DIGITAL RESEARCH®

DR Edix™
User's Guide

DR EDIX™ USER'S GUIDE

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Foreword

This book describes DR EDIX™, a general purpose text editor for use with FlexOS™, the real-time, multitasking operating system designed for single-user and multiuser microcomputer systems. You can use DR EDIX to create text files, including batch files and source code for application programs.

What You Need To Know

This book assumes you are already familiar with personal computers, including the general terminology used to describe hardware and software. You should read and be familiar with the documentation that accompanies your system before proceeding.

Terms and Conventions

This book uses the terms "diskette," "hard disk," and "disk" in the following manner:

diskette   The $5^{1/4}$-inch, or $3^{1/2}$-inch magnetic disks that can be inserted into and removed from your microcomputer. Your system has at least one diskette drive.

hard disk   An internal or external fixed magnetic disk.

disk   The term used when information applies to both diskettes and hard disks.

User Input and FlexOS Output

In this book, user input is in **boldface** type and FlexOS system output, including the system prompt A>, is in regular type. The following example illustrates the convention:

```
A>DIR | FIND "ACCOUNTS PAY"

ACCOUNTS PAY          1429    8-18-86    1:42P
```

In this example, user input is all uppercase letters. However, you can enter commands in uppercase, lowercase, or a combination of the two.

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DR EDIX Text Editor

DR EDIX™ is a text-editing program with which you can create a variety of text files, including memos, reports, and computer programs. DR EDIX is a "what-you-see-is-what-you-get" editor -- your screen shows how the printed page will look.

Unlike some text editors, DR EDIX does not read from or write to files automatically. Everything you type is stored in a block of memory called a **buffer** until you tell DR EDIX what to do with it. The beginning and end of the buffer are equivalent to the beginning and end of a file.

Most DR EDIX commands are invoked by holding down the Ctrl key -- represented in this guide by a caret (^) -- as you press one or two letter keys. Thus, ^G means you press the Ctrl key and the G key. (This guide uses uppercase letters for readability, but you can use lowercase letters.)

1.1 DR EDIX Files

Table 1-1 lists the DR EDIX files.

Table 1-1. DR EDIX Files

File	Purpose
DREDIX.286	DR EDIX program
HELP.EDX	Help text
LSN.EDX	DR EDIX tutorial
STUDENT.BAT	Starts the DR EDIX tutorial
TEXT	Sample text used by the tutorial

The two files you need to run DR EDIX are DREDIX.286 and HELP.EDX. STUDENT.BAT, LSN.EDX, and TEXT are tutorial files that can be removed from your disk once you have learned to use DR EDIX.

1.2 DR EDIX Tutorial

If you are not familiar with text-editing programs, the on-line tutorial teaches you the basics of DR EDIX and gives you the background to understand the rest of this section. You should go through the tutorial before reading the rest of this section.

The tutorial requires that the files DREDIX.286 and STUDENT.BAT be on your current or system drive, and that they be accessible from your current directory. The files HELP.EDX, LSN.EDX, and TEXT must be in your current directory.

To start the tutorial, type the following command line:

   A>**STUDENT**

From this point the tutorial tells you what commands to enter and when to type.

You can exit from the tutorial at any time by pressing ^KQ. This returns you to the system prompt.

1.3 Starting DR EDIX

To start DR EDIX, make sure DREDIX.286 and HELP.EDX are on the current or system drive and then type the following command and press Enter:

   A>**DREDIX**

1.4 Help Facility

DR EDIX has an on-line help facility that you invoke by pressing ^J. The help facility is context-sensitive. That is, ^J produces a summary of all the DR EDIX commands, but after you choose a command and DR EDIX displays a prompt, ^J provides help on the specific command. When you want to leave the help facilty, press the Spacebar.

1.5 The DR EDIX Screen

The DR EDIX screen is divided into four areas:

- text area
- prompt area
- message area
- status area

Figure 1-1 shows these four areas.

MEMORANDUM

To: T.W. Smith
From: B.J. Jones
Date: 9/28/86
Re: Quarterly Review

Please note that the quarterly review has been
rescheduled due to the move.

The meeting will now be held in the Polynesian Room
of Lenny's Restaurant, Friday evening, October 24th.

Please notify your staff that attendance is strongly
encouraged as an important announcement will be made.

