PATHWORKS for DOS

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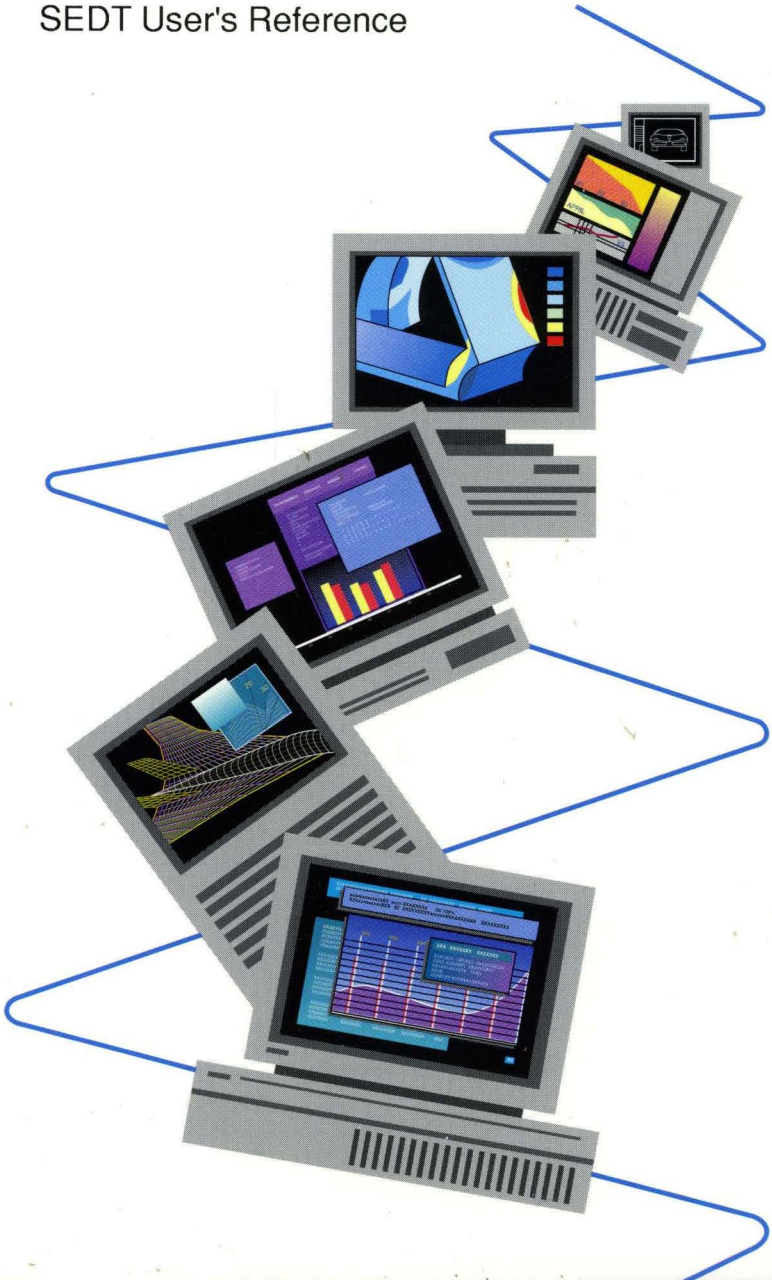
SEDT User's Reference



PATHWORKS for DOS

SEDT User's Reference

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About This Manual

Purpose

SEDT is a full-screen editor for creating text on PATHWORKS for DOS client workstations.

The *SEDT User's Reference* explains how to:

- Use advanced editing features
- Use cursor key sequences and features
- Create configuration files and function keys
- Troubleshoot SEDT and read error messages

NOTE
When referring to keys, this manual uses the IBM enhanced keyboard terminology. To see how these keys relate to your workstation keyboard, see Appendix B.

Audience

This reference manual is for users who are experienced with text editors, especially SEDT.

Before using this guide, be sure that you learn the basics of SEDT, described in the *User's Handbook*.

Organization

This guide contains these chapters and appendixes:

Chapter 1	Contains advanced information about cursor movement.
Chapter 2	Contains advanced information about key sequences used to insert, delete, or substitute text, such as inserting escape sequences, recalling text, and searching for and replacing text. The chapter also contains information about formatting text.
Chapter 3	Contains information about additional SEDT features such as function keys, command line qualifiers, command options, and commands that prompt for information.
Chapter 4	Contains information about troubleshooting and error messages. For each message, a cause and a corrective action are given.
Appendix A	Contains information about SEDT files for system administrators who need to install the SEDT software. It also contains information about configuration files and configuration commands.
Appendix B	Contains the SEDT keyboard mappings for your workstation keyboard. When referring to keys, this guide uses the IBM enhanced keyboard terminology.
Appendix C	Contains instructions for mapping the IBM enhanced keyboard to the Digital LK250 and the IBM PC/AT keyboards.
Appendix D	Contains the ISO Latin-1 Character Set and the IBM All Character Set.

Conventions

The following conventions are used in this manual:

Convention	Meaning
Ctrl/*x*	While you hold down the Ctrl key, press another key or a pointing device button.
Esc *x*	Press the Esc key, release it, and then press another key or a pointing device button.
Return	Press the key that executes commands or terminates a sequence. This key is labeled Return, Enter, or ↵, depending on your keyboard.

Convention	Meaning
"enter"	Type all required text, spaces, and punctuation marks; then press Return, Enter, or ↵, depending on your keyboard.
teal blue type	In examples of dialog between you and the system, teal blue type indicates information that you enter. In online (Bookreader) files, this information appears in boldface.
boldface	Boldface type indicates a new term that appears in the glossary. In online (Bookreader) files, boldface indicates information you enter.
kp*n*	Press the specified key on the numeric keypad of your keyboard.

1
Moving the Cursor

This chapter discusses:

- Using direction settings
- Using cursor movement key sequences
- Setting marks in text

NOTE
When referring to keys, this manual uses the IBM enhanced keyboard terminology. To see how these keys relate to your keyboard, see Appendix B.

Using Direction Settings

SEDT provides editing options that enable you to move back and forth in text. You set these options with key commands that are described in this section. The options appear in the mode line at the bottom of the SEDT screen.

Table 1–1 describes the keystrokes used on an IBM enhanced keyboard to change the direction of cursor movement while you are in an editing session.

Table 1–1 Direction Settings

Keystrokes	Function
Esc +	Sets the direction to forward, moving toward the end of the text only for the next SEDT key sequence.
kp 4	Changes the direction to forward until you leave the editing session or reset the direction.
Esc -	Sets the direction to reverse, moving toward the beginning of the text only for the next SEDT key sequence.

Table 1–1 (Cont.) Direction Settings

Keystrokes	Function
kp 5	Changes the direction to reverse until you leave the editing session or reset the direction.

Using Cursor Movement Key Sequences

This section describes the key sequences used to move the cursor and how to:

- Repeat cursor movement sequences
- Set marks in text

Table 1–2 describes the cursor movement key sequences. The best way to learn how to move the cursor is to practice the key sequences.

Table 1–2 Cursor Movement Key Sequences

Sequence	Function
Ctrl/H	Moves the cursor to the beginning of a line. If the cursor is already at the beginning of a line, it moves to the beginning of the previous line.
Esc B	Moves the cursor to the position just after the last character of text.
Esc Shift/F9	Moves to the next character that matches the one under the cursor. Matching characters are ', ", <, >, [,], {, }, (, and). If the cursor is not placed over one of these characters, a message is displayed. A search is made for the characters ' and " in the current direction. A search is made for both characters in other sets, regardless of direction. For example, if a right parenthesis is selected, a search is made for the left parenthesis. If a left parenthesis is selected, a search is made for the right parenthesis.
Esc ←	Moves backward through the text until the beginning of the text is reached or you type another SEDT key sequence.
Esc →	Moves forward through the text until the end of text is reached or you type another SEDT key sequence.
Esc T	Moves the cursor to the first character in the text.

Table 1–2 (Cont.) Cursor Movement Key Sequences

Sequence	Function
kp 0	Moves in the default direction to the beginning of the next line.
kp 1	Moves in the default direction to the beginning of the next word. A word can be composed of alphanumeric characters or can be a single character such as an asterisk or question mark.
kp 2	Moves in the default direction to the end of the current line. If the cursor is already at the end of a line, it moves to the end of the next line.
kp 3	Moves one character in the default direction.
kp 7	Moves in the default direction to the start of the next page. **Note:** The start of a page is determined by an ASCII form feed <FF> character (inserted using Esc P). If there are no more ASCII form feed characters, the cursor moves to the end of the text.
kp 8	Moves in the default direction to the start of the next paragraph. The cursor is placed on the first character in the paragraph.
←	Move the cursor one character backward.
→	Move the cursor one character forward.
↓	Move the cursor down one line.
↑	Move the cursor up one line.
Pg Dn	Moves to the bottom of the text area.
Pg Up	Moves to the top of the text area.

