," redefine Ctrl/Z as DO.
EXT	Roughly equivalent to DO. Because EVE does not have a separate line-mode state or "nokeypad" mode, no corresponding command is necessary.
FILL	FILL, FILL PARAGRAPH, or FILL RANGE. Setting the EDT keypad defines GOLD KP8 as FILL, which does a FILL RANGE if there is a box or range; otherwise, it does a FILL PARAGRAPH.

(continued on next page)

Table C–1 (Cont.) EVE and EDT Command Equivalents

EDT Commands or Keys	EVE Equivalents
FIND	FIND. Setting the EDT keypad defines GOLD-PF3 as FIND. EVE also defines Find on the minikeypad. Rules for case sensitivity are different in EVE. If the search string is all lowercase, EVE searches for any occurrence of the string, regardless of its case in the buffer. If the search string contains any uppercase letters or any diacritical or accent marks, EVE searches for an exact match.
FIND =	BUFFER. In EVE, buffer names are usually the same as the file in that buffer—that is, the name and type of the file specified when you invoked EVE or when you used the GET FILE command. Also, EVE returns the cursor to your last position in the buffer. For example, the following command returns you to the MAIN buffer or creates it: `Command: BUFFER MAIN` To create a new buffer, you can use the NEW command.
FNDNXT	Setting the EDT keypad defines PF3 as the FndNxt key. FIND NEXT is only slightly different. Pressing the Find key twice does a FIND NEXT.
HELP	HELP. In EVE, pressing the Help key (or with the EDT keypad, pressing PF2) draws a keypad diagram; GOLD key sequences are highlighted. Pressing GOLD Help (or with the EDT keypad, pressing GOLD PF2) lists all the current key definitions.
INCLUDE	INCLUDE FILE. The text is inserted before the start of the current line.
INSERT	No equivalent EVE command because EVE does not have a separate line-mode state. To insert text from within a DECTPU procedure or command file, use the EVE$INSERT_TEXT procedure. For example, the following statement inserts a quoted string: `EVE$INSERT_TEXT ("Top Secret!");` To execute the statement from an EVE initialization file, use the TPU command. Another method is to put the text in another file and use the INCLUDE FILE command to copy that file into the current buffer.
KS	No equivalent EVE command.
LEFT	MOVE LEFT or the ← key. EVE uses free cursor motion by default; you can set the cursor to bound.
LINE	Setting the EDT keypad defines KP0 as the EDT Line key. The MOVE BY LINE command is slightly different. The LINE command in EVE moves the cursor to the start of a line specified by number.
MOVE	No equivalent EVE command, but you can get the same effect by using the REMOVE and INSERT HERE commands.
Next Screen	Setting the EDT keypad defines Next Screen on the minikeypad as the EDT Next Screen key, which scrolls forward roughly 75% of the window size. EVE uses free cursor motion by default; you can set the cursor to bound.
OPEN LINE	No equivalent EVE command. Setting the EDT keypad defines GOLD KP0 as the EDT Open Line key.
PAGE	MOVE BY PAGE. Setting the EDT keypad defines KP7 as MOVE BY PAGE.
PASTE	PASTE or INSERT HERE. Setting the EDT keypad defines GOLD KP6 as INSERT HERE. EVE also defines Insert Here on the minikeypad. You can paste a range or a box (see the EVE help topic on Ranges And Boxes).

(continued on next page)

