

Norton Editor
Reference Manual

Reliance
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CONTROLS

Instruction Manual J-3618



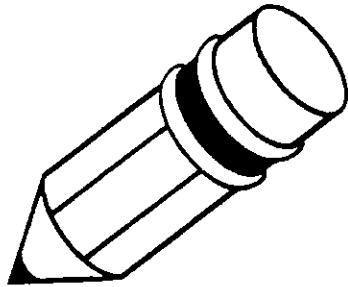
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THE NORTON EDITOR



Version 1.3

A programmer's editor

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Getting Started Fast

The Norton Editor is a programmer's editor that's easy to learn and use. You can start using it immediately, without having to study this manual.

There are three things you need to know to get started fast: how to start, how to end, and how to get help in the middle.

Start the Editor like this, with or without the name of a file to edit:

```
NE
NE filename
```

End the editing session by pressing F3 followed by E (to *exit*, saving the edited data) or F3 followed by Q (to *quit* without saving your work).

To get help in the middle of your editing session, simply press F1 to display the Norton Editor's help screens.

Here's a summary of the other Norton Editor function keys:

F2	status display screen
F3	<i>lead-in</i> key for file and disk commands
F4	<i>lead-in</i> key for block commands
F5	<i>lead-in</i> key for screen and format commands
F6	<i>lead-in</i> key for miscellaneous commands
F7	<i>lead-in</i> key for printer commands
F8	<i>reserved for future use</i>
F9	DOS command processor
F10	<i>reserved for future use</i>

That's all you need to know to get going fast with the Norton Editor. When you're ready for more details, read the rest of this manual.

Command Summary

Here is a summary of the commands the Norton Editor provides:

F1 **Help**

F2 **Status**

F3 **File commands**

E *Exit*, save the data and end the edit session
Q *Quit*, discard the data and end the edit session
S *Save*, write the data to disk and continue editing
X *eXchange* windows, switch to other window
N *New*, edit a new file
A *Append* another file to end of edit data
W *Write* part of the data to disk
L *Load* more data from a large file
C *Close* the output file, open new output

F4 **Block commands**

S *Set* a block marker
R *Remove* block markers
D *Delete* a block
C *Copy* a block
W *Window-to-window* block copy
M *Move* a block
L *Line*, mark an entire line as a block
E *End-of-line*, mark to end-of-line as a block
F *Find* block marker

F5 Screen format commands

L	<i>Line length</i> , set line length
W	<i>Word-wrap</i> , toggle on and off
F	<i>Format</i> a paragraph
T	<i>Tab</i> , set tab spacing
I	<i>Indent</i> , toggle auto indent on and off
C	<i>Cursor</i> , set cursor type
D	<i>Display</i> , set display color
S	<i>Save editor</i> with new defaults set
K	<i>Key define</i> , change operation of Tab and Ins keys

F6 Miscellaneous commands

G	<i>Goto</i> a line number
M	<i>Matching</i> punctuation, finds matching symbol
C	<i>Condensed</i> display mode
Ins	<i>Insert</i> mode cancel, switch to <i>replace</i> mode
T	<i>Test</i> windows for differences

F7 Printer commands

P	<i>Print</i> entire edit buffer
B	<i>Block</i> , print marked block
E	<i>Eject</i> paper (form-feed)
S	<i>Size</i> in lines per page
M	<i>Margin</i> , set left margin for printing

F9 DOS Command Processor**Other commands:**

F1	<i>Help</i> screens
F2	<i>Status</i> display
F9	<i>DOS</i> command processor
Ins	<i>Insert</i> , switch to insert mode
Ctrl-U	<i>Undelete</i>
Ctrl-F	<i>Find</i> or <i>find-and-replace</i>
Ctrl-C	<i>Continue</i> find operation
Ctrl-P	<i>Insert</i> control character
Ctrl-V	<i>Vice versa</i> , flip upper- and lowercase

General Information

Important Features

Here is general information about the Norton Editor to help you understand its features, how its commands are organized, and some of its underlying philosophy.

The Norton Editor uses all available memory so that none of your computer's resources go to waste. Typically, on a PC with 640K of memory, the Editor can hold well over 500K of file data in memory. Regardless of how much memory is available, the Norton Editor can edit files of any size, no matter how large. The Editor can also handle unusually long lines, up to nearly 64K in length. You'll find that the Norton Editor places almost *no limits* on the work it can do.

The Norton Editor has many features that are particularly useful for writing programs. Among them are the compressed display mode (activated with F6 C), and automatic indentation (F5 I).

The Norton Editor also provides many features that make it convenient for word processing. Among the word-oriented features are cursor movement by word, word-delete in either direction, automatic word-wrap, and automatic paragraph reformatting.

The Norton Editor gives you access to DOS commands through a command processor feature. You can perform any DOS command and run any program using this feature.

The Norton Editor can be used with or without a mouse.

The Norton Editor can simultaneously edit two files, in separate editing windows, and move data between them.

The Norton Editor can be easily configured and saved. You can make as many customized versions of the Editor as you wish, each configured as you want it.

Shift Key Notation

Throughout this manual, Alt-X indicates a key combination formed by holding down the Alt key and pressing a letter key. Ctrl-X indicates a key combination formed by holding down the Ctrl key and pressing a letter key.

Shift Key Use

The Norton Editor uses the Ctrl and Alt keys in a consistent manner. Each of these shift keys acts in a specific *direction*. The rule is simple:

Ctrl works to the *left* or *up*, toward the *top* of the file.

Alt works to the *right* or *down*, toward the *bottom* of the file.

The rule is easy to remember, because it corresponds to the positions of these keys on the standard keyboard: Ctrl is above Alt, so Ctrl goes up and Alt goes down.

Among the examples of how these two shift keys are used are the two word-deleting commands, Ctrl-W and Alt-W. Ctrl-W deletes the word to the left of cursor; Alt-W deletes the word to the right.

Command Structure

The Editor's command structure is primarily based on the use of *lead-in* keys: a function key (F3 - F7) followed by a letter key. The function key *leads in* to the command. When the function key has been pressed, a brief context-sensitive help line appears on the screen's status line. You will find this command structure quick and easy to use once you're acquainted with it.

Here is a quick summary of the use of the function keys:

F1	help screens
F2	status display screen
F3	lead-in key for file and disk commands
F4	lead-in key for block commands
F5	lead-in key for screen and format commands
F6	lead-in key for miscellaneous commands
F7	lead-in key for printer commands
F8	reserved for future use
F9	DOS command processor
F10	reserved for future use

Backup File Names

There are also a few commands that are based on the Alt and Ctrl shift keys.

The Norton Editor has a special and useful way of dealing with backup files. As do many editors, the Norton Editor saves the existing file as the backup file, renaming it with the same name but a different extension. However, the Norton Editor uses a renaming scheme that preserves most of the original filename extension and also allows you to edit a backup file. Instead of giving the former file the filename extension of .BAK, the Norton Editor shifts the extension one character and adds the character "~" at the beginning of the extension. For example, if we are working with a file named SOURCE.ASM, after an editing session the original file will be named SOURCE.~AS. If we edit that backup file, the original file becomes SOURCE.~~A.