Repeating Cursor Movement Sequences

You can repeat cursor movement sequences by pressing Esc and typing the number of times you want the sequence repeated in combination with the keys involved in the sequence. Use the numbers from the typewriter section of the keyboard.

For example, if you wanted the cursor to move down eight lines, press:

Esc 8 ↓

Setting Marks in Text

Use marks to switch back and forth between different points in the text. Setting marks is useful when you need to refer to specific sections of a large file or to mark off sections for cut and paste operations. You can set nine different marks (1 through 9). The marks are not visible in the text.

To set mark number 1 in text:

1. Position the cursor where you want to set the mark.
2. Press:

   Esc M

   A mark is set at the current cursor position.
3. To set another mark (2), move the cursor to the point in the text where you want to set the mark. Use the numbers from the typewriter section of the keyboard. Press:

   Esc 2

   SEDT displays a "2" in the message area of the screen.
4. To finish setting the mark, press:

   Esc M
5. To move to the first mark, press:

   Esc .

   To move to any mark (n) other than the first mark, press:

   Esc n Esc .

   SEDT displays the number of the mark you set in the message area and the cursor moves to that mark.

2
Working with Text

This chapter discusses advanced user key sequences for the following functions:

- Using screen buffers
- Inserting text
- Selecting text
- Searching for text
- Canceling an SEDT operation
- Deleting text
- Formatting text

These SEDT key sequences are grouped by function and are described as either a:

- Single key sequence performing the task or function for which the name, syntax, and description are given.
- Series of key sequences performing a function for which the name, syntax, and steps are given.

Using Screen Buffers

SEDT lets you edit up to four files at once. These files are contained in storage locations often referred to as **screen buffers**. Display these buffers on your screen by using the keystrokes described in this section.

For example, multiple screen buffers are useful when you:

- Respond to notes or mail messages. You type your reply in one buffer while you review a note or a message in another buffer.
- Debug a program. Your source code is in one buffer while you have the error messages in another buffer.

SEDT uses the following terminology when describing screen buffers:

Current screen buffer	Is always the screen buffer where the blinking cursor is displayed. When you switch screen buffers or bring up another screen buffer, the blinking cursor moves to the other screen buffer. The new buffer becomes the current screen buffer. Any keystroke sequences you type operate only in the current screen buffer.
Default screen buffer	Is always displayed in the file line as **B=0**. This is the file you initially created or loaded with SEDT.

This section explains how to create and select screen buffers, and then describes key sequences used with the screen buffers.

Creating and Selecting Screen Buffers

At any time, you can work with SEDT using from one to four files. These files are stored in the screen buffers.

To create a second screen buffer while you are in the default buffer, use the following procedure.

1. Press:

   Shift/F8

   Notice that your screen contains no text. The file line should also display **B=1** to indicate that you are in a different screen buffer.

2. To return to the default screen buffer, press:

   Shift/F7

You can create up to four screen buffers. If you want to create the third and fourth buffers, press Shift/F9 and Shift/F10, respectively.

Whenever you edit or modify a file in the screen buffer, the **Mod=** in the mode line displays the numbers (0 through 3) for each file you modified.

Use Shift/F7 through Shift/F10 to switch between the screen buffers.

Displaying Two Screen Buffers

Esc D

Using Esc D, you can display two screen buffers at one time. When two screen buffers or files are displayed, the screen splits horizontally and the current screen buffer is displayed in the top half of the screen. If you press these keys again, the sequence acts as a **toggle**; that is, you are returned to one screen buffer in a full screen.

If the only screen buffer you have open is Buffer 0, the screen still splits and displays an empty screen buffer in the bottom half of the screen. You can then use the empty buffer to load or create a file.

Switching to a Previous Screen Buffer

Esc X

With Esc X, SEDT switches from the current buffer (or the default buffer B=0) to the previously selected screen buffer. If no previous screen buffer was selected, SEDT switches to Buffer 1.

Clearing the Current Buffer Contents

Esc Z

With Esc Z, you can clear the contents of the current buffer. SEDT asks you if you want to save any changes you made.

Loading Another File in the Current Screen Buffer

Esc E

Esc E prompts you for a file name and replaces the contents of the current screen buffer with the new file. If you modified the original contents of the screen buffer, SEDT gives you the chance to save the changes.

Screen Buffer Scrolling

Esc ↓
Esc ↑

With these two-key scrolling sequences, SEDT scrolls the text and the cursor forward, leaving the cursor on the next to the last line, or backward, leaving the cursor on the second line from the top. This key sequence is effective only with large files, as the cursor must be several lines down before the screen scrolls.

Saving a Current Screen Buffer in a File

Esc S

Esc S prompts you for a file name and saves the current screen buffer in a file with that name. The new file name is now associated with the screen buffer.

Saving a Default Screen Buffer in a File

F6

Using F6 saves a buffer without prompting you for a file name.

To use F6 to save a buffer, you must first give the buffer a file name. When you press F6, SEDT saves the contents of the buffer into the file you have named.

If you have not previously named the file, F6 cannot save the buffer.

Inserting Text

You insert text at the cursor position. To insert text in a different location from the current cursor position, move the cursor to the desired location and begin typing. For information on cursor movement, see Chapter 1, Moving the Cursor.

Adding a Blank Line

Esc kp 0

With Esc kp 0, you can add a blank line at the cursor position without advancing the cursor.

Including the Contents of Another File

Esc G

With Esc G, SEDT lets you include the contents of another file in a file you are editing. This procedure is useful if you want to include a memo from another person or if you want to include a subroutine in a program.

To include another file:

1. Position the cursor where you want to include the file.
2. Press Esc G.
3. SEDT displays the following prompt in the message area:

   ```
   Get File:
   ```

4. To get and include another file in your current file, type the name of the file you want to insert and press Enter. SEDT inserts the requested file at the cursor position and tells you when this is done.

Inserting an ASCII Character

Esc n Esc kp 3

With this key sequence, you can insert an ASCII character (see Appendix D.) Press Esc, type the decimal value of the character using the main keyboard numbers, then press Esc kp 3. For example, if you wanted to create the form feed character, enter:

Esc 12 Esc kp 3

The form feed will be included in your text as a highlighted "L."

Selecting Text

Several SEDT key sequences let you select text and use those selections to perform editing tasks, such as deleting or moving text in a file. The selected text is placed in a temporary storage area called a **paste buffer**. The paste buffer has the following characteristics:

- It is automatically provided when you begin an editing session.
- It can be loaded with the contents of another file.
- It cannot be deleted. (Only the contents of this buffer can be deleted.)

For information on how to select, cut, and paste text, see *User's Handbook*. This section describes key sequences used on selected text.

Appending Selected Text

F4

F4 appends a selected range to the paste buffer.

Canceling Selected Text

Esc End

Esc End cancels a selected text range and leaves the text as it was before the selection.

Changing Case in Selected Text

Esc kp 1

Esc kp 1 changes the case of alphabetic characters for selected ranges. These ranges can be search strings, blocks of text, or the character at the cursor position. For example, you can change "brown cow" to "BROWN COW."

Copying Selected Text

Esc Delete

Esc Delete copies selected text into the paste buffer without deleting the text from the file.

Deleting Selected Text

Delete

Delete deletes a selected text range from the file and inserts the deleted text in the paste buffer.

Loading a File into the Paste Buffer

Esc F4

To load the file into the paste buffer:

1. Press Esc F4.

   SEDT prompts you for a file name.

2. Enter the name of the file you want to load into the paste buffer.

   The file is loaded into the paste buffer and can be pasted into your text or a screen buffer.

Pasting Text into a File

Insert

Insert pastes the contents of the paste buffer into a file or a screen buffer. The selected text remains in the paste buffer until you overwrite it with new text, exit the file, or leave SEDT.

Searching for Text

SEDT provides a number of key sequences to search for **strings**, that is, text or characters in a file. This section describes how to use search key sequences and how to replace strings in a file.

Searching for and Replacing Text

Esc kp 9

To search for and replace text or characters, follow this procedure:

1. Using the numeric keypad, press:

   Esc kp 9

   SEDT displays the following prompt in the message area:

   ```
   String:
   ```

2. Type the string you want to search for and press Enter.

   The search is not case sensitive; that is, SEDT disregards upper or lower case when searching for the string. If you press Enter without typing in a search string, SEDT uses the last search string you typed during the editing session.

   SEDT moves the cursor to the string and displays the following prompt to the message area.

   ```
   By:
   ```

3. Type the replacement string you want to use and press Enter.

   If you press Enter without typing in a replacement string, SEDT uses the last replace string you typed during the editing session.