File: REVIEW.MEM
                                   B1   44   14/15

Message Area Prompt Area Status Area Text Area

Figure 1-1.   DR EDIX Screen Areas

1.5.1 Text Area

The text area is where you enter text, move your cursor, and enter DR EDIX
commands.

1.5.2 Prompt Area

Some DR EDIX commands prompt you for additional information. For example,
when you use ^KE to read a file into your current buffer, DR EDIX prompts you for
a filename.

Any response to a prompt must be 50 characters or fewer, and you must press the
Enter key to transmit your response to DR EDIX.

To cancel a command after getting a prompt, press ^KQ. If you need help after
getting a prompt, press ^J.

1.5.3 Message Area

The message area displays DR EDIX messages in reverse video. For a complete
list of these messages, see Section 3.

1.5.4 Status Area

The status area gives you continuous information about the current window. Figure 1-2 shows a typical status area.

```
REVIEW.MEM
B1     44   14/15
```

Figure 1-2.   DR EDIX Status Area

This status area contains the following information:

REVIEW.MEM The name of the file in the current buffer.
B1   Buffer 1 – the current buffer.
43   The column in which the cursor is located.
12   The line on which the cursor is located.
13   The length (in lines) of the current buffer.

When the cursor changes windows, the status area is immediately updated to reflect the status of the new current window.

1.6 Entering and Editing Text

To enter text, you simply type at your keyboard. DR EDIX echoes each character to the screen and stores it in the current buffer. At the end of each line, press the Enter key. This inserts a carriage return at the end of the line and moves the cursor to the start of the next line.

1.7 Inserting and Overtyping

DR EDIX has two modes of entering text: Insert and Overtype. Insert Mode is the default when you start DR EDIX. You can alternate between Insert and Overtype modes by pressing ^V.

In Insert mode, the character you type is <u>inserted</u> at the cursor's position, and the cursor and all trailing characters on the line move to the right.

In Overtype mode, the character you type <u>replaces</u> the character at the cursor's position. The cursor moves to the right, but the trailing characters on the line do not move.

When you are in Overtype Mode, the status line at the bottom of your screen displays the letter O in reverse video.

1.8 Moving The Cursor

Table 1-2 summarizes the cursor control keys functions.

Table 1-2.   DR EDIX Cursor Control Keys

Keys	What They Do
^S	Moves cursor one space to the left without erasing characters.
^A	Moves cursor one word to the left.
^D	Moves cursor one space to the right without erasing characters.
^F	Moves cursor one word to the right.
^E	Moves cursor to the same position in the line above.
^X	Moves cursor to the same position in the line below.
^R	Moves cursor up one page.
^C	Moves cursor down one page.
^QS	Moves cursor to the beginning of the line.
^QD	Moves cursor to the end of the line.
^QR	Moves cursor to the top of the buffer.
^QC	Moves cursor to the bottom of the buffer.
^QE	Moves cursor to the top of the window.
^QX	Moves cursor to the bottom of the window.
Tab	Moves cursor to the next tab stop. Tab stops are initially set eight spaces apart in columns 9, 17, 25, and so on.

1.9 Editing Text

Table 1-3 describes the DR EDIX editing command keystrokes.

Table 1-3.   DR EDIX Editing Keys

Keys	What They Do
^G	Deletes the character at the cursor's position.
Del	Deletes the character at the cursor's position.
Backspace	Deletes the character to the left of the cursor and moves the cursor and all trailing characters one position to the left. If the cursor is at the beginning of a line, Backspace deletes the carriage return at the end of the previous line.

Table 1-3. (Continued)

Keys	What They Do
^Y	Deletes the current line.
^QY	Deletes the current line from the cursor's position to the end of the line.
^ZU	Recalls the last line you deleted with ^Y. (^ZU does not work for characters deleted with ^QY.) DR EDIX remembers the last 50 non-blank lines deleted, and with each additional ^ZU, DR EDIX restores an earlier line. The lines reappear in reverse deletion order (last in–first out).
Enter	Splits a line of text, moving the character under the cursor and any trailing text down to a new line. Any lines below the split line also move down.
^ZI	("i", not "I"). Inserts a blank line <u>before</u> the current line; the cursor appears at the beginning of the new line.
^ZA	Inserts a blank line <u>after</u> the current line; the cursor appears at the beginning of the new line.

To join two consecutive lines, put the cursor at the end of the upper line and press ^G, or put it at the beginning of the lower line and press Backspace. DR EDIX joins the two lines and puts a blank space between the two sections. If you do not want the blank space, press ^G again.