During its operation, the Norton Editor uses a temporary file with \$ as the first character of its filename extension. The rest of the temporary file's name is the same as the name of the backup file. You should be aware of this filename, so that you do not unintentionally delete it during the editing session.

Starting the Norton Editor

The Norton Editor can be started in several different ways to match your preference. There are four parameters that you can optionally specify when you start the editor:

NE [*start*] [*inputfile*] [*outputfile*] [*/options*]

start

The first parameter is used to have the Editor start operation with a jump to a given line number in the input file. The *start* parameter is specified with a + sign followed by the line number, for example:

NE +100 INFILE.

This feature is particularly useful when your compiler has reported an error at a particular line number in the program source. Using the *start* parameter, you can immediately skip to that part of the file. Ordinarily, when the Editor begins it displays a starting message and pauses, waiting for a keystroke. However, when you use the *start* parameter, the Editor goes directly into edit mode. You can also use this feature to skip the Norton Editor's opening message. Just specify the *start* parameter as + without a line number, and the Editor will bypass its startup screen and jump right into edit mode.

inputfile

The second parameter, *inputfile*, is the one most commonly used. If you do not provide the name of an input file in the command line, the Editor prompts you for one. If *inputfile* already exists, the Editor reads it; otherwise, the Editor creates a new file with that name.

outputfile

The third parameter, *outputfile*, is used only when you wish the Editor to use a different name for the output file. If you do not specify a separate output file, the editor uses the input filename for the output filename. (As you'll see later, you can switch to another output filename while you are editing; see the F3 C command.) The Norton Editor fully supports subdirectories, so you can include drive and path names as part of the file specifications.

/options

The final parameter, */options*, generally won't have to be specified. This parameter lets you specify special handling for video display adapters that show "snow" when the screen is being rewritten. The IBM color display, when being driven by the IBM color graphics adapter, is the typical example of a display that "snows" with most programs.

One of three arguments may be specified for this parameter: /DA, automatically adjust to display; /DB, never "desnow"; and /DC, always "desnow." /DA is the default, meaning that when this option is omitted, the Norton Editor will attempt to automatically accommodate itself to the type of display you are using. This option is saved with the F5 S command (*save editor*) and needn't be specified after that unless you change displays.

In a very few special cases, you will want to specify the /DB or /DC options. In particular, if you are using a 3270 PC, a Sigma 400 or IBM Professional Graphics display adapter, the Sharp 7000 or certain other LCD display machines, always use the /DB option (*never desnow*). You should also specify this option if your computer "locks up" when you run the Norton Editor.

In some cases, the Editor will perform desnowing when it is not needed. If you think this is occurring, using the /DB flag will let the Editor run faster and permit type-ahead.

Editor Help and Status

The Norton Editor has three comprehensive help screens to assist you; the Editor also provides two sources of information on the current editing status.

The help screens are activated by pressing F1. Successively pressing F1 cycles through the three help screens and back to the editing session. Once you find the information you need, you can immediately leave the help system by pressing any other key. If the key you press to exit help is one of the “lead-in” keys that begin another command (F3, F4, F5, F6, or F7), it activates the command. That makes it quick and easy to use the F1 help screens to look up a command without wasting time.

The Editor provides two sources of status information. The first is a summary status line that appears in reverse video at the bottom of the screen throughout the editing session. (When you are in split-screen mode, editing two file windows, the status line appears in the middle of the screen, separating the two windows.)

The status line shows the following information:

- the line and column numbers of the cursor location
- the filename of the file being edited
- insert or replace mode
- word-wrap mode and wrap column
- automatic indentation mode

When a command has been activated by one of the lead-in keys (F3, F4, F5, F6, or F7), the status line is taken over with a command summary that shows you the letter keys that can be used to complete the command.

In addition to the status line, you can press the F2 key to display a full status screen that summarizes the current operation of the Editor, including the amount of working memory and disk space available. Here is a sample status screen:

Input file: INFILE.DOC
Output file: OUTFILE.SAV

Format line length: 65
Tab display width: 8
Left margin for printing: 0
Lines per printed page: 62

Characters in edit buffer: 359
Unread characters in input file: 0
Unused space in edit buffer: 222423
Unused space on output drive: 3080192

Pay particular attention to the last four lines of the status screen. They tell you how much working memory space you have available and how much, if any, of your file has not been read from disk. These lines are also useful when you are dealing with disk-full problems.

Cursor Movement

Here is how the cursor is moved with the Norton Editor:

Right Arrow	right one character
Left Arrow	left one character
Up Arrow	up one line
Down Arrow	down one line
Ctrl-Right Arrow	right one word
Ctrl-Left Arrow	left one word
Home	beginning of line
End	end of line
PgUp	top of page <i>or</i> previous page
PgDn	bottom of page <i>or</i> next page
Ctrl-Home	beginning of the edit data
Ctrl-PgUp	beginning of the edit data
Ctrl-End	end of the edit data
Ctrl-PgDn	end of the edit data

The PgUp and PgDn keys act slightly differently, depending upon where the cursor is. Pressing PgUp moves the cursor to the top line of the screen if it isn't there already; if it is, PgUp jumps to the previous screen page of the file.

Delete Commands

Here is a summary of the commands and key actions that delete or restore (undelete) text:

Backspace	one character to the left, when in Insert mode
Del	the character under the cursor
Ctrl-W	the word to the left of the cursor
Alt-W	the word to the right of the cursor
Ctrl-L	from the cursor to the beginning of the line
Alt-L	from the cursor to the end of the line
Alt-K	the entire current line
F4 D	the marked block
Ctrl-U or Alt-U	undeletes any but a deleted block (until the cursor is moved)

The *undelete* command can be used to reverse any of the *delete* commands except for the block delete, F4 D. After a character, word, or line has been deleted, you may use the *undelete* command to restore the text, provided that the cursor has not been moved.

The *undelete* command also has a special use with the *find* commands: you can use it to redisplay the details of the most recent *find* command. See the next section, *Find and Replace Commands*, for further details. The *undelete* command also applies in similar situations when the Editor asks for the name of a file, for example with the F3 A command.

For convenience, Ctrl-U and Alt-U are synonyms for the same *undelete* command.

Find and Replace Commands

One of the most powerful facilities of the Norton Editor is its integrated *find-and-replace* command. Together, in one command format you can:

- find only or find-and-replace
- find forward or find backward
- find case-sensitive or insensitive
- replace with confirmation or globally

All that power is put into one command by making every element of the command work hard for you. The trick is eliminating meaningless steps; each part of the *find* command helps define how the search is to be performed.