   SEDT replaces the search string with the new string. Resume entering text when this process finishes.

Searching for a String

Esc Home

Esc Home prompts you for a search string and searches in the default direction for the string. The search is not case sensitive, that is, SEDT disregards upper or lower case when searching for the string. If you press Enter without responding to the prompt, SEDT uses the string entered in response to the last two-key sequence, Esc kp 9.

Searching for a Previously Entered String

kp 9

kp 9 searches in the current direction for an occurrence of the last string given in a search and replaces the string with the last replacement string.

Canceling an SEDT Operation

Esc U

Esc U undoes or stops the previous operation. For example, Esc U can stop a search through a large file, stop scrolling through a file, or recover a block of text that you just deleted by mistake.

Deleting Text

This section describes key sequences for deleting text.

Deleting a Character to the Left of the Cursor

Backspace

The Backspace key deletes the character to the left of the cursor.

To recover the deleted character, press Esc Shift/kp +.

Deleting a Line to the Left of the Cursor

Ctrl/U

Ctrl/U deletes text from the character to the left of the cursor to the beginning of a line.

To recover the deleted character, press Esc kp –.

Deleting from the Cursor to the End of a Line

Esc kp 2

Esc kp 2 deletes text from the cursor position to the end of the line.

To recover deleted text, press Esc kp –.

Deleting to the Next Word

kp +

kp + deletes text from the cursor to the start of the next word.

To recover deleted text, press Esc kp +.

Deleting to the Start of the Previous Word

Ctrl/J

Ctrl/J deletes from the left of the cursor to the start of the previous word.

To recover deleted text, press Esc Shift/kp +.

Swapping Characters

Esc kp Enter

Esc kp Enter swaps the character at the cursor with the character that follows and advances the cursor by one character. For example, if the cursor was on the "i" in "mial", and you pressed this two-key sequence, the word would display as "mail."

Formatting Text

In addition to using the ruler settings to format text, SEDT provides additional formatting key sequences that control how your file looks when you print it. This section describes these key sequences that format text during insert mode. These sequences also let you override some of the ruler settings described in *User's Handbook*. Before using this section you should be familiar with the ruler information in *User's Handbook*.

Aligning Text Using a Tab Stop

Ctrl/T

Ctrl/T aligns all text within a selected text range by one tab stop. Alignment is dependent on the default direction setting. For more information on selecting text, see "Selecting Text" in this chapter.

Centering a Line

Esc C

Esc C centers the text of the line containing the cursor between the left and right margins on the ruler line.

Reformatting a Paragraph

Esc J

Esc J reformats the text on the screen from the beginning of the line the cursor is on to the end of the current paragraph. Reformatting requires that a right margin is set on the ruler line.

Reformatting a Paragraph from the Cursor Position

Esc kp 8

Esc kp 8 reformats the text from the cursor position to the end of the current paragraph.

Setting the Indentation Level to the Cursor

Ctrl/A

Ctrl/A sets the indentation level (I in the ruler) to the column number the cursor is in. If the cursor ends up to the left of the indentation level, press Tab to align the cursor with the indentation level.

Using Hyphenation in Formatting

Esc _

Esc _ inserts a hyphen and a space at the cursor and reformats from the beginning of that line to the end of the paragraph. This key sequence lets you control where a word hyphenates if the automatic reformatting does not look correct.

3
Additional SEDT Features

This chapter describes:

- How to define new functions for SEDT keys
- How to use commands and qualifiers to change configuration options
- How SEDT works during an editing session
- What SEDT key sequences prompt you for information

Redefining SEDT Function Keys

During an editing session, you can change the functions performed by keys in SEDT. (We recommend that you choose keys other than those used by SEDT.)

When you are performing a repetitive task that involves retyping the same series of keystrokes, you can associate the series of keystrokes with a single function key. In this way, you define your own SEDT key functions using:

- Ctrl/B to perform a series of keystrokes to complete a repetitive task
- Any key to perform a series of keystrokes to complete a complex, repetitive task

Using Ctrl/B to Perform Repetitive Tasks

Esc Shift/F7

Esc Shift/F7 lets you associate one series of keystrokes in a task with Ctrl/B. To define the keystrokes:

1. Press Esc Shift/F7.
2. Press the keystrokes you use in the task.
3. When you are finished, store the keystrokes by pressing Ctrl/B.

To perform the task automatically, press Ctrl/B.

Using Any Key to Perform Repetitive Tasks

Esc Shift/F8

Esc Shift/F8 lets you associate a series of keystrokes in a task with a single key. Associating the keystrokes with the key is called **learning mode**. To define the keystrokes:

1. Press Esc Shift/F8.

   You are prompted to press the key you want to use to automate the task.

   You can use any key. However, since learning mode overwrites any current key definition, use a key that has no definition, for example, F9 or any undefined Ctrl key Esc key combinations.

2. The mode line displays **Lrn**. Enter the keystrokes in the task.

3. When you finish entering the keystrokes in the task, press the key you are defining.

   The mode line returns to the status before you started to use learning mode.

To perform the keystrokes in the task, press the key you defined.

Using Commands to Change SEDT Configuration Options

SEDT lets you use commands and command qualifiers to change the way the editor works. This section describes:

- Using command line options
- Changing command options

Using Command Line Options

To modify the way SEDT works, you use the command line options in this format:

```
SEDT [filename1.ext filename2.ext] [qualifier] [qualifier]
```

Table 3–1 describes the command line options.

Table 3–1 Command Line Options

Option	Description	
filename1.ext	Is the input file that is loaded in the editing buffer (buffer 0) at startup.	
filename2.ext	Is the output file used for saving buffer 0.	
qualifier	Affects the way SEDT works for the complete editing session. The qualifiers are:	
	-AT	Emulates an IBM AT with the AT keyboard.
	-B	When you save a file, SEDT does not save the old version of the file. By default, SEDT makes a backup copy of the file you are editing before saving the edited file. The backup file has a .BAK extension. You can rename the .BAK file, to recover from editing sessions where you have accidentally corrupted the file. Use the -B qualifier when there is not enough disk space for both the new file and the backup file.
	-CO	Works as if it were running on a color system.
	-D	Assumes you have an LK250 keyboard connected to your workstation.
	-E	Ends all written files with an ASCII SUB character. Some applications require a SUB character to recognize the end of data files.
	-EGA	Switches the display into EGA 43-line mode during the editing session and switches back to 25-line mode after an editing session.

Table 3–1 (Cont.) Command Line Options

Option	Description	
	-F	Disables full screen editing. When the editing session starts, the cursor is in the middle of the screen. Text moves around the cursor. In full screen mode, the cursor moves around the window in a way that minimizes screen updates.
	-J	Suppresses the creation of a keystroke journal file. Without journaling, SEDT cannot recover editing sessions that are interrupted by power failures or similar events. Use the -J qualifier only when absolutely necessary, for example, to improve serious performance problems.
	-K	Emulates a system with an enhanced IBM keyboard.
	-Ln	Limits the main memory buffering of information to the number of bytes you specify with n. Use this qualifier to ensure that enough memory is left over to shell or spawn to a subprocess. The number you provide is indicated by n.
	-MO	Works as if it is running on a monochrome system.
	-n	Tells SEDT to position the cursor at the start of the line number you provided. Use the -n qualifier when editing programs. Using this qualifier lets you go to a program line number for which the compiler indicated a syntax error message.
	-O	SEDT remembers the last file name with which you invoked it. If you now invoke SEDT with no file name, SEDT loads the file you specified with the -O qualifier.

Table 3–1 (Cont.) Command Line Options

Option	Description	
	-R	Ends the last line of all files written to disk with an ASCII carriage-return/line-feed (CR/LF) pair. Use this when you are writing or editing a file for an application that requires a carriage-return.
	-Sn	Sets the maximum amount of buffer space to the number of megabytes you define with n. SEDT uses the buffer space for files being edited, the delete and paste buffers, and any key definitions.
	-V	Accesses the video RAM directly. The result is a faster display than when using the video firmware calls. (For IBM personal computers and compatibles only.) **Note:** The -V qualifier is not compatible with some video adapters.

Example 1

```
C:\> SEDT DATA.TXT -B -E -K
```

This command starts SEDT with a file named DATA.TXT. When you save the edited file, SEDT does not make a backup copy of the original version. SEDT ends the file with the ASCII SUB character. In addition, while running, SEDT uses the enhanced IBM keyboard mapping.

Example 2

```
C:\> SEDT NEWDATA.TXT -B -R -S5 -L2048
```

This command starts SEDT with a file named NEWDATA.TXT. When you save the edited file, SEDT does not make a backup copy of the original version. SEDT ends the file with the ASCII carriage-return/line-feed (CR/LF) pair, which is required for the application in this example. In addition, the command sets the maximum amount of buffer space to 5 megabytes and limits the main memory buffer to 2048 bytes.