Table C–1 (Cont.) EVE and EDT Command Equivalents

EDT Commands or Keys	EVE Equivalents
Prev Screen	Setting the EDT keypad defines Prev Screen on the minikeypad as the EDT Previous Screen key, which scrolls back roughly 75% of the window size. EVE uses free cursor motion by default; you can set the cursor to bound.
PRINT	No equivalent EVE command. However, you can create a learn sequence or DECTPU procedure to do the same thing (that is, copy the current buffer, add page breaks, and then write out the file). EVE does *not* insert line numbers as text in the buffer.
QUIT	QUIT. If you have modified any buffers, EVE prompts you to confirm that you want to quit to prevent accidentally discarding your work.
REF	REFRESH (or press Ctrl/W). EVE defines Ctrl/R as REMEMBER, which ends a learn sequence. EVE does not define GOLD W or GOLD R.
REPLACE	No equivalent EVE command. Setting the EDT keypad defines GOLD KP9 as the EDT Replace key. You can replace a range or a box (see the EVE help topic on Ranges And Boxes). The REPLACE command is similar to the SUBSTITUTE command in EDT.
RESEQUENCE	No equivalent EVE command because EVE line numbers are integers (not fractions). To find out the current line number, use the WHAT LINE command.
RESET	RESET. Setting the EDT keypad defines GOLD Period. EVE also defines GOLD Select on the minikeypad.
RETURN	RETURN. EVE does not let you redefine the Return key or Ctrl/M. You can redefine the Enter key.
RIGHT	MOVE RIGHT or the → key. EVE uses free cursor motion by default; you can set the cursor to bound.
SECT	No equivalent EVE command. Setting the EDT keypad defines KP8 as the EDT Sect key, which scrolls roughly 75% of the window size in the current direction. EVE uses free cursor motion by default; you can set the cursor to bound.
SELECT	SELECT. Setting the EDT keypad defines Period. EVE also defines Select on the minikeypad. You can select a range or box (see the EVE help topic on Ranges And Boxes). To select the entire buffer, use SELECT ALL. SELECT followed by REMOVE without moving the cursor selects and removes the current character; it does *not* clear the paste buffer as in VAX EDT.
SET [NO]AUTOREPEAT	No equivalent EVE commands.
SET CASE	No equivalent EVE command.
SET COMMAND	No equivalent EVE command. You cannot nest initialization files—that is, you cannot put the @ command in an initialization file. However, during an editing session you can execute additional initialization files (one at a time). For example, the following command executes an initialization file called MYINIT.EVE in your current default directory: `Command: @ MYINIT`

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Table C–1 (Cont.) EVE and EDT Command Equivalents

EDT Commands or Keys	EVE Equivalents
SET CURSOR	SET SCROLL MARGINS. In EVE, scroll margins are set from the top and bottom of the window; in EDT, they are both set from the top. For example, the following command sets scroll margins at two lines from the top of the window and three lines from the bottom of the window: `Command: SET SCROLL MARGINS 2 3` You can specify the scroll margins either as integers (numbers of lines) or as percentages of the window height. EVE converts integer values to percentages.
SET ENTITY	No equivalent EVE command.
SET [NO]FNF	No equivalent EVE commands.
SET HELP	No equivalent EVE command.
SET [NO]KEYPAD	SET KEYPAD [NO]EDT. Also, using SET KEYPAD NUMERIC, SET KEYPAD VT100, or SET KEYPAD WPS disables the EDT keypad.
SET LINES	No equivalent EVE command, but if you use multiple windows, you can shrink and enlarge them. The size of the main window depends on the size of your terminal screen, determined by the DCL command SET TERMINAL/PAGE. On a 24-line screen, the EVE main window is 21 lines; the remaining lines are used for the status line, command window, and message window.
SET MODE	No equivalent EVE command. EVE is a full-screen editor and does not have a separate line-mode state. In EVE, the CHANGE MODE command switches the mode of the buffer from insert to overstrike or conversely.
SET [NO]NUMBERS	No equivalent EVE commands.
SET PARAGRAPH	No equivalent EVE command. In EVE, a paragraph (for purposes of FILL commands or the WPS Paragraph key) is bound by any of the following: • Top or bottom of the buffer • Blank line • Digital Standard Runoff (DSR) command at the start of a line (for example, .BR; or .LE;) • VAX DOCUMENT tag at the start of a line (for example, <LE>)
SET PROMPT	No equivalent EVE command.
SET [NO]QUIET	No equivalent EVE commands.
SET [NO]REPEAT	No equivalent EVE commands.
SET SCREEN	SET WIDTH. By default, the width of the EVE main window is the width of your terminal screen, determined by the DCL command SET TERMINAL/WIDTH. Typically, this is 80 columns.
SET SEARCH EXACT	SET FIND CASE EXACT. These are not exact equivalences because EVE always matches diacritical marks exactly. The default setting is SET FIND CASE NOEXACT. Searches match any occurrence if the search string is entered in all lowercase, and match an exact occurrence if the search string contains any uppercase letters.
SET [NO]SUMMARY	No equivalent EVE commands.

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Table C–1 (Cont.) EVE and EDT Command Equivalents