1.10 Opening and Saving Files

Table 1-4 describes the commands for opening and saving files.

Table 1-4.   DR EDIX File Commands

Keys	What They Do
^KS	Saves your text to a file. DR EDIX writes the contents of your buffer to a file. If the text in the buffer does not have a name, DR EDIX prompts: `File:` Type a filename for your text and press Enter. ^KS does not change the current buffer contents. After saving the buffer to a file, you can continue editing.

Table 1-4. (Continued)

Keys	What They Do
^KE	Clears the buffer so you can start a new file or read in an existing file for editing. DR EDIX prompts you for a filename. If you want to open a file on a different drive, include the drive letter and a colon (:) before the filename.
	If you have not saved the buffer's contents, DR EDIX asks if you want to abandon the changes you have made to the buffer.
^KQ	Cancels a command (like ^KE) that produces a prompt. The main function of ^KQ is to exit DR EDIX (see "Exiting DR EDIX, later in this section).

DR EDIX has the same rules for naming files as FlexOS. Do not use a filename that already exists unless you want to replace the contents of the old file with new material.

Note: You should save your files often during lengthy editing sessions. If the power goes off or your computer fails, edits made after the last ^KS are lost.

1.11 DR EDIX Backup Files

Before DR EDIX writes a file to disk, it makes the previous version of the file a "backup" version by assigning it the file extension BAK.

Backup files guard against losing the file entirely because of an error during the write operation. If DR EDIX detects an error while writing your file, it displays a message and restores the original file. If DR EDIX does not detect the error, as can happen in a power failure, you might end up with two very different versions of the file, one with extension BAK and the other with the original extension. (Sometimes you'll see significant differences in the sizes of the two files in your directory listing.) In that case, when your computer is running again, you should compare the two versions of the file, deleting the more corrupted version.

You should never lose data because of a write error, provided you heed the messages from DR EDIX and use the Help command (^J) whenever you are unsure of what to do.

Backup files are also valuable if you accidentally erase the current version of your file, but they do take up valuable disk space. If space is an issue, you can copy your current backup files onto a diskette and then erase the backup files from your current directory.

1.12 Exiting DR EDIX

To end a session in DR EDIX, press ^KQ. If you have been working in a buffer, you would typically press ^KS to save before you press ^KQ.

If you press ^KQ before saving the buffer, DR EDIX displays the prompt:

`OK to lose changes (y/n)?`

If you press Y, you exit DR EDIX and return to the system prompt without your changes being written to disk. If you press N, you can continue editing, or you can choose another DR EDIX command (like ^KS).

You can use ^ZS to review the status display to see which buffers have unwritten changes in them. The status display is described in Section 2 under "Status Table."

As noted previously, ^KQ also cancels commands that produce prompts.

End of Section 1

Advanced DR EDIX Features

This section teaches you some advanced DR EDIX features, including:

- how DR EDIX handles buffers and windows
- how to work with two or more buffers at once
- the DR EDIX status table
- how to move, copy, or delete blocks of text
- how to merge one file into another

2.1 Buffers

DR EDIX stores your files in blocks of memory called **buffers**. For all practical purposes, once you read a file into a buffer or create new text in an empty buffer, you can treat the buffer as a file, moving from the beginning to end, adding and deleting lines, writing it to a disk, and so forth.

A line in a DR EDIX buffer can be up to 255 characters long. Because some of these characters can be tabs, you can actually enter lines that take over 429 columns to display. This is useful for editing very wide spreadsheets.

DR EDIX does not limit the number of lines in a buffer, but adds lines to the buffer until the available memory is filled. If you fill a buffer, use the ^KS command to write the buffer contents to a file.

DR EDIX can divide its memory into as many as four buffers, which means you can work on as many as four documents at once, switching back and forth among the buffers.

2.2 Windows

You can split your DR EDIX screen horizontally into two **windows**, which are effectively the same as having two separate physical screens.

When you begin a DR EDIX session, Window 1 occupies the entire screen; it is the only window allowed to occupy the whole screen. The command ^Z2 splits the text area horizontally to create Window 2, which can occupy only the bottom half of the screen.

The commands ^Z1 and ^Z2 move the cursor to Window 1 and Window 2, respectively. If the screen has not already been split into two windows, ^Z2 first splits it and then moves the cursor.