Changing Command Options

During an SEDT editing session, you can use special SEDT key sequences to override your configuration file settings and change the behavior of the editor. You can change:

- Whether SEDT automatically shifts the screen when your cursor moves to text beyond the left or right borders
- Tabs from expanded to inserted or from inserted to expanded
- Block mode cut and paste to line mode, or line mode to block mode
- Text insert mode to overstrike mode, or overstrike to insert
- Screen display from 80 columns to 132 columns

The commands all use Esc with another key. You can use these sequences at any time during an editing session.

The following sections explain each of the key sequences and their functions.

Changing Automatic Screen Shifting

Esc A

When automatic screen shifting is enabled, the screen scrolls horizontally so that the cursor is always visible on your screen. The "Screen Shift=" option on the mode line (see Appendix A, Setting Up the SEDT Editor) indicates how many characters to the right the screen has shifted.

When screen shifting is Off, the leftmost character on the screen always corresponds to the leftmost character on each line in the file.

To change the "Screen Shift=" option from On to Off or from Off to On, press:

Esc A

Changing Expansion of Tabs

Esc I

SEDT can insert either spaces or ASCII tab (HT) characters when you use the Tab key:

- The use of spaces or HT characters can affect the final formatting of your text or the final operation of your program.

- When tabs are set to Expanded, SEDT inserts spaces when you indent text using tab stops on the ruler. When tabs are inserted, SEDT uses ASCII HT characters to save file space.

NOTE
Selecting Tabs:Inserted can be unreliable when you delete and insert text containing ASCII HT characters.

To change the Tabs: option from Expanded to Inserted or from Inserted to Expanded, press:

Esc I

Changing Line or Block Cut and Paste

Esc L

When you select text to cut, you can set SEDT to:

- Line cut and paste, to select the text character by character
- Block cut and paste, to select a section of text

When you use line cut and paste, the cut operation removes text in the selected area. When you use block cut and paste, the cut operation removes a block of text bounded by the select point and the cursor position.

When you set line cut and paste, the word "Lin" is displayed on the mode line at the bottom of your screen, and the text you selected is in reverse video. When you set block cut and paste, the word "Blk" is displayed on the mode line at the bottom of your screen, and only a reverse video column indicates the text area you selected.

To change the cut and paste mode setting from line to block mode or block to line mode, press:

Esc L

Changing Insert or Replace Mode

Esc O

You can control whether SEDT inserts or overwrites new text using:

- Insert mode, which creates space in the file for the new text

  In Insert mode, text you type or text you replace from a delete operation is inserted at the cursor. Any existing text is pushed to the right of the inserted text. When you delete text, SEDT removes the text and fills the space with the remaining text. The word "Ins" is displayed on the mode line.

- Replace mode, which writes the new text over existing text

  In Replace mode, text you type or text you replace from a delete operation overwrites existing text. When you delete text, SEDT leaves blank spaces in place of the deleted text. Replace mode is useful for editing text in a tabular format. The word "Rep" is displayed on the mode line.

To change from either Insert to Replace mode or Replace to Insert mode, press:

Esc O

Changing the Screen Display from 80 Columns to 132 Columns

Esc W

If your workstation supports 80- and 132-column displays, you can set SEDT to use either column width. For information on your workstation, see your workstation hardware documentation.

To change the screen display setting from 80 to 132 columns, press:

Esc W

To change the screen display setting from 132 to 80 columns, press:

Esc W

Using Commands that Prompt for Information

Some SEDT key sequences prompt you for information. This section describes those key sequences that prompt you to:

- Write the contents of the current buffer to a file
- Perform a command in a subprocess

The following sections describe the commands and their functions.

Writing the Contents of the Current Buffer to a File

Ctrl/P

When you press Ctrl/P, SEDT prompts you for a file name and writes the contents into the file containing page breaks at every 60 lines. The command does not close or erase the buffer.

Performing a Command in a Subprocess

Esc Enter

Without leaving an SEDT editing session, you can issue a command by pressing:

Esc Enter

SEDT prompts you for the command. Type the command and press Enter.

For example, to find out the name of a file you want to include in a buffer, you can list a directory without leaving SEDT. While you are editing:

1. Press Esc and Enter.

   SEDT displays the prompt:

   ```
   Operating system command:
   ```

2. Enter DIR.

   The screen clears and displays your default directory listing.

3. Press any key to return to SEDT.

To go to the prompt without leaving SEDT:

1. Press Enter in response to the prompt:

   ```
   Operating system command:
   ```

   When the screen clears and displays the prompt, you can begin entering commands and running programs.

2. To return to SEDT, enter the EXIT command.

4

Troubleshooting and Messages

This chapter discusses:

- Troubleshooting techniques
- Messages

Using Troubleshooting Techniques

This section gives information about dealing with SEDT startup problems and using **autosave** to protect files from being lost.

Startup Problems

If you try to use SEDT and it does not run, check for the following:

- Missing files

  If SEDT fails to find the key definition file for your keyboard, the software does not run. Make sure that this file is located in your current working directory, in a directory on your path, or in a directory pointed to by one of the environment variables, SEDT or SEDTP, if either is set. For more information about environment variables, see Appendix A, Setting Up the SEDT Editor.

- System/keyboard confusion

  SEDT checks to see what kind of system is running and what kind of keyboard is attached. If necessary, edit your SEDT.CNF file to contain the command SYSTEM= and/or KEYBOARD=.

  For more information about the KEYBOARD= and SYSTEM= commands, see Appendix A, Setting Up the SEDT Editor.

Autosaving

If you lose an editing session (due to power failure, for example), you can still recover the text entries and edits you made. SEDT can save the intermediate versions of a file at regular intervals. This is called **autosaving**. You can enable autosave by setting autosave to ON in the configuration file. For more information on setting autosave, see Appendix A, Setting Up the SEDT Editor.

To recover from such a failure, call SEDT with the file name you were editing at the time of the failure. For example:

```
C:\> SEDT FILE.TXT
```

When SEDT sees the journal file, it prompts you to confirm before recovery. If your response is N, the journal file is deleted. If the response is Y, SEDT replays the saved keystrokes to restore the session to the point where it stopped.

NOTE
You cannot always use autosave with multiple buffers.

Messages

This section describes SEDT error messages that stop SEDT and end the editing session. Any journal files are closed and saved if autosave is ON. When you correct the error condition, you can resume editing at the point where the failure occurred.

Attempt to get before beginning

Explanation: The error is caused by an internal SEDT software error.

Action: Report the failure to your system administrator and supply a copy of the data file and associated journal file, if one was created.

Error reading data from buffer

Explanation: This error is caused by an internal SEDT software error.

Action: Report the failure to your system administrator and supply a copy of the data file and associated journal file.

Error writing data from buffer

Explanation: SEDT was unable to write to a temporary file on disk due to a lack of available disk space.

Action: Delete some files to create more space.

Error writing file

Explanation: SEDT was unable to save a file on disk due to a lack of available disk space.

Action: Delete some files to create more space.

More files than buffers

Explanation: You tried to call SEDT with a command that requested editing more than four different files.

Action: Do not try to edit more than four files at a time.

No key definition file

Explanation: SEDT could not find the key definition file.

Action: Reinstall the SEDT software.

For more information on key definition files, see "Using Troubleshooting Techniques" in this chapter, or see Appendix A, Setting Up the SEDT Editor.

Too many file arguments

Explanation: For each buffer, you can only request one input and one output file. You supplied more than two file arguments to the buffer.

Action: Use only one input file and one output file per buffer.

A

Setting Up the SEDT Editor

This appendix is for:

- The system administrator who needs to set up the SEDT software
- Users who want to create or change the SEDT configuration file, SEDT.CNF.

This appendix covers:

- Understanding the SEDT files
- Using the SET command
- Creating and editing the configuration file

Understanding the SEDT Files

The files SEDT uses are:

SEDT.CNF	Is an optional configuration file that SEDT uses to set options you select. For more information on the available configuration commands, see "Configuration Commands" in this appendix.
Key definition file	Defines the function of each key on the keyboard. This file must be present for SEDT to run. For a list of the keyboard files, see Table A–1.
Help file	Provides information about the keyboard and key functions during an editing session. For a list of the optional help files, see Table A–1.
Default rule file RULER0.TXT	Contains a ruler with tab settings

The names of the key and help files depend on the workstation configuration. The workstation configuration makes it possible to use SEDT on a network from a shared server directory. Table A–1 lists the key definition and help files. Copy the appropriate SEDT files for your workstation keyboard to the directory you have established on the path. See the section entitled "Using the SET Command."