We begin a *find* or *find-and-replace* command by keying in either of two special shifts of the F letter key. Alt-F begins a *forward* search from the cursor location toward the end of the file, and Ctrl-F begins a *backward* search from the cursor toward the beginning of the file. To help avoid mistakes, the Editor displays the messages "Searching forward" or "Searching backward." (You can also reverse the direction of a *find* command using the Alt-C and Ctrl-C *continue* commands described later in this section.)

As soon as you key in the beginning of the command, the Editor prompts for the string you wish to search for, which you key in. If you want this operation to be a *find-and-replace*, rather than just a *find*, mark the end of the search string with another Alt-F or Ctrl-F and then key in the replace string.

End the specification and begin performing the command by pressing either Esc or Enter. Esc is used for a case-insensitive search, where upper- or lowercase letters will match the letters in the search string. Enter indicates that you want an exact match. With Esc, "Case" matches

“case”, “CASE”, “cAsE” or “Case”; with Enter it matches with “Case” only.

Both the *find* and *find-and-replace* commands stop on the first matching string. For the *find* command, editing resumes at that point. For *find-and-replace*, the Editor pauses for confirmation before replacing the text. You have four choices. If you press Y, the Editor replaces the text and continues searching for the next matching string. If you press N, the Editor does not replace this instance, but goes on searching. If you press *, the Editor switches to the global *replace* operation, finding and replacing all matching strings without pausing for confirmation. If you press space (or any other key), the Editor suspends the *find-and-replace* operation.

You can continue the *find* and *find-and-replace* operations using the Alt-C and Ctrl-C *continue* commands. You have a choice of directions to continue searching in, just as you did with the original command: Alt-C continues forward, and Ctrl-C continues backward. That choice is handy in its own right, and it's even handier to reverse a *find* or *find-and-replace* that you began in the wrong direction.

As mentioned, the *find-and-replace* command can be turned into a global operation, performed without pausing, by responding with an * to the replacement prompt. You can also make the *find-and-replace* global from the start by adding Alt-F (or Ctrl-F) followed by an * after the replacement string and before the Esc or Enter, which begins the command. To see how that works, here are two examples, replacing “naughty” with “nice”. The first has the Editor pause each time “naughty” is found. The second does a global replace without pausing:

Alt-F *naughty* Alt-F *nice* Esc
Alt-F *naughty* Alt-F *nice* Alt-F * Esc

If you want to include the end-of-line marker in either your search or replace strings, you can indicate it by keying Ctrl-Enter. If you add Ctrl-Enter to the beginning or end of your search string, the Editor finds your text only when it appears at the beginning or end of a line. This can be very useful.

There is one final feature that helps make the *find* and *find-and-replace* commands handy tools. After you have started the command (by keying Alt-F or Ctrl-F), you can use the *undelete* command (Ctrl-U) to have the Editor display the previous search string (and replace string). That can help if you want to review what the Editor was searching for. It's also handy as a shortcut toward keying in your next *find* command; once you've used Ctrl-U to redisplay the string, you can make changes to it, just as if you had typed it in.

Block Commands

The Norton Editor has nine block commands, all activated by pressing the lead-in key F4, followed by one of the letters S, R, D, C, W, M, L, E, and F.

The block commands operate on the text between two block markers that you set with the F4 S command, or with the three-button mouse. The block markers are shown as small bright rectangles; the text inside a block is shown highlighted or in a distinctive color. If you are editing with two windows, each window may have independent block markings.

Set Marker

F4 S (*set block marker*)—Sets a block marker at the cursor location. If a block is already marked, setting a new marker removes the previous block marks. When two markers are set, the block of text between the two markers is shown highlighted, and the other block commands can be used to act on the block. Either end of a block can be marked first; that is, the second block marker can be placed either before or after the position of the first marker.

Remove Marker

F4 R (*remove block markers*)—Removes any block markers that are set. Block markers can also be individually removed by ordinary editing operations (Del or Backspace).

Delete Block

F4 D (*delete block*)—Deletes a marked block of text. Unlike other *delete* operations, the *delete block* command *cannot* be undone with the Ctrl-U *undelete* command. Because of this, the Editor pauses for confirmation before deleting a block.

Copy Block

F4 C (*copy a block*)—Copies the marked block of text to the current cursor location. This command works within the current window when you have two editing windows active. See the F4 W command to copy between two windows.

Window Block

F4 W (*window block copy*)—Copies the marked block of text from the other window to the current cursor location when the Editor is in split-screen mode.

Move Block

F4 M (*move a block*)—Moves the marked block of text from its current location to the cursor location.

Line Mark

F4 L (*line mark*)—Marks the current line as a block of text. The block includes the end-of-line markings. Combined with the *move-block* command (F4 M) this is a quick and easy way to grab one line and move it elsewhere.

End-line Mark

F4 E (*end-line mark*)—Marks part of a line from the cursor location to the end of the line, *not* including the end-of-line markings.

Find Marker

F4 F (*find block marker*)—Searches forward from the cursor location for a block marker. If a block marker is found, the cursor is placed just following the marker.

File and Disk Commands

The Norton Editor has nine file and disk commands, all activated by pressing the lead-in key F3, followed by one of the letters E, Q, S, X, N, A, W, L, or C.

Exit with Save

F3 E (*exit with save*)—Ends the Editor session and writes the edited data to disk. If you are using two editing windows, F3 E writes and closes the current window and continues editing in the other.

Exit without Save

F3 Q (*quit*)—Quits the editing session without saving the edited data. The Editor pauses for confirmation before discarding the edit data. If you are using two editing windows, F3 Q quits the current window and continues editing in the other.

Save and Continue

F3 S (*save*)—Saves the current edit data to disk and continues the editing session.

Exchange Windows

F3 X (*exchange windows*)—Begins a second split-screen editing window or switches between two windows. If you currently have two editing windows, this command switches between them. If you have only one window active, the Editor prompts you for a second filename, loads it, and opens a second window on the lower half of the screen. If you do not wish to open a second window, press Enter without a filename when asked for one. This terminates the window split command.

When you have two editing windows active, you may use the F4 W command to copy blocks between windows. If you wish to use two windows to edit the same file, see the section on Special Concerns, page 42, for important details. For this and all other commands that load file data, the Editor informs you if any portion of the file remains unloaded.

New File

F3 N (*new file*)—Switches to editing a new file. This command allows you to edit a different file without having to exit the Editor. The Editor pauses for confirmation and allows you to choose among three options: to abandon the *new-file* command and return to the current editing session, or to proceed with a new file, either discarding the current data (as with the F3 Q command) or writing the current data to disk (as with the F3 S command). After either discarding or writing the current data, the Editor asks you for the name of the new file to edit. For this and all other commands that load file data, the Editor informs you if there is insufficient memory to load all of the file at once.

Append

F3 A (*append*)—Appends the contents of another file to the end of the edit buffer. The Editor prompts you for the name of the file to append. Pressing Enter with no filename terminates the command. The Editor informs you if any portion of the file remains unloaded.

