

P E D  
USER'S GUIDE

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**PED User's Guide**  
**ND-60.121.02**



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## PREFACE

### *THE PRODUCT*

This manual describes the first version of the Program Editor (PED):

PED

ND-10008

The system consists of the software products:

NORD PROGRAM EDITOR

SUT-2399

MACRO

SUT- 2412

The program editor is used to create a program or data file, which can then be copied out to an output device. A program file may be compiled by the program COMPILE.

### *THE READER*

The manual is written for all users of PED, i.e., anyone who needs a program editor to carry out editing of program or data files.

### *PREREQUISITE KNOWLEDGE*

In order to use the information in this manual, the reader should have a general knowledge of the timesharing facilities of the SINTRAN III Operating System. This information can be found in the manual:

Introduction to SINTRAN III

### *THE MANUAL*

This manual is mainly a reference manual that describes the commands to the program editor PED. In addition, there is some introductory information and instructions on how to start the PED programs.

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## 1. THE PROGRAM EDITOR (PED)

### 1.1. General Information.

PED (Nord Program Editor) is a VDU page mode text editor for asynchronous terminals, connected to NORD computers running the SINTRAN-III operating system.

The text may be read from and written to any mass storage file or I/O device.

Text may be added, modified, inserted, replaced and deleted by using the cursor movement controls and a few self-explanatory, easy to learn commands.

PED currently operates on a number of terminal types. The operator need not specify terminal type at program initiation, as PED performs a 'GET-TERMINAL-TYPE' monitor call before editing may begin. The SINTRAN-III terminal type definitions must be preset prior to installation of PED. The standard release of PED can handle the following terminals (SINTRAN-III terminal type is given in parenthesis behind the corresponding terminal name):

- Tandberg 2115 (3)
- Infoton 200 (4)
- Tandberg 2000 (7)

### 1.2. How to Start the Program.

PED is written to run under the NORD SINTRAN-III operating system. After logging in as a timesharing user, it is started by writing PED in response to the herald character @ indicating command level of the operating system.

PED will answer with an asterisk in the 'home' position and 'PED' written in blown up characters will appear in the middle of the screen.

PED is now ready to accept a command from the user.

You usually start with 'R' to read the text file you want to edit, but if you want to input text directly, simply type 'F' for 'first page', and then 'down arrow', after which text entry may begin. If in doubt, type 'H' for 'HELP'.

### 1.3. The PED Editing Buffer.

PED has a work area, the PED editing buffer, containing the text being edited during the current run of the program (the current text). This buffer can be filled with text both from files and directly from the terminal. The current text is edited from the terminal by giving commands and data to PED.

Note that editing is only done in the PED editing buffer and not on files! At any time, the current text can be saved on a file by giving the write command. If the file name in the write command is the same as a file previously read from, the old contents of the file will be replaced by the current text. But the current text may also be saved in a different file, thus preserving the old version of the text.

## 2. EDITOR COMMANDS.

### 2.1. Command types.

Two different kinds of commands exist, the 'home' commands and the 'control key' commands.

All the home commands are given as an answer to the asterisk in the screen home position (the upper left corner of the screen). Only a single character without CARRIAGE-RETURN should be given. Otherwise extra characters may be taken as new commands. If the command needs extra information, questions will appear at the top line of the screen.

The cursor can at any time be placed in the screen home position simply by depressing the HOME-key. By depressing the key once more the cursor will return to its previous position on the screen.

The control key commands are given by pressing the <ctrl> key and the desired key simultaneously.