The command ^ZO (the letter O, not zero) restores the full text area to Window 1.

Table 2-1 on the next page summarizes the DR EDIX windowing commands.

Table 2-1.   DR EDIX Window Commands

Command	Meaning
^Z1	Window 1. Switches cursor to Window 1. Window 1 is always present on the screen.
^Z2	Window 2. If necessary, splits the screen to show Window 2, then switches cursor to Window 2.
^ZO	One window. Restores the screen to one window (Window 1). Use the letter O, not zero.

2.3 Buffer Assignments

When you start DR EDIX, Buffer 1 is assigned by default to Window 1 and Buffer 2 by default to Window 2, even though Window 2 is not visible.

If you start DR EDIX without specifying a filename, Buffer 1 is empty and has no name until you do one of the following:

- You write its contents to a disk using ^KS. DR EDIX prompts you for a filename.

- You assign the buffer a filename using ^KF.

- You explicitly read a file into the buffer using ^KE. DR EDIX prompts you for a filename, which then becomes the name of your buffer.

You can display any buffer on the screen by assigning it to a DR EDIX window. To assign a buffer to a window, use the ^ZB command. DR EDIX displays the following prompt:

```
Buffer number or file:
```

If you respond with a number, DR EDIX displays the specified buffer in the current window. If you give a filename, the buffer associated with that filename is displayed in the current window.

2.4 Status Table

The status table displays additional information about each of your files, windows, and buffers. To display the status table, press ^ZS, the status command. Figure 2-1 shows a sample status table.

```
File            Bfr  Lines  Wnd  Chg  Mrk
REVIEW.MEM       1    18     1    Y
EXPENSES.MEM     2    13     2
GUESTS.LST       3    25          Y    Y
                 4     1
```

Figure 2-1.   DR EDIX Status Table

The status table lists all four buffers, whether or not they contain anything. The first column (File) shows the filename, if any, associated with each buffer. The remaining columns display the buffer number (Bfr), the number of lines in each buffer (Lines), the window number in which it appears (Wnd), whether the buffer has unwritten changes (Chg), and whether the buffer contains a marked block (Mrk).

For example, REVIEW.MEM is in Buffer 1, has 18 lines of text, is displayed in Window 1, and contains changes that have not been written to disk.

Notice that GUESTS.LST contains a marked block of text. (Block commands are described later in this section.) You can only have one marked block at a time, and the status table shows its location.

Notice also that although Buffer 4 is empty, the status table displays one line of information for it. A buffer is always at least one line long, even when empty.

2.5 Block Commands

A **block** is a line or a group of lines that you mark for copying, moving, or deletion. DR EDIX supports the following block commands:

^KC   Copies a block of text within a buffer or between buffers.
^KV   Moves a block of text within a buffer or between buffers.
^KY   Deletes a block of text from a buffer.

Note: You cannot mark only a portion of a line. The smallest possible block is a single line.

2.5.1 Marking Blocks

Before you use a block command, you must mark the block with the command ^KB. If you try to execute a block command without marking a block, DR EDIX displays the following message:

No source block

The block must be entirely within the same buffer (you cannot mark across buffers), and the buffer must be displayed in a window when you mark the block. However, once the block is marked, you can put this buffer in the background.

To mark a single line, press ^KB twice while the cursor is anywhere in the line. To mark a group of lines, press ^KB on the first line of your block. DR EDIX displays the following message:

`Waiting for second mark ...`

Move the cursor to the last line of the intended block and press ^KB again. DR EDIX highlights the marked lines by displaying the first character of each marked line on the screen in reverse video.

Once you have marked the block, you can execute one of the block commands.

You can unmark a block by doing any of the following:

- Pressing ^KB a third time while the cursor is anywhere in the buffer that contains the marked block.

- Pressing ^KY, which deletes the block.

- Pressing ^ZG and then entering 0 (zero) or pressing the Enter key in response to the prompt. See "Going to a Line by Number," later in this section.

Note that there can be only one marked source block at a time. If there is a marked block and you press ^KB in the same buffer, you unmark the block. If you press ^KB in a different buffer, DR EDIX displays the following message:

`Source block marked in some other buffer`

To mark another block, you must first unmark the current marked block. If the marked block is not visible on the screen, use the ^ZS command to display the status table. Then assign the buffer with the marked block to a window and press ^KB to unmark the block.