Write to Cursor

F3 W (*write to cursor*)—Writes data to disk, from the beginning of the edit buffer to the current cursor location, and clears that data from the buffer. This command is intended primarily for use when editing a file that is too large to fit into memory. Normally you follow this command with F3 L. You can use this command together with the F3 C command to truncate a file. (See Editing Large Files on page 39.)

Load

F3 L (*load*)—Loads more of the input file from disk. If the edit buffer is too small to hold all of a file, this command can be used to read the subsequent portions. Normally you would precede this command with F3 W to write out a portion of the current data. This command loads 75 percent of the *currently free* memory space with file data. This allows you to pack more file data into memory by giving successive F3 L commands. Be aware, though, that this severely reduces the Editor's free working space. Two successive F3 L commands reduces the free space to only 6 percent of what it was. For this and all other commands that load file data, the Editor informs you if any portion of the file remains unloaded. (See also the section on Editing Large Files on page 39.)

***Close Output
File***

F3 C (*close output file*)—Closes the current output file and opens a new output file. This command can be used either to use a different filename for the Editor's output or to split a file into two portions (by writing part of the file under one name and then, with the F3 C command, switching to another filename for the rest of the file). Changing the name of the output file (before writing any data) is useful if you wish to keep the changed version of a file under a different name. (Note that you can also specify an output filename separate from the input filename when you first start the Editor. See the section on Starting the Editor, page 9.) If the current output file has been written to, the Editor pauses for confirmation. This command is primarily used to change the name of the output file, but it can also be used to truncate an output file that has been partially written, and can be useful when recovering from a full disk.

Screen and Format Commands

The Norton Editor has nine screen and format commands, all activated by pressing the lead-in key F5, followed by one of the letters L, W, F, T, I, C, D, S or K.

Three of the commands—L (*line width*), W (*word-wrap*), and F (*format paragraph*)—primarily concern the use of the Norton Editor for writing text rather than programs. Three others—T (*tab width*), I (*indentation*), and K (*key define*, Tab and Ins key)—are important for composing both programs and text. C (*cursor type*) and D (*display color*) affect the appearance of the screen. S (*save Editor settings*) is used to make custom copies of the Editor.

Line Width

F5 L (*line width*)—Sets the target width of the line, as used by the *format paragraph* command (F5 F) and the automatic word-wrap feature (F5 W). The Editor's standard default line width is 65. You can preserve your own preferred default line width using the *save Editor settings* (F5 S) command. The current line width setting is shown on the F2 status screen. When word-wrap is on, it is also shown on the status line at the bottom of the editing screen.

Word Wrap

F5 W (*word-wrap*)—Toggles the automatic word-wrap feature on and off. When automatic word-wrap is on, the Editor automatically starts a new line when a new word is started beyond the current line width setting. Usually it is best to have word-wrap off when writing programs and on when writing text. Even if word-wrap is off you may still use the *format paragraph* (F5 F) command to adjust the lines in a paragraph. The Editor's standard default is word-wrap off; you can preserve your own preferred wrap setting using the *save Editor settings* (F5 S) command. The current word-wrap setting is shown on the status line at the bottom of the editing screen; if it's on, the line length is shown on the status line.

Format Paragraph

F5 F (*format paragraph*)—Adjusts the lines in a paragraph to fit within the current line width setting. Formatting starts with the line the cursor is on and proceeds until one of these four indications of the end of the paragraph is found: a blank line, any line beginning with a period, a backslash (\), or a form-feed character (Ctrl-L). After formatting a paragraph, the cursor is positioned at the beginning of the next paragraph, which makes it easy to format paragraph after paragraph. The current line-length setting used by the *format* command is shown on the F2 status screen.

Tab Width

F5 T (*tab width setting*)—Sets the tab width setting. The standard default is 8. When you work with structured programming languages, you may find it useful to set the tab width to the program indentation that you prefer (such as 2 spaces or 4). You can preserve your own preferred tab width using the *save Editor settings* (F5 S) command. The current tab width setting is shown on the F2 status screen.

Auto Indent

F5 I (*indentation*)—Toggles the automatic indentation feature on and off. When auto indentation is active, the Editor indents each new line with tabs or spaces to match the previous line. When auto indentation is on, you can conveniently indent structured programs using the tab settings. Pressing the Tab key at the beginning of a line increases the indentation one level and pressing the Backspace key decreases the indentation level. (You can set the tab width to the number of indentation spaces that you prefer with the F5 T command.) You can preserve the auto indentation setting using the *save Editor settings* (F5 S) command. The auto indentation setting is shown on the status line at the bottom of the editing screen.

Cursor Type

F5 C (*cursor type*)—Sets the type of cursor that is displayed. Repeating the F5 C command cycles through the cursor choices, four for monochrome monitors and three for color/graphics displays: a solid reverse-video block (the standard default), blinking underscore (the normal DOS cursor), blinking block (or full blinking cursor) and, for the monochrome adapter only, a solid underscore. You can preserve your own preferred cursor type using the *save Editor settings* (F5 S) command. If you use a mouse with the Norton Editor, see the remarks concerning the cursor in the section on Mouse Support, page 34.

Screen Color

F5 D (*display color*)—Sets the display colors used. Repeating the F5 D command cycles through a choice of eight color patterns for use with color monitors. You can preserve your own preferred color choice using the *save Editor settings* (F5 S) command. This setting is ignored when using the monochrome display adapter.

Key Definitions

F5 K (*key definitions*)—Redefines the operation of the Ins (Insert) and Tab keys. Executing this command allows you to select from one of three modes of operation for the Tab key, and from one of two ways to enter insert mode.

Pressing the Tab key within the F5 K command cycles through the three ways of defining Tab key operation. The default is "Tab character inserted." In this mode, pressing the Tab key inserts a tab character, thus causing the cursor to be positioned at the next tab stop. The second mode, "Space characters inserted," is very similar to the first mode, except that instead of inserting a single tab character, the Norton Editor inserts the appropriate number of spaces; in other words, this mode expands tabs to spaces. In the third mode, "Cursor positioned at next tab stop," the cursor will move to the next tab stop, but neither spaces nor tabs will be inserted until the cursor reaches the end of the line. Once the cursor reaches the end of the line, pressing the Tab key causes spaces to be inserted up to the next tab stop.

When a file is saved with the Tab key set to "Space characters inserted" or "Cursor positioned at next tab stop," all tab characters are changed to the appropriate number of spaces. This can be a convenient way to convert a file using tabs into one using spaces.

After the desired tab mode is selected, executing the F5 S (*save Editor*) command makes the new tab setting the default.

The Norton Editor gives you two different ways of using the Ins key: as an absolute "enter Insert mode" command (the default), or as the more conventional "toggle between insert and replace modes." In the first mode, press F6 Ins to enter replace mode; then press Ins alone to return to insert mode. You can change this with the F5 K command to reconfigure the Ins key to a toggle that switches between insert and replace mode: in this mode, press Ins to enter insert mode, and press it again to enter replace mode. Experiment with each configuration to see which you like best. On some keyboards where it's easy to hit the Ins key by mistake (the Enhanced keyboard for the AT and the PS/2, for example), you may find that you enter replace mode accidentally when the Ins key is configured as a toggle. In any case, you can customize the Editor to suit your own preference.