### 3. THE HOME COMMANDS.

#### 3.1. The HELP (H) command.

Pressing the character 'H' will cause a list of all available home commands to be displayed on the screen, along with a few words explaining each command. For example:

```

NORD PROGRAM EDITOR (PED) - SUT 2399
HOME COMMANDS          CONTROL KEY COMMANDS
-----
F= FIRST PAGE      <A>/DEL= SCRATCH ONE CHAR.
N= NEXT PAGE       <D>+"X"= DELETE LINE TO "X"
L= LAST PAGE       <P>+"X"= COPY LINE TO "X"
P= PREVIOUS PAGE   <E>= SET/REST EXPAND MODE
+= ADVANCE X LINES <C>= COPY CHAR. FROM PREV. LINE
-= REWIND X LINES  <N>= COPY CHAR. FROM NEXT LINE
R= READ FROM FILE  <L>= INSERT LINE
W= WRITE TO FILE   <F>= FINISH LINE
A= APPEND TO FILE  <R>= START LINE
D= DELETE LINES    <I/T>= TABULATE
I= INSERT LINES    <U/Y>= REVERSE TAB
G= GET STRING      <G>= CONTINUE GET
S= SUBSTITUTE      <V>= VERIFY
M= MOVE TO LINE    <W>= VER. TAB
X= DEFAULT FILE?   <B>= INSERT MODE
T= SET TABULATORS  <O>= ACCEPT CONTROL CHARACTER
C= ACTIVATE MACRO  <Q>= RESTORE LINE
V= LINE NO'S, K= MARK COLUMN 73
E= EXIT, H= HELP
-----
```

TO CONTINUE TYPE ANY CHARACTER

#### 3.2. The READ (R) command.

Pressing the character 'R' will activate the read command.

The following text will appear in the screen home position:

READ FILE NAME:

The format of the answer is:

READ FILE NAME:<File name>,<line>,<From>,<To>'CR'

where:

<File name> is the name of the file to be read from. NB! -default file type is ':SYMB' !!  
 <Line> is the line in the current text behind which the file is to be inserted (default is last line).  
 <From> is the first line to be read (default is line 1).  
 <To> is the last line to be read (default is the last line in the file).

Files containing <ctrl>I (tabulator) will be expanded. A <ctrl>I will fill in blanks up to the next tabulator position.

If the file contains lines longer than 80 characters, the overshooting words are wrapped over to a new line during the read operation.

Examples:

1: READ FILE NAME: MYFILE

Read all lines from the file MYFILE:SYMB (default file type is SYMB) into the PED editing buffer from line 1 and downwards.

2: READ FILE NAME: MYFILE,,10,140

Read lines 10 through 140 from the file MYFILE:SYMB into the PED editing buffer, from line 1 and downwards.

3: READ FILE NAME: MYFILE,15,20

Read all lines after line 20 from the file MYFILE:SYMB into the PED editing buffer, and place them behind line 15 of the current text.

### 3.3. The WRITE (W) command.

Pressing the character 'W' will activate the write command.

The following text will appear in the screen home position:

WRITE FILE NAME:

The format of the answer is:

WRITE FILE NAME:<File name>,<From>,<To>'CR'

where:

<File name> is the name of the file to be written on (a new file name is given in quotes). NB - default file type is ':SYMB' !!  
 <From> is the first line to be written.  
 <To> is the last line to be written.

Examples:

- 1: WRITE FILE NAME: MYFILE  
or  
WRITE FILE NAME: MYFILE,1,\$

Write all lines from the PED editing buffer into the file  
MYFILE:SYMB

- 2: WRITE FILE NAME: "MYFILE",10,140

A file with name MYFILE:SYMB is created, and then lines 10  
through 140 from the PED editing buffer are written into  
this file.

- 3: WRITE FILE NAME: MYFILE,20  
or  
WRITE FILE NAME: MYFILE,20,\$

Write all lines after line 20 from the PED editing buffer  
into the file MYFILE:SYMB

- 4: WRITE FILE NAME:\*

Write all lines from the PED editing buffer into the file  
with the same file name as the last read file. The name of  
the last read file can be found with the X-FILE name  
command.(see chapter 3.18)

### 3.4. The write APPEND (A) command.

Pressing the character 'A' will activate the write append command.

This is a special case of the write command and it works in the same  
way as the write command, except that the specified text from the PED  
editing buffer is appended to the specified file instead of replacing  
it.