Table A–1 SEDT Key Definition and Help Files for DOS

System	Keyboard	Key Definition File	Help File
COMPAQ SLT	Laptop	SLTDOSM.EDIT	SLTDOSH.EDT
IBM PC/AT	IBM AT	ATDOSM.EDT	ATDOSH.EDT
IBM PC/XT	IBM XT	PCDOSM.EDT	PCDOSH.EDT
IBM PS/2	Enhanced	NPDOSM.EDT	NPDOSH.EDT
Any IBM personal computer	Enhanced	NPDOSM.EDT	NPDOSH.EDT
Any IBM personal computer	LK250	LKDOSM.EDT	LKDOSH.EDT

Using the SET Command

The directories for the files used by the SEDT software can be defined by the environment variables, SEDT and SEDTP. After you set SEDT or SEDTP, the SEDT editor looks in the current directory, then in the directory pointed to by either SEDT or SEDTP. Otherwise, the SEDT editor uses the default path. You can create an environment variable using the SET command.

To create the environment variables SEDT, SEDTP, and TEMP, do the following:

1. To set up the environment for files, use the SET command. At the prompt, enter:

   ```
   SET SEDT=C:\SEDT\
   ```

   This variable specifies the directory where SEDT is located.

2. To set up the user's environment for accessing any personalized or customized SEDT files, at the prompt enter:

   ```
   SET SEDTP=C:\SEDT\
   ```

   This variable specifies that this is the directory where the customizable files are found in the user's personal SEDT directory.

3. When SEDT cannot use any more RAM memory, it overflows onto a temporary disk file. If you define the environment variable TEMP, SEDT uses the definition to determine the drive and directory on which to place the temporary file.

If TEMP is not defined, the temporary file is created in the directory of the file being edited. Make sure this is not a write-protected directory.

You can place overflow files onto your hard disk, if you have one. A hard disk is not write protected. To place files on your hard disk, enter:

```
SET TEMP=C:\TEMP
```

Creating and Editing the Configuration File

When you start SEDT, the software environment is automatically set so that SEDT works with your hardware configuration. You can also set the environment using a configuration file called SEDT.CNF.

To place the SEDT configuration commands in the SEDT.CNF file, create or edit the SEDT.CNF file. You can also use configuration commands to customize the way SEDT looks or works on your system.

Default Configuration File

SEDT comes with a default configuration file, SEDT.CNF. The default configuration file contains these settings:

BACKUPFILE=ON	Creates backup versions of all saved files.
COLUMN=DISPLAYED	Determines whether the cursor column is continuously displayed on the file line.
CONTEXT=FORGOTTEN	Does not save the current editing context.
CONTROLZ=OFF	Does not end files with a Ctrl/Z character.
CURSORLINE=FLOATING	Enables the cursor to move around in the text area.
AUTOSAVE=ON	Saves the keystrokes used during an editing session, so a user can recover from system failures. Autosave is not recommended for multiple buffers.
MOUSE=ENABLED	Enables the mouse cursor.
NUMLOCK=CLEARED	Allows you to use the Num Lock key as an editing key.
RETURN=OFF	Determines that the last line of the file ends with a carriage return/line feed pair.
RULER=ON	Displays the default ruler.

SCREENSHIFT=ON	Shifts the screen horizontally to keep the cursor visible.
TABS=EXPANDED	Expands tab (HT) characters using space characters.
VIDEO=BIOS	Uses BIOS calls for video control.

Use SEDT or another editor if you need to change any of these defaults for your system.

Configuration Commands

The following sections contain the configuration commands you can use when you create or customize the SEDT configuration file. The sections discuss:

- Display commands
- Hardware commands
- Customizing commands
- Editing commands
- Recovery commands
- Memory commands

Display Commands

The display commands determine the way SEDT displays text on your screen.

COLUMN=DISPLAYED/OFF

The COLUMN command determines whether the current cursor column on the file line is continuously displayed. The default is DISPLAYED.

CURSORLINE=FIXED/FLOATING

The CURSORLINE command determines whether the cursor is kept on the middle line of the text area or if it floats through the area. The default is FLOATING.

With the FIXED option, the cursor is on the middle line of the screen. With the FLOATING option, you have fewer screen scrolls.

EGA43=ON/OFF

The EGA43 command determines whether to switch the display into 43-line mode. Use this command only if you have an Enhanced Graphics Adapter (EGA) board. The default is OFF.

PALETTE=<HEX STRING>

The PALETTE command uses the characters given in <HEX STRING> as the SEDT palette. Each pair of hex digits determines the attribute character as defined for the IBM Color Graphics Adapter. The position of the pair defines the use of the attribute character. Table A–2 lists the IBM color settings.

Table A–2 IBM Color Settings

Byte	Colors
0	Black
1	Blue
2	Green
3	Cyan
4	Red
5	Magenta
6	Brown
7	White

The following values have no effect on background color for some hardware configurations. In this case, the values 8 through 15 are the same as 0 through 7, including blinking.

8	Gray
9	Light blue
10	Light green
11	Light cyan
12	Light red
13	Light magenta
14	Yellow
15	White (high intensity)

For example, the default colors SEDT uses for an EGA are represented by:

```
PALETTE=171F00000000000021710000000000000
```

When you use the command PALETTE=<HEX STRING> in your SEDT.CNF configuration file, the <HEX STRING> attributes are as follows:

```
PALETTE=<AABBCCDDEEFFGGHHIIJJKKLLMMNNOOPP>
```

AA = Normal

BB = Bold

CC = Blink

DD = Bold Blink

EE = Underline

FF = Bold Underline

GG = Blink Underline

HH = Bold Blink Underline

II = Reverse

JJ = Bold Reverse

KK = Blink Reverse

LL = Bold Blink Reverse

MM = Underline Reverse

NN = Bold Underline Reverse

OO = Blink Underline Reverse

PP = Bold Blink Underline Reverse

The first letter of each pair corresponds to the background color and the second letter to the foreground color.

RULER=ON/OFF

The RULER command determines whether the current ruler is displayed at the top of the text area. The default is ON.

SCREEN=COLOR/MONO

The SCREEN command determines whether color graphics firmware or monochrome firmware calls are used. When you start SEDT, SEDT determines whether or not you have a color or a monochrome screen. Use this option if you want to override the SEDT setting.

SCREENSHIFT=ON/OFF

The SCREENSHIFT command determines whether horizontal screen shifting is used to keep the cursor visible. The default is ON.

VIDEO=BIOS/DIRECT

The VIDEO command determines whether BIOS calls or direct RAM access is used for video control on PC workstations and compatibles. The default is BIOS.

DEFINITIONS=ON/OFF

The DEFINITIONS command determines whether a key is replaced by its associated function (if available) in response to an SEDT prompt. If DEFINITIONS=OFF, just the key is inserted. The default is OFF.

Hardware Commands

The hardware commands tell SEDT what hardware options you are using.

KEYBOARD=x

The KEYBOARD command identifies the type of keyboard (x) attached to the workstation. Table A–3 lists the supported keyboards and the option you type after the equals sign (=).

Table A–3 Keyboard Configuration Options

Keyboard	What You Type
COMPAQ SLT	SLT
IBM enhanced	NEW
IBM AT	AT
IBM XT	STANDARD
LK250	LK250
User defined	Prefix of keyboard mapfile

MOUSE=ENABLED/DISABLED

The MOUSE command enables the use of a Microsoft or a Microsoft compatible mouse if the appropriate mouse driver is installed. The default is ENABLED.

NUMLOCK=SET/CLEARED

The NUMLOCK command determines whether the normal function of the Num Lock key on PC keyboards is enabled. If the key is disabled, it can be used as an editing key. The default is SET.

SYSTEM=x

The SYSTEM command identifies the type of workstation (x) being used. Table A–4 lists the supported workstations and the option you type after the equals sign (=).

Table A–4 Workstation Configuration Options

Workstation	What You Type
IBM PC/AT or compatible	IBMAT
IBM PC/XT	IBMXT
IBM PC/AT, model 339	IBMAT-339
IBM PS/2, model 50	PS/2-50
IBM PS/2, model 60	PS/2-60
IBM PS/2, model 80	PS/2-80

Customizing Commands

The customizing commands provide a way of adding user-preferred features.

ESC=n

The ESC command changes Esc to the function key you specify with n.

MAXSCROLL=n

The MAXSCROLL command determines the number of lines (n) the cursor scrolls.

REMEMBER=ON/OFF

The REMEMBER command determines whether SEDT loads the last edited file when you invoke SEDT with no arguments. The default is OFF.

For example, assume the following:

- REMEMBER=ON
- You just finished editing MYFILE.TXT using SEDT

If you now invoke SEDT and specify no arguments, SEDT loads MYFILE.TXT into the edit buffer.

CONTEXT=x

The CONTEXT command determines whether to check, not check ("forget"), or save the editing context. The editing context contains the current position, all marks, and the current ruler. Table A–5 lists the context options.