EDT Commands or Keys	EVE Equivalents
SET TAB	SET TABS AT or SET TABS EVERY. For example, the following command sets tab stops at the columns indicated: `Command: SET TABS AT 5 9 17 32 55` EVE does not implement EDT-style keys to adjust tabs. However, you can define a key for the WPS Ruler key (GOLD R) and then use the ruler to add or delete tab stops (see the EVE help topic on Ruler Keys).
SET TERMINAL	No equivalent EVE command.
SET TEXT	No equivalent EVE command.
SET [NO]TRUNCATE	SET [NO]WRAP. In EVE, the default is SET WRAP, which is equivalent to the EDT command SET NOTRUNCATE.
SET [NO]VERIFY	No equivalent EVE commands. When you execute an initialization file, EVE displays a message telling you the name of the initialization file. If any of the commands requires a search string, file name, or other parameter, EVE prompts you for the required information the same as if you were typing the command interactively.
SET WORD [NO]DELIMITER	No equivalent EVE commands. In EVE, a "word" begins with a nonwhite space or printing character and includes the trailing white space (spaces, tabs, or a line break).
SET WRAP	SET RIGHT MARGIN. The default right margin is typically 79 (one less than the width, which is usually 80 columns).
SHL	SHIFT RIGHT 8. The EVE command shifts the window relative to the buffer; EDT shifts the text relative to the window. The outcome is the same—column 9 of your text appears in the leftmost column of the screen.
SHOW BUFFER	The following EVE commands are equivalent: • SHOW—Shows information about the current buffer, such as the margins and tab stops. • SHOW BUFFERS—Lists the buffers you have created, and shows the number of lines in each buffer and whether the buffers have been modified. • SHOW DEFAULTS BUFFER—Shows information about the $DEFAULTS$ buffer (that is, the settings applied when you create a buffer). • SHOW SYSTEM BUFFERS—Lists the buffers created by EVE, such as the DCL or SHELL buffer, HELP buffer, INSERT HERE buffer, MESSAGES buffer, SHOW buffer, $DEFAULTS$ buffer, and $RESTORE$ buffers.
SHOW COMMAND	No equivalent EVE command. However, when you execute an initialization file, EVE displays a message telling you the name of the initialization file. To check the current section file specification, use the SHOW SUMMARY command.
SHOW KEY	SHOW KEY. You can type the key name on the command line or let EVE prompt you to press the key you want to know about. See the EVE help topic on Names For Keys.
SHOW VERSION	SHOW SUMMARY or HELP ABOUT.

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Table C–1 (Cont.) EVE and EDT Command Equivalents

EDT Commands or Keys	EVE Equivalents
SHR	SHIFT LEFT 8. The EVE command shifts the window relative to the buffer; EDT shifts the text relative to the window.
SN	No equivalent EVE command.
SPECINS	No equivalent EVE command. Setting the EDT keypad defines GOLD KP3 as the EDT SpecIns key. In insert mode, the character you specify is inserted at the current position, pushing the current character to the right; in overstrike mode, it replaces (overwrites) the current character. You can also enter control codes by using the QUOTE command (Ctrl/V).
SSEL	No equivalent EVE command. However, you can get the same effects by using the WPS Continue Search/Select key (GOLD ? or GOLD /). For example, the following command defines F20 as the WPS Continue Search/Select key: `Command: DEFINE KEY= F20 WPS GOLD-?`
SUBS	No equivalent EVE command. Setting the EDT keypad defines GOLD Enter as the EDT Subs key. You can replace a range or a box (see the EVE help topic on Ranges And Boxes). In EVE, the REPLACE command corresponds to the SUBSTITUTE command in EDT.
SUBSTITUTE	REPLACE. However, the EVE command does not use qualifiers or range specifiers. Also, the search follows the same rules as FIND for case sensitivity.
TAB	TAB. Defining the Tab key or Ctrl/I affects the other as well.
TAB ADJUST	Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command, or use the WPS Ruler key (GOLD R).
TC (tab compute)	Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command. You can also adjust tabs by defining a key for the WPS Ruler key (GOLD R) and then use the ruler to add or delete tab stops (see the EVE help topic on Ruler Keys). EVE defines Ctrl/A as CHANGE MODE to switch from insert mode to overstrike or conversely; it does not define GOLD A.
TD (tab decrement)	Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command. You can also adjust tabs by defining a key for the WPS Ruler key (GOLD R) and then use the ruler to add or delete tab stops (see the EVE help topic on Ruler Keys). EVE does not define Ctrl/D or GOLD D.
TI (tab increment)	Not implemented. To set tab stops, use the SET TABS AT or SET TABS EVERY command. You can also adjust tabs by defining a key for the WPS Ruler key (GOLD R) and then use the ruler to add or delete tab stops (see the EVE help topic on Ruler Keys). EVE defines Ctrl/E as END OF LINE; it does not define GOLD E.
TOP	TOP. Setting the EDT keypad defines GOLD KP5. EVE also defines GOLD ↑. EVE does *not* have an equivalent for the EDT "nokeypad" command TOP.