### 3.5. The FIRST (F) command.

Pressing the character 'F' will give the first 20 lines of the PED  
editing buffer listed on the screen ready to be edited.

### 3.6. The LAST (L) command.

Pressing the character 'L' will give the last 20 lines of the PED  
editing buffer listed on the screen ready to be edited.

Ex: If the editing buffer contains 35 lines, lines 16 through 35 will  
be listed on the screen.

### 3.7. The NEXT (N) command.

Pressing the character 'N' will give the next 20 lines of the PED editing buffer listed on the screen ready to be edited.

Ex: If lines 45 through 64 are currently listed on the screen, pressing the 'N' will give lines 65 through 84.

### 3.8. The PREVIOUS (P) command.

Pressing the character 'P' will give the previous 20 lines of the PED editing buffer listed on the screen ready to be edited.

Ex: If lines 65 through 84 are currently listed on the screen, pressing the 'P' will give lines 45 through 64.

### 3.9. The UP (+) command.

Pressing the character '+' will give the following text in the screen home position :

```
NUMBER OF LINES :<number of lines>'CR'  
or  
NUMBER OF LINES : 'CR'
```

where:

<number of lines> is the number of lines to advance forward in the text buffer.

Ex: If lines 54 through 73 are currently listed on the screen, and <number of lines> is 100, lines 154 through 173 will be listed on the screen. If 'CR' is given as response to <number of lines>, the text buffer will be advanced with 5 lines.

### 3.10. The BACK (-) command.

Same as the UP (+) command, but the text buffer will be rewinded with the <number of lines> specified.

### 3.11. The MOVE (M) command.

Pressing the character 'M' will give the following text in the screen home position:

```
MOVE TO LINE :
```

The format of the answer is:

```
MOVE TO LINE :<line number>'CR';
```

where:

<line number> is the number of the line in the PED editing buffer you want to appear at the top of the screen.

Ex: If <line number> is 58, lines 58 through 77 will be listed on the screen

### 3.12. The DELETE (D) command.

Pressing the character 'D' will give the following text in the screen home position:

DELETE LINES (FROM,TO) :

The format of the answer is:

DELETE LINES (FROM,TO) :<from>,<to>'CR'  
or  
DELETE LINES (FROM,TO) : 'CR'

where:

<from>  
<to>  
'CR'

is the first line to be deleted  
is the last line to be deleted  
if the line numbers <from> <to> indicated by the VERIFY command are to be used. The cursor is placed at the first and the last line to be deleted and on each of the two lines the VERIFY command is given. When 'CR' is given as a response to the DELETE command, these two line numbers are listed out. Another 'CR' will execute the command. If the last line is indicated before the first line, they will be swapped around. (For further info. see 4.15)

Examples:

1: DELETE LINES (FROM,TO) :5,25

Delete lines 5 through 25.

2: DELETE LINES (FROM,TO) :12,12

or

DELETE LINES (FROM,TO) :12

Delete line 12.

3: DELETE LINES (FROM,TO) :20,\$

Delete everything after and including line 20.

4: DELETE LINES (FROM,TO) :1,\$

Clear the PED editing buffer.

5: DELETE LINES (FROM,TO) : 'CR' 5 10 'CR'



The lines no. 5 through 10 have been marked by the VERIFY command and will be deleted.

### 3.13. The INSERT (I) command.

The insert command is made for easy copying or moving of one or more lines.

Pressing the character 'I' will give the following text in the screen home position:

INSERT (FROM,TO,LINE):

The format of the answer is:

INSERT (FROM,TO,LINE): <from><to><line>'CR'  
or  
INSERT (FROM,TO,LINE): 'CR'

where:

<from> <to> <line> 'CR'	is the first line in the area to be moved or copied. is the last line in the area to be moved or copied. is the number of the line where you want text inserted. if the line numbers <from> <to> indicated by the VERIFY command are to be used. The area <from> <to> is selected as described under the DELETE command. In addition, the line number of the line where the text is to be inserted is given by simply placing the cursor on this line, and then the HOME command is given. Now the INSERT command may be given and 'CR' as a response will list out the three line numbers selected. Another 'CR' will execute the command. (For further info. see 4.14)
----------------------------------	---

Then the following question will appear: DELETE (Y/N)? Only yes (Y) or no (N) can be the answer to this question. 'Y' means that the area <from><to> will be deleted. 'N' means that nothing happens to the area <from><to>. (Anything other than 'Y' or 'N' will be taken as 'N'.)