Table A–5 Context Options

Option	Results
CHECK	Checks for the presence of a .CTX file and uses that file when loading a file to be edited. CHECK does not save or create a .CTX file.
FORGOTTEN	Does not check for or create a .CTX file. This option is the default.
SAVED	Saves the editing context in a .CTX file when a file is saved. The next time the SEDT file is edited, SEDT looks for the .CTX file and restores the previous editing context. If you have two .CTX files with identical file names in the same directory, the current .CTX file is overwritten by the older .CTX file. To safeguard against loading the wrong file, SEDT displays a message indicating whether or not the SEDT file and its corresponding .CTX file match. If a mismatch is found, SEDT displays the message "Context file does not match input file."

Editing Commands

The editing commands determine how text is handled in an editing session.

CONTROLZ=ON/OFF

The CONTROLZ command determines whether SEDT ends all written files with a Ctrl/Z character (EOT). The default is OFF.

RETURN=ON/OFF

The RETURN command determines whether the last line of a file ends with a CR/LF (carriage return/line feed) pair. The default is OFF.

TABS=EXPANDED/INSERTED

The TABS= command determines whether only space characters or both space and tab characters are used between tab stops and indentations. The default is EXPANDED.

The TABS=EXPANDED command inserts spaces only. The TABS=INSERTED command inserts both spaces and tab characters. SEDT assumes that the terminal and the printer have tab stops set at 8-column intervals.

NOTE

Several Replace mode functions and cut-and-paste operations return undesired results when Tabs:Inserted is used. It is recommended that you leave SEDT in Tabs:Expanded mode unless you are an experienced SEDT user.

Recovery Commands

The recovery commands provide a way to recover or save edits. For example, if your system experiences a failure while you are in the middle of an editing session, you can recover the file you were editing and any edits you made.

BACKUPFILE=ON/OFF

The BACKUPFILE command determines whether SEDT creates backup versions of all saved files. The default is ON.

AUTOSAVE=ON/OFF

The AUTOSAVE command determines whether autosaving of keystrokes takes place. The default is ON.

NOTE

Autosave is not recommended for multiple buffers.

The following commands, for DOS only, allow you to load SEDT into expanded memory (EMS).

BUFFERING=EMS

DOS files being edited in SEDT are buffered (placed) in EMS before overflowing to available DOS memory and disk. This is the default BUFFERING command. This command is not used by MS-Windows Version 3.0 Enhanced mode.

BUFFERING=NOEMS

DOS files being edited in SEDT are not buffered in EMS. This command is required for MS-Windows Version 3.0 Enhanced mode. Add BUFFERING=NOEMS to the SEDT.CNF file.

BUFFERING=FREE

DOS files being edited in SEDT are buffered in available DOS memory before overflowing to disk. If you select this option, you may not be able to spawn to DOS when editing large files.

BUFFERING=NOFREE

Free DOS memory is not used for buffering files. This preserves the ability to spawn out of SEDT, but may impact performance.

B
Keyboard Mapping Utility

SEDT supplies keyboard map files for the following keyboards:

- Digital LK250
- IBM enhanced
- IBM AT
- IBM XT
- COMPAQ SLT

If your workstation uses a different keyboard, you may have to create your own map file with the MAPKEY utility program.

Keyboard commands are defined by two files.

- Function definition file — contains predefined functions for keyboard mapping
- Keyboard map file — defines how keyboard input is mapped into a set of predefined functions

Both of these files are in a binary format and must be created using the MAPKEY utility.

To customize SEDT for a new keyboard, you can usually leave the function definition file and the MAPS section of the key definition file unchanged. You can change the KEYS and COMBINATIONS sections in the key mapping file. Take some time to compare different key mapping files.

MAPKEY Program

The MAPKEY program maintains keyboard map and function definition files.

The MAPKEY commands are:

- MAPKEY SCAN

Prints scancodes for keys pressed. This command bypasses the firmware and prints scancodes for all keys, even those that are usually trapped by the firmware. To terminate MAPKEY, press Esc.

- MAPKEY CHAR

  Prints scancode and character values for keys pressed. This command shows the keys pressed after they are processed by the firmware. To terminate MAPKEY, press Esc.

- MAPKEY COMPILE KEYS <ASCII file> <Binary file>

  Converts an ASCII keyboard map file into the binary format required by SEDT.

- MAPKEY DUMP KEYS <Binary file> <ASCII file>

  Converts a binary keyboard map file into an ASCII mapfile suitable for input to the COMPILE KEYS command.

- MAPKEY TEST <ASCII file>

  Reads a file suitable for input to the COMPILE KEYS command and displays how SEDT interprets keystrokes. To terminate MAPKEY, press Esc.

- MAPKEY COMPILE FUNCTIONS <ASCII file> <Binary file>

  Converts an ASCII function definition file into the binary format required by SEDT.

- MAPKEY DUMP FUNCTIONS <Binary file> <ASCII file>

  Converts a function definition file in the binary format required by SEDT into an editable ASCII format that is suitable for input to the COMPILE FUNCTIONS command.

Function Definition File

Before you build a keyboard map file, you need to build a function definition file, or print the contents of the file to which you want to map the keyboard. FUNDEF.INP, which is included in the client kit, is the ASCII file used to create the EDT-style function definition file FUNDEF.EDT.

The format of this file is as follows:

- Comment lines have a semicolon (;) as the first character of the line.
- Function definitions are two lines with no comments allowed between the two.

- The first line has the format:

  ```
  <Number> <Definition>
  ```

  <Number> Is the number that you assigned to the function being defined.

  <Definition> Is the function definition.

  For example, the following is a typical line from a function definition file:

  ```
  32 @W.
  Goto next word
  ```

  In this example, the number 32 is the number assigned to the function. @W is an internal SEDT function that moves the cursor to the beginning of the next word. "Goto next word" is the interactive help text message. The defined function goes to the next word.

Keyboard Map File

To create a keyboard map file, you must know the characters that each key sends. This is done with MAPKEY using the command:

```
MAPKEY CHAR
```

To exit from MAPKEY, press Esc.

You may find that some keys that you want to use differently send identical codes, and other keys transmit no codes to the application. You can bypass the keyboard firmware.

To determine which codes are transmitted to the firmware, enter:

```
MAPKEY SCAN
```

You also exit from this mode by pressing Esc.

Once you know the codes transmitted by all keys, you can start building the ASCII file that MAPKEY uses to build the keyboard map file.

The input file has four sections:

1. Codes to bypass the firmware
2. Assignment of single keystroke codes to key numbers
3. Assignment of multiple keystroke sequences to key numbers
4. Mapping of keystrokes to function numbers

Section 1

Section 1 contains a single line for each code to bypass the firmware in the following format:

```
S<Scancode> <Character>
```

or

```
E<Scancode> <Character>
```

<Scancode>	Is the scancode value that MAPKEY printed.
<Character>	Is the ASCII character that you assigned to the key. (ASCII character values are normally assigned by the firmware).

Use:

- S for normal scancodes
- E when MAPKEY informs you that the scancode is extended

Enter values into this section when MAPKEY CHAR does not return any value for a key, or if the keystroke generates an ambiguous code.

Section 2

Section 2 consists of a line containing the text KEYS followed by a line for each key number assignment you want to make.

Each line has the format:

```
S<Scancode> <Character> <Value>
E<Scancode> <Character> <Value>
A<Scancode> <Character>
```

<Scancode>	Is the scancode value that MAPKEY CHAR printed.
<Character>	Is the ASCII character that MAPKEY CHAR printed to assign to the key. (ASCII character values are normally assigned by the firmware).
<Value>	Is the key value you assigned to the key.

Use:

- S for normal scancodes
- E for extended scancodes
- A to assign a character to a key regardless of the scancode.

SEDT uses some key values internally. Use the key values provided in Table B–1:

Table B–1 Internal key values

1	<F1>	26	<Next Screen>
2	<F2>	27	<Up Arrow>
3	<F3>	28	<Left Arrow>
4	<F4>	29	<Down Arrow>
5	<F5>	30	<Right Arrow>
6	<F6>	31	<Keypad 0>
7	<F7>	32	<Keypad 1>
8	<F8>	33	<Keypad 2>
9	<F9>	34	<Keypad 3>
10	<F10>	35	<Keypad 4>
11	<F11>	36	<Keypad 5>
12	<F12>	37	<Keypad 6>
13	<F13>	38	<Keypad 7>
14	<F14>	39	<Keypad 8>
15	<F15>	40	<Keypad 9>
16	<F16>	41	<Keypad ,>
17	<F17>	42	<Keypad ->
18	<F18>	43	<Keypad .>
19	<F19>	44	<Keypad PF1>
20	<F20>	45	<Keypad PF2>
21	<FIND>	46	<Keypad PF3>
22	<Insert Here>	47	<Keypad PF4>
23	<REMOVE>	48	<Keypad Enter>
24	<SELECT>	49	<BACKSPACE>
25	<Prev Screen>	50	<RETURN>

All other key numbers have no special meaning; you can assign different values to them.