Save Settings

F5 S (*save Editor settings*)—Writes a copy of the Editor to disk with the current settings as program defaults. This command allows you to change the Editor's default settings or to have several copies of the Editor, each with its own default settings, making it easy to use the Norton Editor for different purposes. You may give the program any filename; the Editor automatically provides the filename extension COM. NE is the standard filename for the Editor. Eleven program settings are preserved as new defaults: the cursor type, the display color, the tab width, the line length, the printing left margin and page length, the word-wrap and auto indentation toggles, the option specifying the display adapter (if given), and the definitions of the Tab and Ins keys.

Printer Commands

The Norton Editor has five printer commands, all activated by pressing the lead-in key F7 followed by one of the letters P, B, E, S, or M.

Print All

F7 P (*print all*)—Prints the entire contents of the edit buffer. Since this can be a lengthy command, the Editor asks for confirmation before proceeding. You can stop printing by pressing Ctrl-C; a message reminds you of this while printing is in progress.

Print Block

F7 B (*block print*)—Prints the currently marked block of text. As with F7 P, the Editor asks for confirmation and you may interrupt printing by pressing Ctrl-C.

Eject Page

F7 E (*eject*)—Skips to the top of a new page by sending a form-feed character (Ctrl-L) to the printer.

Page Length

F7 S (*size of page in lines*)—Sets the number of lines printed per page. When printing, the Editor automatically skips to a new page after this many lines have been printed. You can disable page skipping by setting the number of lines per page to zero. You can preserve the lines per page setting using the *save Editor settings* (F5 S) command. The current lines per page setting is shown on the F2 status screen.

Left Margin

F7 M (*margin on left*)—Sets the left margin for the printer. All lines printed are shifted this many spaces to the right. *Note:* you can effectively control the printed page layout by combining this command with F6 L (which sets the line width for word-wrap and paragraph reformatting) and with F7 S (which sets the number of lines per page). You can preserve the left margin setting using the *save Editor settings* (F5 S) command. The current left margin setting is shown on the F2 status screen.

Miscellaneous Commands

The Norton Editor has eleven miscellaneous commands, activated with the keys F1, F2, Ins, F6-Ins, F6 G, F6 M, F6 C, F6 T, Ctrl-V, Ctrl-P, and F9.

Help

F1 (*help*)—Displays the Editor's help screens. There are three help screens, which summarize the entire operation of the Editor. Pressing F1 successively shows each screen in order and then returns to the editing session. Pressing any other key ends the help display. While you're learning to use the Editor, you may often turn to the F1 help screens to look up a command. If you press one of the lead-in function keys (F3, F4, F5, F6, or F7) the Editor leaves its help system and immediately skips to the new command. That's convenient and saves you time.

Status

F2 (*status*)—Shows Editor status. F2 shows you the extended Norton Editor status information, which displays all the Editor parameters that aren't shown on the regular status line appearing at the bottom of the editing screen. You'll find an example of the status display in the Editor Help and Status section on page 11.

Insert Mode

Ins (*insert mode*)—Switches the Editor to insert mode, or toggles between insert and and replace (overstrike) modes. Selection of one of these two modes is made with the F5 K (key define) command.

***Overstrike
Mode***

F6 Ins (*non-insert mode*)—This command puts the Editor in replace (overstrike) mode. (If the Editor was already in overstrike mode, this command has no effect.) In this mode, pressing the Ins key alone returns the Editor to insert mode, and has no effect when already in insert mode. If you unintentionally replace characters, you can restore them using the *undelete* command (Ctrl-U), which is described in the section on Delete Commands, page 14.

Go to Line

F6 G (*go to line*)—Skips to a particular line number. The Editor prompts you for a line number. Pressing Enter without a line number aborts the command. If you specify a line beyond what is in the edit buffer, the Editor skips to the bottom of the buffer. This command is particularly useful when working with compilers that report errors by line number. Using the F6 G command, you can immediately skip to the appropriate line of the file. (See the section on Starting the Editor, page 9, to see how the Editor automatically skips to a particular line number.)

***Go to Matching
Punctuation***

F6 M (*match punctuation*)—Skips to the matching punctuation for the most commonly used bracketing punctuation symbols. This is one of the Norton Editor's most powerful and interesting features. If the cursor is positioned on one of the four standard pairs of bracketing punctuation symbols, (<,{,[,]),(>,},],>), then the F6 M command searches for and jumps to the matching symbol, taking nested punctuation into account. This is a very useful and powerful command that can be used both to test for errors (by checking that the matching punctuation is where you think it is) and to skip quickly to the other end of a block of code, which might be far off the screen.

This find-matching feature is particularly useful with the C programming language, but it is helpful with *all* programming languages. Since it's easy to accidentally have too many (or too few) bracketing symbols, using F6 M lets you quickly spot the problem.

Compressed Mode

F6 C (*compressed mode*)—Switches to compressed display mode. The compressed mode is another of the Norton Editor's unusual and useful features. The **F6 C *compressed display mode*** helps you quickly find and skip to modules and program labels. This command causes the Editor to display only those lines that have a letter in the first column. Normally, the only lines in a program beginning that way are statement labels and module names. This is particularly true for assembly language, Pascal, and C. The compressed mode allows you to quickly see the names and labels in a program, and skip to them in a jiffy.

In compressed mode, only these name and label lines appear. Pressing the up and down cursor keys, or the PgUp and PgDn keys, moves you through the list. When any other key is pressed, the Editor jumps out of compressed mode into full-text mode, beginning with the line where the cursor was placed. This feature is unusually convenient for quickly looking up label names, or skipping to another part of the program.

Compare Windows

F6 T (*test windows for differences*)—This is one of the Norton Editor's unique and especially useful features. When the Editor is operating in split-screen mode, executing this command causes the Editor to compare the data in the two windows, from the current cursor location to the end of the edit buffer. The results of the comparison are reported in the status line. If the files differ, the cursor is placed at the location the first difference was detected; pressing **F3 X** at this point will move the cursor to the location at which the files differed in the bottom window. Differences occurring later in the files can be found by repositioning the cursor further down in the file, at the point at which you wish the comparison to continue.

Before executing this command, the cursor must be positioned in both windows at the locations at which the comparison is to begin. Simply move the cursor to the desired location in the first window, execute the **F3 X** command (*eXchange windows*), position the cursor at the desired location in the second window, and execute the test windows command, **F6 T**. If you are using a mouse, you can position the cursor in the first window with the mouse, deactivate the mouse by releasing the left button, and then

immediately reactivate the mouse to select the location in the second window.

Invert Case

Ctrl-V and Alt-V (*visa versa case invert*)—Switches upper- and lowercase letters. The Ctrl-V command reverses upper- and lowercase from the cursor to the beginning of the line. The Alt-V command does the same from the cursor to the end of the line. These commands change uppercase letters to lower and lowercase to upper. These commands can be particularly useful if you unintentionally had caps-lock set on your keyboard.