2.5.2 Copying Blocks

To copy a block you have marked, locate the cursor where you want the block copied and press ^KC. You can copy a block within its own buffer or to any other buffer that is displayed in a window. Unless you are copying to the same buffer, the source block and its buffer do not have to be in a window.

After you copy a block, the source block stays marked, and you can use the ^KC command to copy the same block repeatedly.

2.5.3 Moving Blocks

To move a block you have marked, locate the cursor where you want the block moved and press ^KV. The marked block is inserted after the line containing the cursor. You can move a block within its own buffer or to any other buffer that is displayed in a window. Unless you are moving within the same buffer, the source block and its buffer do not have to be in a window.

After you move a block, it stays marked, and you can use the ^KV command to move it again. Each time you move a block, it is deleted from its original location.

2.5.4 Deleting Blocks

To delete a marked block, press ^KY. The buffer containing the block does not have to be visible in a window. Deleting a marked block changes the status of its buffer from marked to unmarked.

You can undo a block deletion by pressing ^ZU command for every line that was deleted, up to a maximum of 50 lines. You cannot recall an entire block of deleted lines with one command.

2.6 Search and Replace

Using the ^QF command, you can search for and move the cursor to a **pattern** in your text. A pattern can be a single character or a string of characters (like a word or sentence) of 50 characters or fewer. Using ^QA, you can search for a pattern and replace it with one you specify. You can create complex search patterns with the wildcard characters * and ?, described below.

2.6.1 Searching

To search for a pattern in a buffer, press ^QF and enter the pattern after the prompt, as in the following example:

Pattern: **Buffalo Bill**

DR EDIX makes a "circular" search of the buffer. It starts at the cursor's position, searches to the end of the buffer, jumps back to the top of the buffer, and continues searching until it returns to the original cursor position.

If DR EDIX finds a pattern that matches what you've specified, it reports "Found", moves the cursor to the first occurrence of the pattern in the buffer, and stops the search. You can continue the search by pressing ^L for each additional occurrence of the pattern.

If DR EDIX does not find a matching pattern, it reports "Not found" and returns the cursor to its original position.

Because DR EDIX retains a pattern until you replace it with a new ^QF or ^QA command or until you quit the editor, you can continue a search with ^L at any time, not just immediately after the initial search. For example, you can search on a string, edit the text at the first occurrence, and then continue the search.

2.6.2 Recovering Search Patterns

You can recover the pattern from the previous search by pressing ^E and the current pattern by pressing ^X, as in the following example.

  1. You press ^QF, enter the pattern "hard disk drive", and press the Enter key.

  2. After DR EDIX finishes searching, you press ^QF, enter the pattern "floppy disk drive", but <u>do not</u> press the Enter key.

3. You press ^E. "Hard disk drive" (the previous search pattern) replaces "floppy disk drive".

4. You press ^X. "Floppy disk drive" (the current search pattern) replaces "hard disk drive".

2.6.3 Searching With Wildcards

You can use the star (*) and question mark (?) wildcard characters in your search patterns.

The * wildcard stands for any string of any length in a line. For example, the pattern "a*p*" matches the following strings:

```
application
astute programmer
antipasto
```

The ? wildcard stands for any single character (including a tab or a space), but not the end-of-line character. For example, the pattern "c?re" matches all of the following:

```
care
c re
c:re
```

The * and ? wildcards can appear any number of times in a pattern. However, several * wildcards will make your search very general, and it might take DR EDIX a long time to find all the possible matches.

To search for a pattern that contains a star or question mark as a literal character instead of a wildcard, precede the star or question mark with a backslash (\). Similarly, if the string contains a backslash, precede it with a second backslash.

string	search pattern
3 * 2 = 6	3 * 2 = 6
Yes/No?	Yes/No\?
hello\goodbye	hello\\goodbye

2.6.4 Replacing

The command ^QA replaces the search string with a string you specify. For example, to replace the word "microprocessor" with "chip", you would do the following:

1. Press ^QA. At the pattern prompt, type:

   Pattern: **microprocessor**

   Press the Enter key.

2. DR EDIX displays the replacement prompt. Type this:

   Replacement: **chip**

The replacement text does not have to be the same length as the matched text, but it cannot be more than 50 characters. To send the command to DR EDIX, press Enter again.