The following line is a typical line from a keyboard map file:

```
;32 <Keypad 1>
S79 49 32 Keypad 1
```

In this example, the first line is a comment line, stating that the value for Keypad 1 is 32.

In the second line:

- S79 is the scancode returned from MAPKEY SCAN
- 49 is the character returned from MAPKEY SCAN
- 32 is the key value
- Keypad 1 is a comment

Section 3

Section 3 consists of a line containing the text COMBINATIONS followed by a number of lines with the following formats:

```
<Level> E<Scancode> <Character>
<Level> S<Scancode> <Character>
<Level> A<Character>
<Level> K<Key>
<Level> E<Scancode> <Character> <Key #> <Help text>
<Level> S<Scancode> <Character> <Key #> <Help text>
<Level> A<Character> <Key #> <Help text>
<Level> K<Key> <Key #> <Help text>
```

<Level>	Designates the number of the keystroke in the sequence.
E<Scancode> <Character>	Is an extended scancode/character combination.
S<Scancode> <Character>	Is a normal scancode/character combination.
A<Character>	Is any ASCII character.
K<Key>	Is a key number assigned in the previous section.
<Key #>	Is the key number assigned to the final character in a sequence.
<Help Text>	Is the help text for interactive help.

Examples

To describe a sequence consisting of ^A^B to which you want to assign key number 99 and give the help text, enter:

```
1A1
2A2 99^A^B
```

To describe two sequences consisting of ^A^B^C and ^A^B^D and assign them to key numbers 99 and 100, enter:

```
1 A1
2 A2
3 A3 99 ^A^B^C
4 A4 100 ^A^B^D
```

In the above examples, you are building a tree structure where common root sequences are included once. You must follow this scheme.

Section 4

Section 4 consists of a line containing the text MAPS and a number of lines in the following formats:

```
<Number> S<Scancode> <Character> <Function> <Help Text>
<Number> E<Scancode> <Character> <Function> <Help Text>
<Number> A<Character> <Function> <Help Text>
<Number> K<Key> <Function> <Help Text>
<Number> G S<Scancode> <Character> <Function> <Help Text>
<Number> G E<Scancode> <Character> <Function> <Help Text>
<Number> G A<Character> <Function> <Help Text>
<Number> G K<Key> <Function> <Help Text>
```

<Number>	Is the index to the table. This index is used by several commands that reference keys. It is recommended that you number all entries sequentially starting with 0.
G	Is the mapping value that applies when the Gold key was pressed immediately before generating the entry.
<Scancode>	Is a scancode/character combination.
<Character>	Is any ASCII character.
<Key>	Is the assigned key number.
<Function>	Is the function assigned to the key. A function number of 0 or the letter G means that the key being defined is a <Gold> key.
<Help Text>	Is the help text assigned to the key or key sequence.

SEDT searches these tables sequentially from start to finish. You must be sure that an A<Character> is not placed before one of the following:

- S<Scancode> <Character> with the same character value
- E<Scancode> <Character> with the same character value

You must also place a K<Key> entry before any entry that might produce a match for the same character. Place all entries in the following order:

- All K entries
- All E and S entries
- All A entries

For example, the MAPS portion of the key mapping file could contain the line:

```
32 K32 32
```

This example shows you how to map the key value to the function. In this line:

- 32 is the index number
- K32 is the key value returned from the KEYS section
- 32 is the function from the FUNDEF.INP file

C

Workstation Keyboard Mappings

This appendix contains Table C–1 and Table C–2, which list the IBM enhanced keyboard keys and the corresponding keys associated with the supported workstation keyboards. To see how the legends on your keycaps correspond to the keyboard terms used in this guide, use these tables.

Table C–1 LK250 Keyboard

Enhanced Keyboard	LK250 Keyboard
Special Editing Keypad	
Home	Find
Insert	Insert Here
Delete	Remove
End	Select
Pg Up	Prev
Pg Dn	Next
↑	↑
←	←
↓	↓
→	→
Numeric Editing Keypad	
0–9	0–9
+	,
Shift/+	-
.	.
Esc	PF1
/	PF2
*	PF3
-	PF4
Enter	Enter

Table C–1 (Cont.) LK250 Keyboard

Enhanced Keyboard	LK250 Keyboard
Function Keys	
F1–F12	F1–F12
Enter	Return
Shift/F3–Shift/F10	F13–F20
Backspace	Word Char
Ctrl	Ctrl
Tab	Tab
Spacebar	Spacebar
Shift/F5	Help (F15)
Shift/F6	Do (F16)

Table C–2 PC/AT Keyboard

Enhanced Keyboard	PC/AT Keyboard
Special Editing Keypad	
Home	Shift/Home
Insert	Shift/Ins
Delete	Shift/Del
End	Shift/End
Pg Up	Shift/Pg Up
Pg Dn	Shift/Pg Dn
↑	Shift/↑
←	Shift/←
↓	Shift/↓
→	Shift/→
Numeric Editing Keypad	
0–9	0–9
+	-
Shift/+	Prt Sc
.	.
Esc	Esc
/	Num Lock
*	Scroll Lock
-	Sys Req
Enter	+

Table C–2 (Cont.) PC/AT Keyboard

Enhanced Keyboard	PC/AT Keyboard
Function Keys	
Enter	Enter
Backspace	⇐
Ctrl	Ctrl
Tab	|←→|
Spacebar	Spacebar
F1–F10	F1–F10
F11	Shift/F1
F12	Shift/F2
Shift/F3–Shift/F10	Shift/F3–Shift/F10

D

ASCII Character Set Charts

This appendix contains the following standard ASCII character sets:

- ISO Latin-1 Character Set 0–7
- IBM All Character Set (GR)

Figure D–1 ISO Latin-1 Character Set 0–7

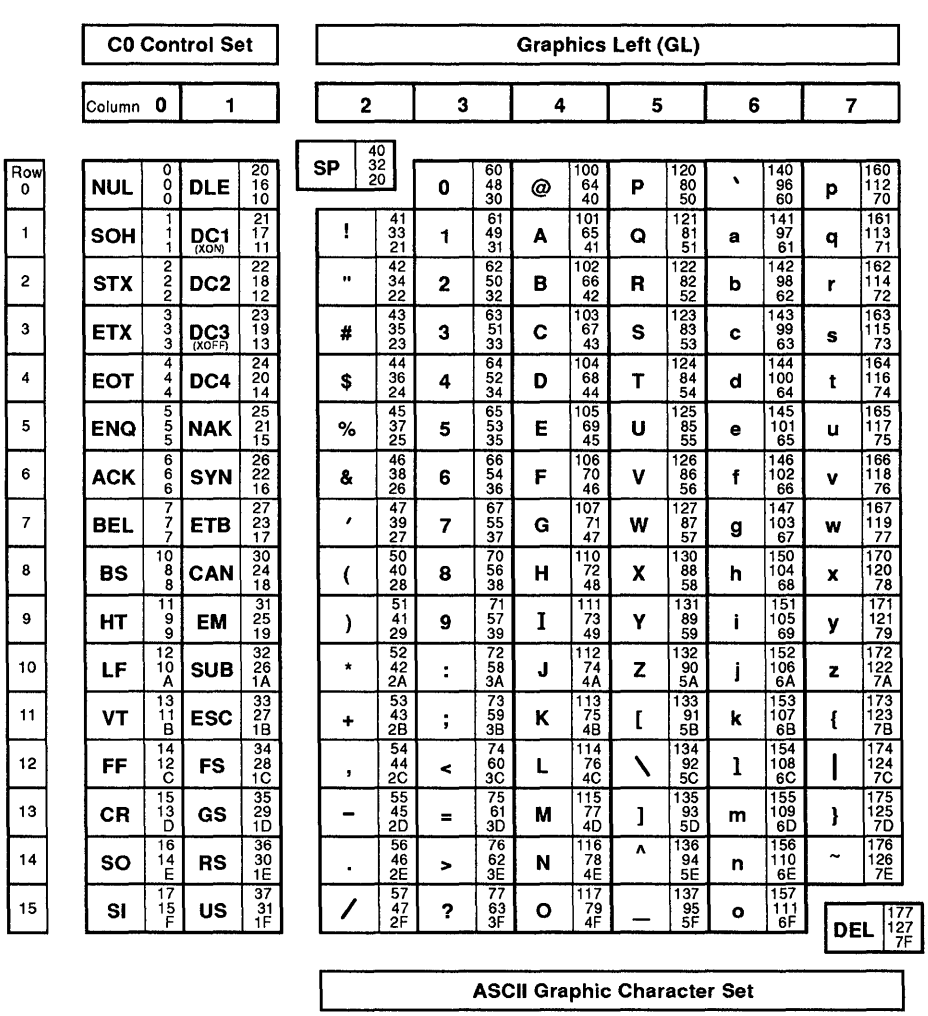

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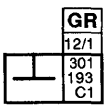
Figure D–2 IBM All Character Set (GR)