(continued on next page)

Table C–1 (Cont.) EVE and EDT Command Equivalents

EDT Commands or Keys	EVE Equivalents

TYPE	No equivalent EVE command, but you can use NEXT SCREEN and PREVIOUS SCREEN to scroll through a long file. Also, you can define keys for the WPS Scroll Backup key (GOLD KP1) and WPS Scroll Advance key (GOLD KP0). For example, the following commands define the Prev Screen and Next Screen keys on the minikeypad as WPS Scroll Backup and WPS Scroll Advance, respectively:
	
	`Command: DEFINE KEY= PREV_SCREEN WPS GOLD-KP1`
	`Command: DEFINE KEY= NEXT_SCREEN WPS GOLD-KP0`
	
	To halt the scrolling, press any key.

UND C	RESTORE CHARACTER. Setting the EDT keypad defines GOLD comma. In insert mode, the restored character is inserted at the current position, pushing the current character to the right; in overstrike mode, the restored character replaces (overwrites) the current character.
UND L	RESTORE LINE. Setting the EDT keypad defines GOLD-PF4.
UND W	RESTORE WORD. Setting the EDT keypad defines GOLD minus. EVE also defines GOLD F13.
UP	MOVE UP or the ↑ key. EVE uses free cursor motion by default; you can set the cursor to bound.
WORD	MOVE BY WORD. Setting the EDT keypad defines KP1. In EVE, a "word" begins with a nonwhite space or printing character and includes the trailing white space (spaces, tabs, or a line break).
WRITE	WRITE FILE. The EVE command writes out the entire current buffer. You can create a DECTPU procedure to write out a range or to write out a buffer other than the current one.
XLATE	No equivalent EVE command. In some cases, you can use the DCL command to create a subprocess.

You can add EDT-style commands to EVE by creating "jacket" procedures that use EVE$EDT procedures. (The EVE source files are available in SYS$EXAMPLES.) Compile your procedures and save them in a section file, or put the procedures in a DECTPU command file. For example, the following procedures create two EVE commands, APPEND and CHANGE CASE, by using the procedures for the Append key and ChngCase key:

```
procedure eve_append
return (EVE$EDT_APPEND);
endprocedure;    ! APPEND command

procedure eve_change_case
return (EVE$EDT_CHNGCASE);
endprocedure;    ! CHANGE CASE command
```

D

EVE$BUILD Module

DECTPU contains the module EVE$BUILD, which you can use to:

- Modify EVE
- Layer products on EVE

EVE$BUILD compiles DECTPU code to produce a new section file. This new file can define either a new version of EVE or a new product.

When using these instructions, type uppercase strings exactly as they appear here. Replace lowercase strings with appropriate values. For example, in the expression *product_MASTER.FILE,* the string "product" indicates that you should substitute the product name of your choice. The string "MASTER.FILE" must be appended to the product name exactly as it appears in these comments.

These instructions cover the following:

- How to prepare code for use with EVE$BUILD
- How to invoke EVE$BUILD
- What happens when you use EVE$BUILD

D.1 Preparing Code for Use with EVE$BUILD

For purposes of this section, it is assumed you have DECTPU code that modifies EVE or layers another product on EVE. To turn this code into a section file by using EVE$BUILD, follow the guidelines in this section.

You must observe special coding conventions for the following:

- Module identifiers
- Command parsers
- Initialization
- Command synonyms
- Status line fields
- Exit handlers
- Quit handlers

D.1.1 Module Identifiers

Organize the DECTPU code into one or more modules. To create a module, create a file that contains one or more DECTPU procedures and (if appropriate) one or more executable statements. All procedures and statements in a module should be related to the same task or subject. Then insert a new procedure at the beginning of the module. This procedure will return an "ident," or module identifier, which EVE$BUILD tracks during the build process. Use the following format for this procedure:

```
PROCEDURE facility_MODULE_IDENT
   RETURN "version-number";
ENDPROCEDURE;
```

In place of "facility," use a unique module identifier of up to 15 characters. If the module is part of a Digital product, begin the identifier with the registered product facility code such as EVE or NOTES, followed by a dollar sign and the specific module name. For example, the EVE module EVE$CORE contains the procedure EVE$CORE_MODULE_IDENT.

If the code is not part of a Digital product, do not use a dollar sign in the module identifier.

In place of "version-number," use any string of up to 15 characters identifying the version number of the module.

EVE$BUILD creates a list that shows the ident of each module it uses to build a section file. The list is written to a file referred to as the .LIST file. This file is discussed in Section D.2. In EVE, the format used for the version number string is *Vnn-mmm*. The characters *nn* represent the major version number of EVE to which the module belongs. The characters *mmm* represent the edit number.

