

KEDIT v1.50 Preliminary Docs

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Files in distribution:

KEDIT151.COM KEdit v1.50 main program
KEDIT151.DOC This file.
FLASH80.SYS fast and screen-glitch free 80 column E: handler (Ver. 1.1)
FLASH40.SYS Fast 40 column handler (Ver 1.0)
DUMMY.SYS Dummy handler (described later)
MACCOMP.BAS Macro Editor for KEDIT (Req. Atari BASIC)
MACRO.DOC Docs for Macros

Note: It is recommended you use the new FLASH80 handler supplied with this version and not the earlier version. You must use the new FLASH80 handler if you want KEDIT to be able to unlink it on exit. Actually KEDIT can unlink the earlier version but cannot disable the VBI used for the cursor. The new FLASH80 handler will disable the VBI when its I/O channel is closed. The FLASH40 handler is unchanged.

KEdit is a program type editor, not a word processor. Lines are limited to 127 characters in length. If a line is too long to fit on the screen, it may be scrolled left or right. An inverse video character at either edge of the screen is used to indicate the line extends off the screen. Users of the ACTION! programming language will be at home with this type of editor.

Kedit uses the atari E: device (or a custom E: device). Even then, it is still faster than many other editors in most functions. KEdit works in 40 columns or 80 columns displaying 38 or 78 column respectively. Lines up to 127 characters may be edited by horizontal scrolling. Fast 40 and 80 column handlers are provided. It is not necessary to use them to use this program effectively. The 80 column handler allows editing in 80 columns at a cost of 12K of RAM in the main bank. The 40-column handler allows very fast screen handling. To use these handlers simply copy the handler to the drive or directory that will be set as D: and rename it to EHANDLER.SYS. With Atari Dos versions D: is always D1: and can't be changed. With MyDos or SpartaDos you are able to change D: to what ever drive or subdirecotory you want. When KEDIT loads, the program will automatically load and install the handler. When you exit, it will restore the default E: device that was present when loaded. Optionally, instead you may append KEdit to the handler. When you exit, the handler will still be installed. You should NOT due both. If you do, KEDIT will lock up on exit. It should be possible to use other E: handlers if they load into high memory and behave similiarly to the atari OS's E: device. I didn't know where the XEP80 handler loads into memory, if it loads into low memory going above location 8192 (\$2000) it will not work. If requested I could possibly produce a special version of KEDIT that loads into high memory. The reason it loads where it does now is that I needed 12K of contiguous ram that does not overlap the 16384-32767 XE banking region for my 80 column handler and theres is not enough space below 16384 (with most DOS's).

These commands are active on the command line as well as during text editing:

RETURN - Ends the line.
Ctrl-Insert - Insert space under cursor, push all characters under and after the cursor to the right.
Ctrl-Delete - Delete character under cursor, pull characters to the right of the cursor back.
Left/Right - Move within the line.

Ctrl-A - Toggle case of character under cursor, move right one character
 Ctrl-I - Toggle Insert Mode. Insert Mode is indicated by a grey border
 Always defaults to off on the comand line.
 CAPS - Toggle upper/lower case mode
 Shift-CAPS - Force uppecase mode
 Inverse - Toggle inverse video On/Off
 Shift-Left - Go to start of line
 Shift-Right - Go to end of line
 ESC - Use to enter control characters.

Note: Ctrl-C will abort a funtion on the command line. Write this down so you don't forget!! (Think cancel!)

Editing Commands in text edit mode:

RETURN - Ends the line. Goes to start of next line or if auto-tab is enabled, indents same as previous line.
 Ctrl-Insert - Insert space under cursor, push all characters under and after the cursor to the right.
 Ctrl-Delete - Delete character under cursor, pull characters to the right of the cursor back
 Left/Right - Move within the line.
 CAPS - Toggle upper/lower case mode
 Shift-CAPS - Force uppecase mode
 Inverse - Toggle inverse video On/Off
 Shift-Left - Go to start of line (XF2.x - Alt-Shift-Left or backslash)
 Shift-Right - Go to end of line (XF2.x - Alt-Shift-Right or caret)
 ESC - Use to enter control characters
 Up - Up to previous line
 Down - Down to next line
 Shift-Up - Page up (21 lines) (XF2.x - Alt-Shift-Up or underscore)
 Shift-Dn - Page down (21 lines) (XF2.x - Alt-Shift-Dn or vertical bar)
 Shift-RETURN - Breaks line at the cursor position, moves text under and to the right of the cursor to a new line after the current one.
 Shift-Del - Delete current line to buffer. You can use this key multiple times without any other intervening keystroke to store multiple lines in the buffer.
 Shift-Ins - Insert Blank Line
 Sel-Shft-Del - Delete current line and add to end of failsafe buffer preserving what is already in the buffer.
 Control-, - Break Line (see Shift-RETURN).
 Control-A - Toggles case of character under cursor and moves right one char
 Control-B - Next Bank (If in Banked Mode - see Sel-Ctrl-B)
 Control-C - Clear memory. Prompts for confirmation.
 Control-D - At end of line, will take text on following line and append to end of current line. Otherwise, no effect.
 Control-E - Go to end of document (Bank)
 Control-F - Find string. You must use Select-Control-F to set the string. Trailing spaces are ignored. ? is a wildcard character that will match any character. See "Searching and Replacing."
 Control-G - Global Search/Replace. Prompts for search string, and replacement string. If strings are equal length this command is very fast. A count is displayed at the screen top of the number of replacements. Trailing spaces are ignored on the search string (but not the replacement). ? is a wildcard character on the search string. Be careful with wildcards. If you are not sure, save first. Be careful not to use a replacement that may cause a line to be longer than 127