IBM All Character Set (GR)

Row	Column	GR 8		GR 9		GR 10		GR 11		GR 12		GR 13		GR 14		GR 15	Row
0		200 128 80	Ç	220 144 90	É	240 160 A0	á	260 176 B0	▒	300 192 C0	└	320 208 D0	╨	340 224 E0	α	360 240 F0	≡	0
1		201 129 81	ü	221 145 91	æ	241 161 A1	í	261 177 B1	▒	301 193 C1	┴	321 209 D1	╤	341 225 E1	β	361 241 F1	±	1
2		202 130 82	é	222 146 92	Æ	242 162 A2	ó	262 178 B2	▓	302 194 C2	┬	322 210 D2	╥	342 226 E2	Γ	362 242 F2	≥	2
3		203 131 83	â	223 147 93	ô	243 163 A3	ú	263 179 B3	│	303 195 C3	├	323 211 D3	╙	343 227 E3	Π	363 243 F3	≤	3
4		204 132 84	ä	224 148 94	ö	244 164 A4	ñ	264 180 B4	┤	304 196 C4	─	324 212 D4	╘	344 228 E4	Σ	364 244 F4	⌠	4
5		205 133 85	à	225 149 95	ò	245 165 A5	Ñ	265 181 B5	╡	305 197 C5	┼	325 213 D5	╒	345 229 E5	σ	365 245 F5	⌡	5
6		206 134 86	å	226 150 96	û	246 166 A6	ª	266 182 B6	╞	306 198 C6	╞	326 214 D6	╓	346 230 E6	μ	366 246 F6	÷	6
7		207 135 87	ç	227 151 97	ù	247 167 A7	º	267 183 B7	╟	307 199 C7	╟	327 215 D7	╫	347 231 E7	τ	367 247 F7	≈	7
8		210 136 88	ê	230 152 98	ÿ	250 168 A8	¿	270 184 B8	╣	310 200 C8	╚	330 216 D8	╪	350 232 E8	Φ	370 248 F8	°	8
9		211 137 89	ë	231 153 99	Ö	251 169 A9	⌐	271 185 B9	╢	311 201 C9	╔	331 217 D9	┘	351 233 E9	Θ	371 249 F9	∙	9
10		212 138 8A	è	232 154 9A	Ü	252 170 AA	¬	272 186 BA	╖	312 202 CA	╩	332 218 DA	┌	352 234 EA	Ω	372 250 FA	·	10
11		213 139 8B	ï	233 155 9B	¢	253 171 AB	½	273 187 BB	╕	313 203 CB	╦	333 219 DB	▉	353 235 EB	δ	373 251 FB	√	11
12		214 140 8C	î	234 156 9C	£	254 172 AC	¼	274 188 BC	╜	314 204 CC	╠	334 220 DC	▌	354 236 EC	∞	374 252 FC	n	12
13		215 141 8D	ì	235 157 9D	¥	255 173 AD	¡	275 189 BD	╛	315 205 CD	═	335 221 DD	▐	355 237 ED	ϕ	375 253 FD	2	13
14		216 142 8E	Ä	236 158 9E	Pts	256 174 AE	«	276 190 BE	╒	316 206 CE	╬	336 222 DE	▀	356 238 EE	ε	376 254 FE	■	14
15		217 143 8F	Å	237 159 9F	ƒ	257 175 AF	»	277 191 BF	╓	317 207 CF	╧	337 223 DF	▄	357 239 EF	∩	377 255 FF	SP	15

LEGEND



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Glossary

The Glossary explains new terms that have appeared in this book. New terms are shown in the text in boldface type.

access (v.)
To use a resource, such as a printer, directory, or disk drive.

application (n.)
A program used for a particular kind of work, such as word processing or database management.

backup (n.)
A copy of the contents of an entire server disk, directory, or file.

back up (v.)
To copy the contents of an entire server disk, directory, or file.

boot (v.)
(Short for bootstrap.) To run a program that loads the DOS operating system into computer memory and starts up the computer.

buffer (n.)
A temporary storage place in volatile memory for data. An example is the paste buffer in the SEDT text editor.

command line (n.)
The area of the screen where a command is displayed as you enter it.

configuration (n.)
The set of hardware options installed on, and the software used by, a computer or network.

configure (v.)
To select, install, and modify hardware and software for a computer or network.

conventional memory (n.)
That portion of system memory that is available for DOS and DOS application software. Its maximum range is 640 Kbytes.

current directory (n.)
The directory in which you are currently working.

cursor keys (n.)
In SEDT, the keys you use to move the cursor on the screen.

default (n.)
The value assumed by a program if not supplied by a user.

device (n.)
A hardware component that performs a specific function. A keyboard is an input device; a printer is an output device; a terminal is an input/output device. See also *logical device*.

directory (n.)
A list of related files stored on a disk.

disk (n.)
A thin, round plate with a magnetic surface coating on which data can be stored by magnetic recording.

expanded memory (n.)
See *EMS*.

EMS (n.)
Expanded memory. Physical memory outside the addressing range of a processor that can be accessed through a 64 Kbyte page frame. Portions of expanded memory, called pages, are switched into a designated area of upper memory for execution. See also *XMS*.

extended memory (n.)
See *XMS*.

file line (n.)
In SEDT, the first line on the screen. This line contains information about the displayed file.

form (n.)
A printing characteristic that specifies the physical layout of the page on which a file is printed. Types of forms are landscape, portrait, and enhanced.

high memory area (n.)
See *HMA*.

HMA (n.)
High memory area. The first 64 Kbyte segment of extended memory immediately above the 1 Mbyte point. HMA is unique because it operates in real mode and is available to DOS programs. See also *real mode*.

keyboard map (n.)
In DOS, a file that shows the association between a key you type and an application's interpretation of that key.

learning mode (n.)
In SEDT, a process used to associate a single key with a sequence of keystrokes. The single key replaces the sequence of keystrokes ordinarily used.

link (n.)
The network connection to a computer or an application.

load (v.)
To put software into memory.

logical device (n.)
A software name that identifies a hardware device to an application or program.

log on (v.)
To enter a user name and a password that identifies you as a user and starts the session. Also called log in.

message area (n.)
The last line on the SEDT screen. The SEDT editor uses this line to display prompts or informational messages.

mode line (n.)
In SEDT, the second line from the bottom of the screen. This line displays the current or default state of SEDT options.

network (n.)
In the PATHWORKS environment, a group of servers, workstations, and devices that are connected to each other by communications lines to share information and resources.

password (n.)
A word or character string that uniquely confirms the identity of a user to the system. See also *user name*.

paste buffer (n.)
A location that stores the text most recently cut with the SEDT text editor.

path (n.)
In DOS, the location of directories and/or files in the operating system. A path can consist of drives, directories, and files.

qualifier (n.)
A portion of a command that modifies the action by setting or selecting one of several options. For example, in the following command, the -A qualifier turns on the autosave feature for the editing session:

```
SEDT myfile.txt -A
```

real mode (n.)
The only mode that is compatible between 8086, 80286, and 80386 processors. All DOS programs can run in real mode. Also called real address mode.

ruler line (n.)
In SEDT, the line containing the default tab and margin settings on the SEDT ruler.

SEDT (n.)
A full screen editor provided by PATHWORKS for DOS.

search string (n.)
An entry for which you are searching that contains more than one number or character.

session (n.)
A logical connection between a workstation and a server.

source (adj.)
The drive, file, or medium from which the user is copying or moving information. See also *target.*

target (adj.)
Characteristic of a drive, file, or medium to which the user is copying or moving information. Same as destination. See also *source.*

text area (n.)
In SEDT, the area on the screen in which you can enter text. The text area is between the file line and the mode line. See also *file line* and *mode line.*

toggle (v.)
Choosing one of two alternate states. In SEDT, for example, you can toggle between a buffer displayed at the top of the screen and a buffer displayed at the bottom.

user name (n.)
The name a user types when logging in to the operating system. A combination of the user name and password uniquely identifies a user account to the system. See also *password.*

utility (n.)
A general-purpose function that is included in a system to perform common tasks.

wrap (v.)
To continue a long command or text line to the next line on the screen.

XMS (n.)
Extended memory. A storage area just beyond the 1 Mbyte addressable boundary. Extended memory is available only on 80286 and 80386 processors.

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PATHWORKS for DOS
SEDT User's Reference

AA–MM86C–TE

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