For example, the following code is the _MODULE_IDENT procedure used by an older version of the module EVE$CORE.TPU:

```
PROCEDURE eve$core_module_ident
   RETURN "V02-242";
ENDPROCEDURE;
```

D.1.2 Command Parsers

EVE$BUILD can accommodate one or more user-written parsing routines in addition to the parser included in EVE. If you choose to include a parser in your product, the parser can either supplement or replace EVE's parser.

If you include one or more parsers in your product, the module that contains the parser should define a variable of the following form:

```
EVE$X_ENABLE_PARSER_facility
```

Replace the term "facility" with the name of the module in which the parsing routine appears. For example, if the parser occurs in the module SCHEDULER, the variable is as follows:

```
EVE$X_ENABLE_PARSER_SCHEDULER
```

Next, name the procedure that implements the parser. If the product is not a Digital product, use the following format:

```
facility_PROCESS_COMMAND
```

Replace the term "facility" with the name of the module in which the parsing routine appears. For example, if the parser occurs in the module with the ident SCHEDULER_MODULE_IDENT, the procedure has the following name:

```
SCHEDULER_PROCESS_COMMAND
```

If the product is a Digital product, use the following format:

```
facility$PROCESS_COMMAND
```

EVE has a procedure named EVE$PARSER_DISPATCH that defaults to the following code:

```
PROCEDURE EVE$PARSER_DISPATCH (the_command)
   EVE$PROCESS_COMMAND (the_command);
ENDPROCEDURE;
```

If you do not define a parser-related variable, then EVE$BUILD puts this default EVE$PARSER_DISPATCH into the .INIT file. The .INIT file contains procedures that EVE$BUILD creates and compiles into the resulting section file. See Section D.2 for more information on the .INIT file.

If you do define one or more parser-related variables, EVE$BUILD verifies that a corresponding *facility*_PROCESS_COMMAND procedure exists for each variable. If not, the build fails. If the corresponding procedure does exist, EVE$BUILD then adds the following code to EVE$PARSER_DISPATCH just before the call to EVE$PROCESS_COMMAND:

```
IF EVE$X_ENABLE_PARSER_facility
   THEN
        status := facility_process_command (the_command);
        if status
        then
            if status = eve$k_informational
            then
                return (FALSE);
            else
                return (TRUE):
            endif;
         endif;
   ENDIF;
```

If you want a particular module's parser to supersede EVE's parser, your parser should return a true status whether or not EVE$K_INFORMATIONAL can parse a command. Your parser should return EVE$K_INFORMATIONAL if you want the execution of an initialization file (with the @ command) to stop when a command either fails to parse or fails to execute. If you want your parser to supplement EVE's parser, your parser should return a false status if it cannot parse a command. The false status allows the parsers in other modules, and finally EVE's parser, to try to parse the command. The parsers are called in the order in which they appear in the master file. (The master file is discussed in Section D.1.7.)

D.1.3 Initialization

EVE$BUILD allows module-specific initialization. To perform initialization in a module, put an initializing procedure in the module and use the following format to name the procedure:

```
facility_MODULE_INIT
```

Replace the term "facility" with the name of the module in which the procedure appears. For example, if it occurs in the module SCHEDULER, the procedure is named as follows:

```
SCHEDULER_MODULE_INIT
```

The EVE module EVE$CORE.TPU contains a null procedure called EVE$INIT_MODULES. EVE$BUILD replaces EVE$INIT_MODULES with a procedure that calls each procedure whose name ends with _MODULE_INIT. The initialization procedures are called in the order in which they are found in the master file. (The master file is discussed in Section D.1.7.)

EVE performs initialization in the following order:

1. Processes the procedure TPU$INIT_PROCEDURE

   DECTPU executes the procedure TPU$INIT_PROCEDURE immediately after processing the /DEBUG qualifier. TPU$INIT_PROCEDURE performs the following tasks:

   - Initialization of EVE's variables and settings
   - Module preinitialization
   - Initialization of EVE's buffers, windows, and files
   - Initialization of user-written modules
   - Call to the end user's initialization file, TPU$LOCAL_INIT

2. Processes the /COMMAND qualifier if it is present on the DCL command line
3. Processes the procedure TPU$INIT_POSTPROCEDURE

   DECTPU executes the procedure TPU$INIT_POSTPROCEDURE after processing the /COMMAND qualifier. TPU$INIT_POSTPROCEDURE performs the following tasks:

   - Execution of EVE commands in the initialization file
   - Creation and initialization of the $DEFAULTS$ buffer. This buffer is a template for all buffers created during an editing session. New buffers get settings from the $DEFAULTS$ buffer for attributes such as margin settings, direction, mode, and so on.

During the preinitialization phase, you can redefine EVE's variables and settings to be compatible with your product.

