

# EDITR

## BASIC-SCREEN-EDITOR Version 1.1

for use with EXIDY STANDARD BASIC

written by David Woodberry July 1980. (after C. Almer.)

### INSTRUCTIONS FOR USE:

The code is completely relocatable and can be shifted elsewhere if locations 0 to F9 are in use.

Load the EDITR program from MONITOR using LOG EDITR

The EDITR program is self initializing. To relocate elsewhere use the monitor MO command to shift the program code then use GO (relocated address) to run at new location.

eg. MO 0 F9 2000

GO 2000

(note: to LOG elsewhere the GO address will need to be adjusted)

To get out of EDITR use BYE then SE I=K.

If entry to monitor control is attempted while in edit mode an E is obtained instead of the monitor > prompt. (exit edit mode before entering a command).

The program will initially be transparent to the user.

### CONTROLS:

CTRL E enters screen edit mode (inverse character cursor).  
exits screen edit mode (returns to transparent mode).

### EDIT MODE CONTROLS:

CTRL I insert extra space at cursor position.  
CTRL D delete character at cursor position and close up gap,  
CURSOR CONTROL KEYS to shift cursor around on screen.  
CLEAR to clear screen.  
ESC ) to abort change and  
RUN/STOP) to stop listing at required point.  
TAB tabs cursor in 8's with wrap around  
RETURN enters current line (line where cursor is) into BASIC  
input buffer.  
LINE FEED truncates current line at cursor location and enters  
into BASIC input buffer.

To change a line or lines: LIST the lines to be changed, move the cursor to the line and make the changes, press RETURN or LINE FEED as appropriate.

To create a new line: Type line in using edit control keys as necessary.

Restrictions and other differences:- Total entered line length is restricted to 64 characters although one-stroke instructions are accepted. *neg > 64 chars*  
All BASIC functions except INPUT can be handled in edit mode (when necessary revert to normal mode). On LISTing in edit mode the display speed is slowed down to the equivalent of SE S=2 to facilitate stopping the listing at the desired location. If the speed has previously been set to SE S=3 or greater then the speed will not be altered. The @ character which is used to cancel a line in BASIC is handled as a normal character by the screen editor.