DR EDIX makes a circular search of the buffer, just as it did for the ^QF command, ultimately returning to the original cursor position. If a match is found, this message is displayed:

`l=local; g=global; ^KQ=exit; other=skip`

You have the following options:

l=local   Replaces only the current string and then continues the search for the next occurrence of the search pattern. If one is found, DR EDIX again displays the replacement options.

g=global   Replaces all matching strings in the buffer. Once you press g, you cannot cancel the replacement operation.

^KQ=exit   Cancels the search-and-replace operation.

other=skip   Does not replace the current matching string, but continues the search for the next occurrence of the pattern. "Other" can be the spacebar or any key other than L, G, or ^KQ.

If no match is found, DR EDIX displays the following message:

`Not found`

You can replace the search pattern with a "null string" -- a string containing nothing, not even a blank space. To do so, simply press Enter at the replacement prompt. This is a fast way of doing global deletions in the buffer.

If you use the * and ? in the replacement pattern, DR EDIX places them in the text as literal characters, not as wildcards.

As with searching, DR EDIX remembers the pattern and replacement string from the previous ^QA command. If a previous pattern or replacement string exists, you can bring it to the prompt response area by pressing ^E.

2.7 Going to a Line by Number

DR EDIX assigns a number to each line in the buffer. Although these numbers are not shown on the display, the number of the line in which the cursor is located is shown in the status area. Line numbers are useful when using DR EDIX to create source code.

You can use the ^ZG command to go to a specific line. DR EDIX prompts you for a line number, which must be between 1 and the number of lines in the buffer. (If you enter a number that is out of this range, DR EDIX prompts you again.) After you enter the line number, DR EDIX moves the cursor to the first column of that line.

If you enter 0 for the line number or only press Enter, DR EDIX returns the cursor to its location before you pressed ^ZG. As noted previously, this is also a way of unmarking a marked block of text.

2.8 Merging Files

Using the ^KR command, you can read the contents of an existing file into the current buffer.

Locate the cursor on the line immediately before where you want the file inserted. When you press ^KR, DR EDIX prompts you for a filename. After you respond and press Enter, DR EDIX inserts a copy of the file into the buffer after the current line.

Reading in a file does not affect the name (if any) associated with the current buffer, and it does not alter the original of the file that was read in.

If you want to read in only part of a file into a buffer, you have two choices:

• Read in the whole file and then delete the part you do not need.

• Read the file into another buffer, mark the block you want, and use ^KV to move it into the target buffer.

2.9 Changing the Filename

You can change the current filename with ^KF. DR EDIX prompts you to enter a new filename. Changing the filename does not otherwise alter the file.

End of Section 2

DR EDIX Commands and Messages

3.1 DR EDIX Command Summary

Most DR EDIX commands are invoked by pressing a combination of the Ctrl key, represented by a caret (^), and another key.

The following tables summarize the DR EDIX commands. The tables group the commands into the following categories:

- line editing commands
- file/buffer commands
- windowing commands
- block commands
- search commands
- status/help commands

Table 3-1.   DR EDIX Line-Editing Commands

Command	Description
^A	Places cursor on first character of previous word.
^F	Places cursor on first character of next word.
^QE	Places cursor at first non-blank character of first line of window.
^QX	Places cursor at first non-blank character of last line of window.
^Y	Deletes current line.
^\	Inserts blank line before current line.
^ZA	Inserts blank line after current line.
^ZG	Prompts for line number and places cursor at the start of that line. Responding 0 or Enter returns cursor to its original position and unmarks a marked block (if any).

Table 3-2.   DR EDIX File/Buffer Commands

Commmand	Description
^KS	Saves buffer under its current filename or, if buffer does not yet have a name, prompts for filename and then writes buffer to a file under that name.
^KE	Prompts for filename, clears current buffer, and then either reads specified file into buffer or assigns specified filename to empty buffer.
^KF	Prompts for filename and then assigns that filename to contents of current buffer.
^KR	Prompts for filename and then reads that file into current buffer, following the current line. Places cursor at first character of inserted text.
^KQ	Exits from DR EDIX back to FlexOS or, if issued in response to a prompt, cancels command that caused prompt.
^ZB	Prompts for buffer number or filename, then brings specified buffer or file into current window.

Table 3-3.   DR EDIX Windowing Commands

Commmand	Description
^Z1	Switches to Window 1 and its associated buffer. (Use the 1 key on the top row of your keyboard, not the keypad key.)
^Z2	Switches to Window 2 (if open) and its associated buffer. If Window 2 is not open, first splits the screen to show Window 2. (Use the 2 key on the top row of your keyboard, not the keypad key.)
^ZO	Restores the screen to one window (Window 1).