Do *not* redefine any EVE variable or setting unless you are sure you understand all the possible side effects on EVE and on your product. Use of this option is recommended only for experienced EVE programmers.

To use preinitialization, put an initializing procedure in a module and use the following format to name the procedure:

```
facility_MODULE_PRE_INIT
```

Replace the term "facility" with the name of the module in which the initializing procedure appears. For example, if it occurs in the module SCHEDULER, the procedure is named as follows:

```
SCHEDULER_MODULE_PRE_INIT
```

The EVE module EVE$CORE.TPU contains a null procedure called EVE$PRE_INIT_MODULES. EVE$BUILD replaces EVE$PRE_INIT_MODULES with a procedure that calls each procedure whose name ends with _MODULE_PRE_INIT. The initialization procedures are called in the order in which they are found in the master file.

Most programmers who are layering a product onto EVE should initialize modules by using procedures of the type *facility*_MODULE_INIT. Use of TPU$LOCAL_INIT should be reserved for the end user. Use of procedures of the type *facility*_MODULE_PRE_INIT should be reserved for experienced EVE programmers.

D.1.4 Command Synonyms

A command synonym is a string that produces exactly the same effect as an EVE command or phrase. Command synonyms are useful for creating foreign-language versions of EVE or a product layered onto EVE. For example, you could designate the Swedish string "näasta_bild" to have the same effect as the EVE command NEXT SCREEN.

With EVE$BUILD, you can create synonyms both for EVE and user-written commands and phrases. This discussion assumes that when you create a command synonym, you first choose a root command (the EVE command or user-written command for which you want to create a synonym), and then equate the synonym to the root command.

You can create synonyms in each module of your product. To create synonyms in a module, you must first create a facility_MODULE_INIT procedure, and then place the synonym declaration statements in the procedure.

You name the initializing procedure by using the following format:

```
facility_DECLARE_SYNONYM
```

Replace the term "facility" with the name of the module in which the procedure appears. For example, if you create the procedure in the module SCHEDULER, you would name the procedure as follows:

```
SCHEDULER_DECLARE_SYNONYM
```

To declare a synonym, use the EVE$BUILD_SYNONYM statement in the procedure. This command enters the root command and the synonym into the EVE data structure that associates synonyms with root commands. Use one EVE$BUILD_SYNONYM statement for each synonym you want to declare. The statement has the following format:

```
EVE$BUILD_SYNONYM ("root_command", "synonym", integer)
```

The parameters are as follows:

root-command—A quoted string that names the command for which you want to declare a synonym. The string must not contain spaces. If the command contains more than one word, place an underscore between the words.

synonym—A quoted string that names the synonym you want to associate with the root command. The string must not contain spaces. If the command usually contains more than one word, place an underscore between the words.

integer—Either 0, 1, or 2.

The value 0 tells EVE$BUILD that you, not EVE$BUILD, will create the procedure and parameters that implement the synonym. This value instructs EVE$BUILD to verify that the root command exists and to associate the root command with the synonym.

The value 1 causes EVE$BUILD to perform the following tasks:

- Verify that the root command exists.
- Associate the root command with the synonym.
- Create a new procedure that gives the synonym the same effect as the root command.
- Declare how many parameters are expected by the procedure that is implementing the synonym. (That is, if the procedure implementing the root command requires two parameters, then the procedure implementing the synonym also requires two parameters.)
- Initialize the parameters of the synonym procedure so they equal the parameters of the corresponding root procedure.

The value 2 causes EVE$BUILD to associate the root with the synonym. Use this value if you are creating a synonym for a phrase rather than a command synonym.

Example

The following statement creates a Spanish synonym for the ONE WINDOW command and instructs EVE$BUILD to create the necessary structures for the synonym:

```
EVE$BUILD_SYNONYM ("one_window", "una_ventana", 1)
```

You can declare a synonym to be a terminator. A terminator is a command that, if bound to a key and executed with a keystroke, tells an EVE prompt to stop prompting. For example, when the DO command is bound to the DO key, pressing the DO key terminates most EVE prompts.

To make a synonym a terminator, use an EVE$MAKE_SYNONYM_A_TERMINATOR statement in the *facility*_MODULE_INIT procedure. For example, if you want to make the string "Haga" a synonym for "DO" and to declare "Haga" as a terminator, place the following statement in the *facility*_MODULE_INIT procedure for the module:

```
EVE$MAKE_SYNONYM_A_TERMINATOR ("DO", "Haga");
```

D.1.5 Status Line Fields

Using EVE$BUILD, you can create new areas for displaying information in the status line that EVE displays under each window. These areas are called "fields." By default, the EVE status line contains fields to display the following information:

- The buffer mapped to the window
- The write status of the buffer
- The text entry mode
- The direction of the buffer

A field can display more than one message. For example, the direction field in the default EVE status line can display either the string "Forward" or the string "Reverse."