Example: Suppose you have the word “ascii” in lowercase and need to change it to “ASCII”. If you’ve just typed it in, the cursor will be right after the word, and three quick commands fix it up: Ctrl-V inverts everything to the left of the cursor, including “ascii”; Ctrl-Left Arrow moves the cursor left one word, to just before the now uppercase “ASCII”; then another Ctrl-V flips back everything else to the left. It’s complicated to describe but this is a handy command to use.

Insert Control Character

Ctrl-P or Alt-P (*insert control character*)—Accepts the next keyboard character as text, even if it is not a character that could ordinarily be entered. This command is primarily used to insert special control codes and other unusual characters, such as the IBM PC’s special graphics characters. (For convenience, Alt-P is accepted as equivalent to Ctrl-P) The first keyboard character after the Ctrl-P command is accepted literally and entered into the text. You can enter control codes such as Ctrl-L (the form-feed code for the printer) this way, and you can also use the PC’s Alt-numeric key technique to enter any of the PC’s special character set, with only four exceptions: Ctrl-@, Ctrl-A, Ctrl-Z, and character code 255 (Alt-255, hex FF). All other special character codes can be entered into your text using the Ctrl-P command.

Access to DOS

F9 (command processor)—Activates the Editor's command processor, which includes access to DOS. Using the Editor's command processor, you can perform any DOS command, or execute any program, simply by typing the command or program name; you could compile the program you are editing with this command by first saving the file, and then using the command processor to execute the compiler from within the Editor. Both the DIR and DEL commands are executed directly by the Norton Editor, since these commands are used so frequently during editing; this saves you time when using these commands. All other DOS and program commands are passed directly through to DOS. Pressing the Enter key at the DOS prompt returns you to the editing session.

Mouse Support

The Norton Editor can be used with the Microsoft mouse, the Mouse Systems two- or three-button optical mouse, or any other compatible mouse. (To use a mouse with the Editor, you must first activate the mouse device driver software which comes with your mouse.)

Using a mouse, you can quickly and easily:

- Move the cursor around on the screen
- Scroll lines up or down
- Page up or down a full screen at a time
- Jump to top or bottom of the file
- Jump to a relative position in the file
- Set block markers
- Switch between files in split-screen mode

The Norton Editor *ignores movements of the mouse* until the mouse is activated by pressing the left mouse button.

Once the mouse is active, the Editor switches to its standard reverse-video "mouse cursor," which replaces the ordinary editing cursor. Since the mouse cursor is *always* a reverse video block, you may want to use another cursor option for the regular editing cursor, making it easy to identify the difference.

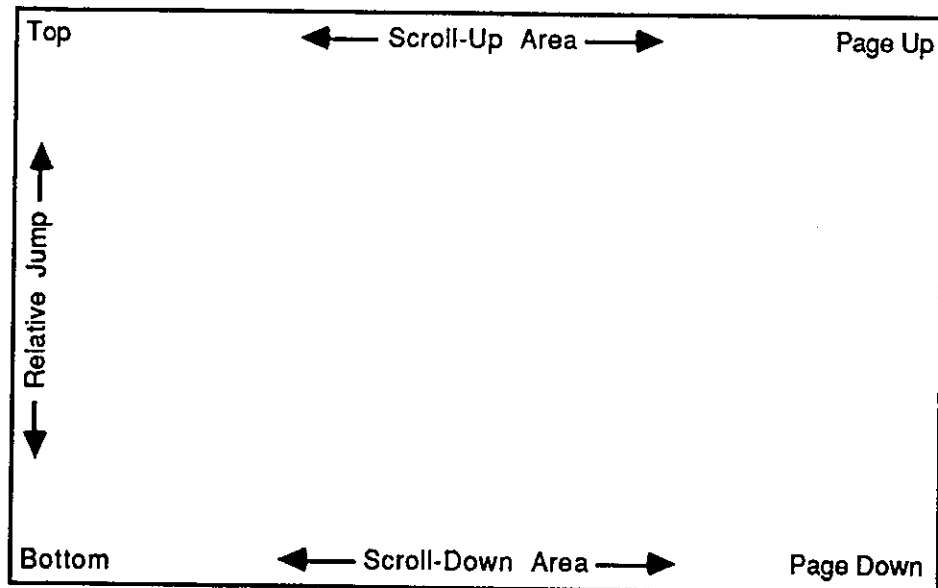
When the mouse is active, moving the mouse moves the mouse cursor on the screen. Once the mouse is in use, it remains active until either you press any key on the keyboard, or you click the left mouse button, at which time the editing cursor moves to the position of the mouse cursor.

The mouse can be used to move the cursor location within the present display screen or to scroll to other parts of the edit buffer.

Mouse Scroll Areas

Certain areas of the edge of the screen act as scroll areas for scrolling to other parts of the edit data. Moving the mouse cursor to any of the scroll areas and pressing the right mouse button starts scrolling. To avoid reducing the working portion of the screen, the scroll areas are not explicitly shown on the screen, but it is easy to learn where they are and how to use them.

There are five scroll areas. This simplified diagram shows their location:



Scroll-up Area

The middle portion of the top line on the screen (columns 16-66) is used to scroll upward, line by line.

Scroll-down Area

The middle portion of the bottom line on the screen (columns 16-66) is used to scroll downward, line by line.

Page-up Area

The upper-right corner of a screen is used to page up a full screen load.

Page-down Area

The lower-right corner of a screen is used to page down a full screen load.

Relative Jump Area

The left edge of the screen (column 1) is used to jump to relative locations in the file. The top left corner jumps to the beginning of the file, and the bottom left jumps to the end of the file. Lines in between jump a proportionate distance within the file.

The scroll areas of the screen are carefully designed so that you do not have to be overly careful in positioning the mouse cursor while scrolling.

When you have two editing windows active, each window has a corresponding set of scroll areas.

Here is additional information on using the mouse:

Scrolling Up or Down

The middle portion of the top and bottom lines of the screen are used to scroll the text file up or down. If the right-hand mouse button is depressed while the mouse cursor is in either of these scroll areas, the text scrolls as long as the button is depressed. The Norton Editor is so fast that this scrolling action is slowed down by a timing loop to avoid scrolling the screen at a dizzying pace.

Note that unlike the other scroll areas, as soon as you drag the mouse cursor into the scroll up or scroll down area with the right-hand button depressed, the screen starts scrolling, and continues scrolling until you release the button. With all the other scroll areas, you must click the right-hand mouse button *after* placing the cursor in the scroll bar.

Paging Up and Down

The upper-right corner and lower-right corner of a screen window act just like the PgUp and PgDn keys. Place the mouse cursor in either spot, click the right-hand mouse button, and the screen pages up or down one screen load.