characters. (XF2.x - Control-Y is substitute). See "Searching and Replacing." The screen border changes colors as the replacements are occurring.

Control-H - Homes cursor to top of screen. If at top of screen, homes to top of document (Bank)

Control-I - Toggle Insert Mode. Insert Mode is indicated by a grey border

Control-K - Clears out failsafe buffer

Control-L - Load file. Prompts for filename. If you loaded a file that was too long to fit into memory, you can continue loading by appending ,C to the end. You can get a directory listing by typing a filename with any wildcard (* or ?) will give a directory (pressing ctrl-D will also give one). Also, If the input ends in : or > a directory of all files on that drive or in that directory will be displayed.

Control-M/N - Shift entire screen display. Allows you to view more than one line if it extends off the screen. This function is relatively slow with the OS's E: device.

Control-P - Position in file (Displays line #)

Control-R - Restore from buffer. Insert text stored in the buffer at the current line. Only whole lines can be inserted.

Control-S - Save file. Prompts for a filename to save to. Like the load function, you can view a directory. If you place a ,A at the end, the file will be appended to.

Control-U - Undoes any changes on the current line since the line was entered, or since the last command function.

Control-V - Go to Previous bank (see Control-B)

Control-W - Write All. Writes all banks out as one file starting with the Main Bank (M). (Only in Banked Mode) See Control-L for how to get a directory.

Control-X - Will automatically press Select for the next key press. If a command calls for Select-Control-S, you could use Control-X followed by Control-S. Depending on the computer model this might be easier. It also is used within Macros.

Control-Y - Same as control-G. Used since XF2.x treats control-G as control-F.

The following command require pressing Select and Control along with the key. This is indicared by Sel-Ctr-key. You can also use Control-X, Control-Key.

Sel-Ctr-A - Save as Control-A.

Sel-Ctr-B - Use banked memory. This uses the 130XE memory banks. Do not use this command if you are using a Ramdisk that uses this area. There is actually room for up to 16 banks: 1-9, A-F in addition to the main bank. If requested I could provided a program to allow you to patch this program. Edit up to 280K! The program currently will not split up the text for you, but you can manually keep switching banks and use the ,C option in the load command to continue loading.

Sel-Ctr-C - Cursor Mode. Toggles off the KEDIT cursor and turns on the system cursor. Use if a custom E: device's cursor will not turn off. This is for if some handler will not disable its cursor via location 752 as the OS does.

Sel-Ctr-E - Go to end of text (Same as Ctrl-E)

Sel-Ctr-F - Prompts for string to find. Use Ctrl-F to find the string. See "Searching and Replacing."

Sel-Ctr-H - Home to top of document (Bank).

Sel-Ctr-L - Same as Contrl-L

Sel-Ctr-M Shift display to normal (undoes Ctrl-N's)
 Sel-Ctr-Q Quit to Dos. Prompts Y or N.
 Sel-Ctr-R Redraw Display.
 Sel-Ctr-S Save file under the current name. No prompting!
 Sel-Ctr-U Gives free memory in use and free (for current bank). In the main bank, memory used for the failsafe buffer is deducted from the free count. Use control-K to Kill (Clear) the buffer if you do not need what is in it
 Sel-Ctr-W Saves all banks (like Ctrl-W) under the current name. (XE Mode)
 Sel-Ctr-X Exit to Dos (Same as Sel-Ctr-Q)
 Sel-Ctr-Y Wide screen toggle 40/80 column. In case KEDIT doesn't determine your screen width.
 Sel-Ctr-Z Toggle auto tab mode. Causes RETURNS to indent same as last when on. There is no indication of the mode in the current version. Free ram message is displayed.
 Shift-Return break line at cursor. Move text under and after cursor to next line. Cursor moves to start of next line.