To add a field to the status line, write a procedure that creates the field and includes the procedure in the appropriate module. The following sample procedure creates a field that indicates whether a buffer is a read-only buffer:

```
! Procedure to put up the "Read-Only" indicator on NO_WRITE buffers

PROCEDURE eve$nowrite_status_field (the_length, ! Status line indicator
                                    the_format)
   ON_ERROR
      [OTHERWISE]:
   ENDON_ERROR;

   IF GET_INFO (CURRENT_BUFFER, "no_write")
      THEN
          RETURN FAO (the_format, eve$x_read_only);
      ELSE
          RETURN FAO (the_format, eve$x_write);
   ENDIF;

ENDPROCEDURE;
```

Use the following conventions for procedures:

- Use the following format for the procedure name:

  ```
  field_name_STATUS_FIELD
  ```

  For example, if you are adding a field to display the current line number and if your facility is called SCHEDULER, the first line of the procedure appears as follows:

  ```
  PROCEDURE SCHEDULER_LINE_NUMBER_STATUS_FIELD
  ```

- Give the procedure the following input parameters:
  - *the_length*—The number of unused column spaces in the status line before the new field is added to the line. Use this parameter to ensure that all messages fit on the status line.
  - *the_format*—The FAO directive to be used to format the field.

The module EVE$CORE.TPU contains a procedure called EVE$GET_STATUS_FIELDS that returns the null string. EVE$BUILD replaces EVE$GET_STATUS_FIELDS with the following procedure in the .INIT file:

```
PROCEDURE EVE$GET_STATUS_FIELDS (the_length, the_format)

   LOCAL  remaining,
          the_fields,
          the_field;

   the_fields := "";
   remaining := the_length;

   RETURN the_fields

ENDPROCEDURE;
```

For each _STATUS_FIELD procedure you put in a module, EVE$BUILD inserts the following code just before the "RETURN the_fields" statement:

```
the_field := field_name_STATUS_FIELD (remaining, the_format);
IF LENGTH (the_field) <= remaining
THEN
    the_fields := the_field + the_fields;
    remaining := remaining - LENGTH (the_field);
ENDIF;
```

D.1.6 Exit and Quit Handlers

When you create a new or layered product, you can provide one or more user-written exit handlers, one or more user-written quit handlers, or one or more of both. Depending on how you write the handlers, EVE$BUILD uses your exit or quit handlers to either supplement or replace those provided by EVE. This section contains pointers on writing both supplementary and replacement handlers.

When you write an exit handling procedure, use the following format to name the procedure for a non-Digital product:

```
facility_EXIT_HANDLER
```

Use the following format for a non-Digital quit handler:

```
facility_QUIT_HANDLER
```

Replace the term "facility" with the name of the module in which the handler appears. For example, if the handler occurs in the module with the ident SCHEDULER_MODULE_IDENT, you name an exit handling procedure as follows:

```
SCHEDULER_EXIT_HANDLER
```

You would name a quit handling procedure as follows:

```
SCHEDULER_QUIT_HANDLER
```

If the product is a Digital product, use the following format to name the procedure for an exit handler:

```
facility$EXIT_HANDLER
```

Use the following format for a quit handler:

```
facility$QUIT_HANDLER
```

EVE has procedures named EVE$EXIT_DISPATCH and EVE$QUIT_DISPATCH. By default, EVE$EXIT_DISPATCH contains the following code:

```
PROCEDURE EVE$EXIT_DISPATCH
   EVE$EXIT;
ENDPROCEDURE;
```

By default, EVE$QUIT_DISPATCH contains the following code:

```
PROCEDURE EVE$QUIT_DISPATCH
   EVE$QUIT;
ENDPROCEDURE;
```

If you do not create an exit or quit handling procedure, EVE$BUILD puts the default versions of EVE$EXIT_DISPATCH and EVE$QUIT_DISPATCH into the .INIT file. If you create an exit handling procedure, EVE$BUILD adds the following code to EVE$EXIT_DISPATCH just before the call to EVE$EXIT:

```
IF facility_EXIT_HANDLER
THEN
    RETURN;
ENDIF;
```

If you create a quit handling procedure, EVE$BUILD adds the following code to EVE$QUIT_DISPATCH just before the call to EVE$QUIT:

```
IF facility_QUIT_HANDLER
THEN
    RETURN;
ENDIF;
```

If you want a particular module's exit or quit handler to supersede EVE's handler, your handler should return a true status. If you want your handler to supplement EVE's handler, your handler should return a false status. The false status allows EVE$BUILD to call the handlers in other modules and finally in EVE.