***Relative
Position***

Column 1 along the left edge of the window is a relative position scroll area. When the right button is clicked in this area, the screen jumps to a proportional location within the file.

Clicking the right button while the mouse cursor is in the upper-left corner of the window moves the cursor to the beginning of the file. Likewise, a click of the right-hand mouse button while the mouse cursor is at the bottom-left corner moves to the end of the file. The middle of the relative position scroll area corresponds to the middle of the file, and so forth.

***Switching
Windows with
the Mouse***

If the mouse cursor is active, but you are *not* holding the right-hand button down, you can switch between windows by merely moving the mouse cursor to the desired window. However, the status line is not updated until the mouse is deactivated by clicking the left button or pressing any key.

***Setting Block
Markers***

If you have a three-button mouse, you can use the middle mouse button to set block markers exactly like the keyboard F4 S command. Clicking the middle button sets a block marker at the mouse cursor position. Another click of the middle button, at another location, completes marking the block. If you make a mistake in marking a block, a third click at a new location will remove the first two block markers and insert a new one. All other commands involving blocks (copy, move, delete, etc.) must be invoked with keyboard keys.

Miscellany

The mouse cursor can move to any location on the screen, even though the Editor only allows its cursor to move where there is text. For example, if the mouse cursor is placed somewhere beyond the end of a line and then you return to the keyboard, the Editor cursor automatically jumps to the end of the line.

The Norton Editor's mouse support gets its mouse information following the conventions of the Microsoft mouse driver. Any mouse following this convention, including the Mouse Systems mouse driver, should work successfully with the Norton Editor. See your mouse manual for details on how to install your mouse hardware and software.

Editing Large Files

The Norton Editor can edit a file of any length, no matter how large. If the file is larger than available working memory, the Editor fills only 75 percent of the available memory, leaving the rest for working space. The *status* command (F2) shows you how much of the file has been read, how much remains to be read, and how much working memory space is left. If the Editor doesn't load all of your file, it alerts you with a message at the start of your editing session.

To edit parts of the file that remain on disk, a portion of the text in memory should be written to the output file using the *write-to-cursor* command (F3 W). This frees some memory space to accommodate more of the input file. Then you can use the *load* command (F3 L) to fill up to 75 percent of the remaining memory space with more data from the input file.

When you leave the Editor with the F3 E or S command, any unread portion of the input file is automatically copied to the output file.

Disk Full Problems

When the Norton Editor is writing data to a disk and runs out of disk space, the Editor suspends output, shows you a disk-full message and returns to the edit mode with the unwritten portion of the data remaining in the edit buffer. When this happens, there are two courses of action that you might take:

Option 1: You can switch to the DOS command processor (F9) and delete files from the disk, freeing more space for the output file. The status display (F2) shows you how much space is available and how much you need. When you have enough space, you can finish writing the file with the F3 E command.



Important: Do *not* delete either the file you are editing or the Editor's temporary file, which has an extension beginning with a dollar sign, such as `.$PA`. Often you can free a significant amount of disk space by deleting all the backup files with a command like this: `DEL *.*~*`

Option 2: Another approach is to close the output file and open a new one (which should be on a different disk) using the command F3 C. Then you can finish writing the data to the new file. This breaks your data into two files, but you can use the DOS COPY command to recombine the two files into one. The F3 C command will always display the warning message, "Output file not empty. Continue?" In this case, you should respond "y".

The first option is usually more satisfactory.

Miscellaneous Notes

Line Endings

The Norton Editor marks the end of each line using the standard *carriage-return* and *line-feed* (*Cr-Lf*) codes. When word-wrap is used (set with the F5 W toggle) actual *Cr-Lf* characters (sometimes called "hard carriage returns") are inserted at the end of each line that word-wrap creates. This happens when lines are ended by pressing the Enter key, when word-wrap automatically finishes one line and begins another, and when paragraph-reformat (F6 F) adjusts the lines in a paragraph.

You can use one special feature of the Editor to make it easier to export ordinary text files into most word processors. If you set the Editor's line length to its maximum (F6 L 9999) and then reformat (F6 F), each paragraph becomes a single long line, which most word processors accept as a proper paragraph. (This manual was prepared using that very technique.)

End-of-file

When the Norton Editor saves a file, the end of the file is marked in the conventional way with a Ctrl-Z character. The Editor does *not* arbitrarily mark the end of the last line with the line-end marking characters *Cr-Lf* before the Ctrl-Z end-file mark.

Command.Com

The Norton Editor attempts to preserve in memory the DOS command processor COMMAND.COM so it does not have to be reloaded when the Editor finishes operation. There are two situations where COMMAND.COM is erased from memory and must be reloaded. First, if you edit a file larger than half of the available working memory; second, if you use the DOS subcommand of the F9 command processor. In any case, COMMAND.COM will be automatically reloaded when you exit the Editor.

Special Concerns

File Contention

The Norton Editor allows you to edit two files at once, in separate windows. However, if both windows have the same output file, you should avoid executing the F3 W command, *write part of file to disk*, as file data may be lost. Either save all of the file at once, using the F3 S command, or use a *different output filename* for the first window. This series of commands illustrates how to use a different output filename, editing the file named SAMPLE.ASM and using TEMP as an output filename for the second window:

```
NE SAMPLE.ASM
F3X
Enter file name: SAMPLE.ASM TEMP
```

Using the second method—a different output filename for the first window—lets you do partial saves with no problem. You'll probably want to use that method any time the file you're working on is larger than available memory.

Error Messages

Here is a list of the error messages used by the Norton Editor, grouped into three categories: *fatal errors*, which prevent the Editor from continuing operation; *critical errors*, which are based on error codes generated by DOS, usually concerning disk storage; and *general errors*, which report other problems.

Fatal

FATAL ERROR!!! INSUFFICIENT MEMORY TO RUN EDITOR.

There is not enough working memory available for the Editor to operate. You may be able to increase the amount of memory available by eliminating resident programs (such as Prokey or Sidekick) or by reducing the number of disk buffers used by DOS (see your DOS manual concerning disk buffers and the CONFIG.SYS file).

FATAL ERROR!!! LINE TOO LONG, SORRY.

The Editor is unable to work with lines of text longer than 65,520 (16K - 16) characters.

FATAL ERROR!!! UNSUPPORTED DISPLAY FORMAT.

The Editor is not able to work with certain display formats, including 40-column and graphics modes.

FATAL ERROR!!! UNSUPPORTED VERSION OF DOS.

The Editor must be used with a version of DOS numbered 2.0 or higher.

Critical

These error messages are based on error codes that DOS reports to the Editor. They are all displayed on the bottom (25th) line of the screen. For any of these messages you must respond with one of the standard choices A (to abort the operation and the Editor session as well), R (to retry the operation), or I (to ignore the error and continue).



WARNING! Be aware that the A-abort response ends the Editor session, and *loses any work* you have in progress. For this reason, you'll generally want to ignore, rather than Abort, the operation.