Email Comments and Bugs to: cp576@cleveland.freenet.edu
 See screen displayed as file is loaded for permissions.

v1.50 Bug fixes/updates/enhancements

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- (1) Shift-Del bug fixed. Causes crash on some configurations. This was due to a typo in the source code.
 - (2) More than 255 lines can now be stored in paste buffer. Only limit is amount of free RAM above 32768 in the main bank.
 - (3) Out-of-Ram/Buf-full errors on line-delete will not clear failsafe buffer.
 - (4) Insert Mode/Caps Lock preserved after search/io inputs.
 - (5) On directory, mask will default to *.*.
 - (6) After a directory the mask will be automatically removed.
 - (7) KEdit v1.50 defaults to insert mode.
 - (8) You can now combine two lines easily without retyping via control-D.
 - (9) A load error doesn't reset the filename.
 - (10) A directory is automatically displayed if you type any wildcards in a filename. Typing D1:*.ASM will list all files that match that mask.
 - (11) Automatic E: handler loading if desired.
 - (12) Shift-Return (Break Line) now moves the cursor to the next line.
 - (13) Pressing return with the entire screen shifted will place you at the start of the next line not just at the left margin of the next line.
 - (14) Problems with global search replace fixed. Try replacing "a" with "aa" on version 1.0 for example
 - (15) Garbage would sometimes be displayed when entering text to find/replace. This has been fixed
 - (16) Most commands no longer return you to the start of a line.
 - (17) Line number & go to line functions
 - (18) Fixes misc. minor bugs & quirks.
 - (19) Keyboard Macros and redefinition.
 - (20) Page Up Bug fixed (1.51)
 - (21) Control-keys work when in inverse mode (1.51)
 - (22) ESC can prefix macro key to return keypress (1.51)

The Failsafe Buffer (Copying and Moving text):

Text copying is handled by deleting it to a failsafe buffer and then restoring it wherever desired. Textpro, Speedscript, and ACTION! users should already be familiar with this method of copying text. The

failsafe buffer exists at top of memory of main bank down to end of text in main bank or location 32768 (\$8000), whichever is higher. A buffer full message will occur if the buffer attempts to go below location 32768. An out-of-ram message will occur if memory becomes full. An out of memory condition can occur if you are editing text in another bank, but memory in the main bank is too full for deleted lines. Using select-control-U in the main bank, displays the amount of free memory less any memory used by the failsafe buffer. If you don't need what is in the buffer, use control-K to kill it. The failsafe buffer is used to copy and move text, position the cursor at the first line, and press Shift-Delete to delete lines into the buffer. Press control-R to restore the lines back, or use somewhere else as much as you want. If there is not enough free ram to restore the entire buffer, an out-of-ram message will occur and no text will be restored. Do not move the cursor or make any other keystroke between the Shift-Deletes or the buffer will be cleared before the later Shift-Delete. Press Select-Shift-Delete to add more text to the buffer without clearing.

Searching and Replacing

KEdit is able to find any string up to 40 characters or search and replace any string up to 40 characters throughout the entire file. To find a string press Select-Control-F (or Control-X followed by Control-F). You will be prompted for a search string. Enter up to 40 characters, and press RETURN to set the string. To find the string press Control-F as much as desired to find the next occurrence. To search and replace all occurrences of a string press Control-G (or Control-Y). Enter a string up to 40 characters and press RETURN. Now, Type in a replacement string. Use "/R" for a carriage return, use /S for spaces at the end of the string. Use "/" for "/". Version 1.50 fixes a few bugs in 1.00 and allows you to search for carriage return characters as well as trailing spaces. In the string to search for use a question mark as a wild card character. The question mark will match any character. To search for "?" you must use "?/". Carriage returns can be specified by using "/R". Trailing space characters can be specified by "/S". The "/" character can be specified by "/". "/x" where x is any other character will generate the character x (in uppercase if it was lower). The string to search for always default to the last string entered to search for.

the DUMMY.SYS handler

The Dummy handler allows you to make different versions of KEDIT to be custom loaded. Copy FLASH80.SYS to a file named KEDIT80.COM and then append KEDIT150.COM to it. Copy DUMMY.SYS to EHANDLER.SYS on what will be the default drive. Now load KEDIT80.COM and you can edit in 80 columns. When you exit to DOS, the 40 column screen will be restored. The advantage of this is that you can also make a KEDIT40.COM with the fast 40 column handler when you have a file too long to fit in memory with the FLASH80.SYS handler.

Bugs and caveats

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- (1) KEdit is still not always able to tell if a line exceeds 127 characters which can cause problems. IF you keep your lines around 80 characters maximum and don't attempt to load files with long lines, this shouldn't be too much of a problem.
 - (2) The RESET key is not trapped
 - (3) There is no end of line indicator.

Keyboard Macros

See MACRO.DOC file for information.

Special Information

I wanted to make this program compatible with XEP80 or possible other 80 column handlers. I need to know what memory locations the XEP80's handler uses - Does it load into low or high memory? This program loads at location 8192 (\$2000). Hopefully there is or can be written a handler that will load elsewhere, otherwise if I get enough requests, I may write a version to load into high memory.

Permissions

KEdit V1.50 is shareware. This program may be freely distributed but not sold. (Cost of up to \$3.00 US is permitted to cover disk and shipping costs) If you regularly use this program, a donation of \$8.00 is recommended to be sent to address at the end of this manual. All files listed at the start of this file must be included or made available unaltered in any distribution. Comments and bugs may be emailed to cp576@cleveland.freenet.edu. The earlier version 1.00 remains freeware. All files Copyright 1994 Kenneth Siders. Note:FLASH80.SYS and FLASH40.SYS are freeware and may be distributed independently of the KEDIT program.

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