D.1.7 How to Invoke EVE$BUILD

To prepare to use EVE$BUILD, define the following symbol:

```
$ BUILD == "EDIT/TPU/NODISPLAY/SECTION=EVE$SECTION-
_$ /COMMAND=device:[dir]EVE$BUILD/NOINITIALIZATION
```

If you specify /SECTION=EVE$SECTION, EVE$BUILD builds your product on top of the standard EVE section file. To build your product with a different version of EVE, specify a different section file with the /SECTION qualifier.

In most circumstances, you specify either the standard EVE section file or your own enhanced EVE section file. No matter which section file you specify, you must use the /NODISPLAY qualifier if you use the /SECTION qualifier.

If you want to rebuild EVE from scratch, you build it with /NOSECTION and use the EVE$MASTER.FILE that comes with the EVE sources.

After defining the symbol, create a master file. This file tells EVE$BUILD what modules to compile. If your product is not a Digital product, use the following format to name your master file:

```
facility_MASTER.FILE
```

For example, a valid name for a non-Digital product's master file is as follows:

```
SCHEDULER_MASTER.FILE
```

If your product is a Digital product, use the following format to name your master file:

```
facility$MASTER.FILE
```

Replace "facility" with the name of your product. For example, a valid name for a Digital product's master file is as follows:

```
UMPLE>
    NOTES$MASTER.FILE
```

When you have created the master file, type into it the name of each file whose contents you want to compile. Usually this means you type in the name of each file that contains a module that is part of your product. If the files that contain the modules are not in the same directory as the master file, then you must specify the directory name of each module file. The default file type is .TPU.

If one or more of your modules declare synonyms, enter the names of those modules at the end of the file. This ensures that all root commands have been created before synonyms for root commands are declared.

EVE$BUILD processes the modules in the order in which they appear in the master file. For example, EVE$BUILD calls exit and quit handlers in the same order that they occur in the master file.

Once you have completed the master file, create a version file in the same directory that contains the master file. If your product is not a Digital product, name the version file as follows:

```
facility_VERSION.DAT
```

If your product is a Digital product, use the following format to name the version file:

```
facility$VERSION.DAT
```

The version file is a text file that contains only the version number for the product. The procedure EVE$VERSION builds this version number into the section file as part of the value returned. For example, if your version file contains the string "V9.6", and you run EVE$BUILD at 12:00 on May 5, 1993, then EVE$VERSION returns the following string:

```
SCHEDULER V9.6 1993-05-05 12:00.
```

When you have a symbol, a master file, and a version file, you can invoke EVE$BUILD with the following command:

```
$ BUILD facility
```

For example, if the name of your product is SCHEDULER, you would build it by typing the following:

```
$ BUILD SCHEDULER
```

You can use the /OUTPUT qualifier to specify the name of the section file to create. If you do not use the qualifier, EVE$BUILD prompts for a file name. If you respond with a null file name, EVE$BUILD gives the output file the same name as the product.

EVE$BUILD does not produce a log file if you use /NODISPLAY on the DCL command line. In addition, EVE$BUILD does not produce a log file if you use /DISPLAY on the DCL command line and the build produces errors.

D.2 Using EVE$BUILD

Each file specified in the master file is read in and compiled. If there are any executable statements after the procedure definitions, the statements are compiled and executed. Any SAVE or QUIT statements or calls to DEBUGON (this procedure is defined in TPU$DEBUG.TPU) are removed before execution and therefore do not interfere with the build.

EVE$BUILD creates the following three output files:

- The new section file, with a file type of .TPU$SECTION
- A file preserving the dynamically generated code, with a file type of .INIT
- A file tracking what happened during the build, with a file type of .LIST

All three files have the same device, directory, and file name.

The .INIT file contains the following:

- EVE$DYNAMIC_MODULE_IDENT
- EVE$PARSER_DISPATCH
- EVE$$PRE_INIT_MODULES
- EVE$$INIT_MODULES
- EVE$GET_STATUS_FIELDS
- EVE$$INIT_ALL_SYNONYMS
- EVE$EXIT_DISPATCH
- EVE$QUIT_
- EVE$VERSION

The .LIST file contains the following:

- The date and time of the build
- The version of EVE used
- The full file specifications of the master file, section file, version file, and .INIT file
- A synopsis on each source module, including the module ident, the number of lines in the module, and the full file specification of the file that contains the module
- A list of all global variables used in the build
- A list of all procedures used in the build

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