**DISK DATA ERROR
DISK SEEK ERROR
SECTOR NOT FOUND**

The disk apparently is damaged and can't be used. Occasionally these messages occur when a diskette is not properly seated in the drive. Try removing and replacing the diskette.

DISK WRITE-PROTECT

The Editor has tried to write on a disk that is write protected. Since the Editor opens its output file when it begins editing, you may get this message before any actual data is written to the disk. Remove the disk's write-protection tab and retry the operation.

DRIVE NOT READY

The disk drive is not ready. This commonly occurs if there is no disk in the drive or the drive door is not closed. You may be able to correct the problem and continue operation.

OUT OF PAPER

The printer indicates that it is out of paper. Check that the printer has paper, that it is on-line and that it is properly connected to the computer.

WRITE FAULT

This message usually indicates that the computer is having trouble communicating with the printer. Check that the printer has paper, is switched on-line, and is properly connected to the computer.

General**BLOCK MARKERS NOT SET IN OTHER WINDOW**

Displayed in response to F4 W when there is no block marked in the opposite window.

CAN'T APPEND, PORTION OF CURRENT INPUT FILE UNREAD

Displayed in response to F3 A when the input file has not been fully loaded. This occurs when the file is larger than 75 percent of the available free memory.

EDITOR NOT IN SPLIT SCREEN MODE

Displayed in response to F4 W when the Editor is not in split-screen mode.

FILE NAME TOO LONG

Displayed if a filename, including any path specification, is over 64 characters.

INPUT FILE TOO LARGE, COMPLETE FILE NOT LOADED

Displayed in response to any of the file loading commands (including invoking the Editor from the DOS command line) when the file being loaded is larger than 75 percent of the amount of free memory in the edit buffer. This is not really an error, but simply a warning to alert you that not all of the file is in memory, ready to be edited; see the section on Editing Large Files, page 39.

INSUFFICIENT DISK SPACE

Displayed in response to F5 S (save a copy of the Editor with current defaults set) if there is not enough disk space for a new copy of the Editor.

INSUFFICIENT FREE MEMORY

Displayed in response to F3 X (activating a second editing window) if there is not enough memory to split the screen.

INSUFFICIENT MEMORY TO COPY BLOCK

Displayed in response to F4 C, F4 M, or F4 W if there is not enough memory to copy the block.

**INSUFFICIENT MEMORY OR CAN'T FIND
COMMAND.COM**

Displayed in response to the DOS subcommand of the command processor (F9) when COMMAND.COM cannot be found, or there is insufficient memory to load it.

INVALID DRIVE NAME

Displayed when the drive name you have specified is not a valid drive recognized by DOS.

INVALID NUMBER

Displayed in response to the commands that prompt for a number. The number is invalid if it is not a proper number or the number is out of the allowed range.

INVALID FILE NAME

Displayed if an invalid filename is given on the command line from DOS.

INVALID SEARCH & REPLACE ARGUMENTS

Improper characters appeared at the end of the *find-and-replace* command. Following the last Alt-F or Ctrl-F in the

command, the only character allowed is an asterisk (indicating global, non-interactive, operation).

NOT ENOUGH MEMORY TO EXPAND TABS

Displayed when there is insufficient memory to expand tabs; a file with tabs expanded to spaces requires more memory than one in which tabs are represented by a single tab character.

OUTPUT DISK DRIVE FULL

The disk does not have enough available space to accommodate the data the Editor is writing. See the section on Disk Full Problems, page 40.

OUTPUT FILE NOT EMPTY. CONTINUE?

If any characters have been written to the output file (for example, by the F3 W command) and you use the F3 C command (to close the output file), this message is issued as a warning. If you respond Y, the output file is closed using the original filename and the remaining portion of the file is later saved under a new name.

TWO BLOCK MARKERS NEEDED

You've requested a block operation without having a pair of block markers set.

Background Information

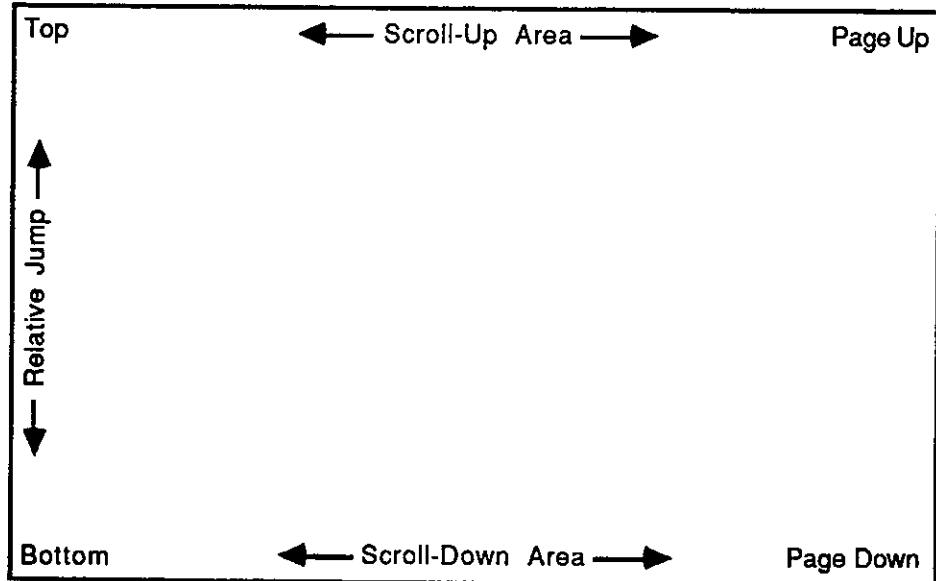
The Norton Editor was created by Stanley Reifel from his original design. This program is dedicated to Elizabeth Reifel who provided much support during its development. During the development of the Editor, Ron Jeffries provided guidance and overview, and Peter Norton contributed to the final version. Many skilled and dedicated test-users assisted in debugging and refining this program.

The Norton Editor was written entirely in assembly language using the IBM Macro Assembler. The source files consist of over 15,000 lines of assembler code. After the basic portions of the Editor were written, program development and refinement was completed using the Editor itself. Development was done on an IBM PC and PC XT, and testing was performed on a wide variety of models of PCs and PC compatibles.

You can assist in the continuing improvement of the Norton Editor by sending suggestions to:

Peter Norton
2210 Wilshire Blvd #186
Santa Monica, CA 90403

Mouse Scroll Areas



- **Scroll-up area.** The middle portion of the top line on the screen (columns 16-66) is used to scroll upward, line by line.
- **Scroll-down area.** The middle portion of the bottom line on the screen (columns 16-66) is used to scroll downward, line by line.
- **Page-up area.** The upper-right corner of a screen is used to page up a full screen load.
- **Page-down area.** The lower-right corner of a screen is used to page down a full screen load.
- **Relative jump area.** The left edge of the screen (column 1) is used to jump to relative locations in the file. The top left corner jumps to the beginning of the file, and the bottom left jumps to the end of the file. Lines in between jump a proportionate distance within the file.

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