Table 3-4. DR EDIX Block Commands

Commmand	Description
^KB	Marks first or last line of block. If block is already marked, unmarks block.
^KC	Inserts copy of marked block after current line.
^KV	Moves marked block to follow current line. Places cursor at first character of moved block.
^KY	Deletes marked block from buffer.

Table 3-5. DR EDIX Search Commands

Commmand	Description
^QF	Prompts for pattern and then searches for text that matches it.
^QA	Prompts for pattern and then prompts for replacement string. Searches for pattern and then gives you choice of local replacement, global replacement, canceling the replacement, or skipping to next match.
^L	Searches for next occurrence of current pattern.

Table 3-6. DR EDIX Status/Help Commands

Commmand	Description
^ZS	Displays status screen.
^J	Provides help information.

3.2 DR EDIX Messages

This section describes the messages that DR EDIX displays on your screen. The
messages are listed in alphabetical order.

Bad pattern

The specified pattern contains an invalid combination of characters, usually a
wildcard. Refer to "Search and Replace" in Section 2 or use ^J for help.

Bad target

The cursor was still inside the marked block when you issued the ^KC or ^KV
command. Move the cursor out of the marked block.

Can't create <filename.ext>

A new file cannot be created with a ^KS command, probably because of a full
directory or insufficient disk space. Try writing the file to another drive, or change
disks and reissue the command.

Can't delete <filename.ext>

The backup file cannot be deleted, perhaps because of a defective disk, a problem
with your disk drive hardware, or because you have protected your backup diskette
with the FSET command.

Can't open <filename.ext>
Can't open <filename.ext>; new file assumed

The file you are trying to read with ^KR or ^KE cannot be opened, perhaps
because you misspelled the filename or because you have not given the full
directory pathname.   The second message, resulting from a ^KE command,
assumes you are opening a new file.

Device full

The disk to which you are writing with ^KS is full. The file has been restored to
the way it was before the write. You must write to a different drive or make room
on the disk by erasing unneeded files. Press ^J for instructions.

Empty buffer

You have attempted to delete the only line in an empty buffer. An empty buffer
always contains an end-of-line character, which cannot be deleted.

Empty delete stack

You have issued a ^ZU (undo) command when there are no deleted lines in the delete stack.

Invalid command

You have issued a command that is invalid in this context. An example is ^ZG given in response to a pattern prompt. To cancel the prompt, use ^KQ.

Invalid response

Responses to a (Y/N)? query must be an uppercase or lowercase Y or N.

No buffer has that file

No buffer is associated with the filename you entered. Use ^ZS to see which files are associated with which buffers, or invoke a buffer by number.

No help file

DR EDIX cannot find the file named HELP.EDX. This file must be on the current drive or on drive A.

No pattern

You have pressed ^L to continue a search, but there is no search pattern stored.

No source block

You have issued a DR EDIX block command, but there is no marked block.

Not found

DR EDIX could not match the pattern you entered.

Number required

After pressing ^ZG, you must type a number following the line prompt. To cancel the ^ZG, press ^KQ.

Out of range

The line number you gave in response to a ^ZG command must be between 1 and the number of lines in the buffer. Press ^KQ to cancel the ^ZG command or type a valid line number.

Read error

A read error occurred while DR EDIX was reading a file. This message can occur if a bad filespec is specified or if the file that DR EDIX is reading is not terminated with an end-of-file character (decimal 26).

Response too long

The response you typed after a prompt has too many characters for that prompt. Press ^J to see which responses are appropriate.

Source block marked in some other buffer

You have tried to mark a block while there is still a block marked in another buffer. Use ^ZS to see which buffer has the marked block. Make that buffer current (with ^ZB or a window-switching command) and press ^KB to clear the marks. You can also use ^ZG to go directly from your current position to the start of the source block.

Text capacity exceeded

You have filled all allocated memory with text. You should write all buffers to disk, exit from DR EDIX, and reinvoke DR EDIX. Although DR EDIX usually maintains the integrity of internal storage structures when memory is exhausted, it is safer to get a fresh start.

Unknown command. Press ^J for help.

You have typed a command that is unknown to DR EDIX.

Write Error

A write error occurred while DR EDIX was writing a file, probably as the result of a defective disk. This error is different from the "device full" condition.

End of Section 3

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