Examples:

- 1: INSERT (FROM,TO,LINE):12,15,47      DELETE (Y/N)?N  
Lines 12 through 15 will be copied in between lines 46 and 47 (i.e. they are duplicated).
- 2: INSERT (FROM,TO,LINE):65,112,15      DELETE (Y/N)?Y  
Lines 65 through 112 will be moved in between lines 14 and 15 (and the old lines are deleted).
- 3: INSERT (FROM,TO,LINE):23,40,\$      DELETE (Y/N)?Y  
Lines 23 through 40 will be moved before the last line (and the old lines deleted).

4: INSERT (FROM,TO,LINE)'CR' 15 23 10 'CR' DELETE (Y/N)?Y

The lines 15 through 23 have been marked by the VERIFY command. The cursor was placed on line 10 and the HOME command was given. The area will be moved before line 10 (and the old lines will be deleted.)

### 3.14. The GET (G) command.

The get command is used to search for the occurrence of a particular character-string. Pressing the character 'G' will give the following text in the screen home position:

GET STRING:

The format of the answer is:

GET STRING <string>'CR'

where:

<string> is a string of maximum 29 characters.

The searching starts on the first line of the current screen page and continues until the string is found or the end of the PED editing buffer is reached. If the string is found the cursor will be placed under the first character in the string. The searching can be continued by using <ctrl>G. <HOME> will terminate the searching.

(See also description of the control key command <ctrl>G)

### 3.15. The SUBSTITUTE (S) command.

This command allows searching through the PED editing buffer for a character-string and replacing it with another. The searching starts on the first line of the current screen page. Replacing can be under full user control. Pressing the character 'S' will activate the substitute command. The format of the command is:

REPLACE:<old string>'CR'  
WITH:<new string>'CR'  
MANUAL CHECK (Y/N):<answer>

where:

<old string> is the string to be replaced.

<new string> is the replacement string.

<answer> is yes (Y) or no (N) (anything other than 'Y' or 'N' will be taken as 'N').

If the answer to manual check is yes, and if <old string> is found, the cursor will be placed under the first character in the string and then wait for a decision as to whether or not the old string should be replaced with the <new string>.

The following decisions are possible:

- 'S' Substitute and search for next <old string>.
- 'C' Continue to next <old string> (without substituting).
- <home> Terminate substitute command. The cursor is placed in the screen home position and the number of substitutions are written in the screen home position. Anything other than 'S', 'C' or <home> will be taken as 'C'.

### 3.16. The set TABULATOR (T) command.

This command is used to set the tabulator positions to the user's choice.

Pressing the character 'T' will give the following text in the screen home position:

HORIZONTAL TAB (MAX 8):

The format of the answer is:

HORIZONTAL TAB (MAX 8):<n>,<n>,<n>,<n>,<n>,<n>,<n>,<n>'CR'

where:

<n> is a number between 1 and 80 (must be in increasing order).

Maximum number of tabulator settings is 8. Default tabulator setting is 8, 14, 30, 40, 50, 60, 70, 80.

### 3.17. The COMPILE (C) command.

This command will activate a program called MACRO. The MACRO program takes parameters from the command line and inserts them into a copy of the specified file and then runs it as a MODE file. The first parameter to the MACRO program will be the default file name, i.e. the file name displayed by the X-command. A standard macro file called PED-MACROS:MCRO is supplied together with the MACRO program. This file contains macros for compiling and/or loading of programs written in FORTRAN, COBOL, BASIC, PASCAL or SIMULA. This is also the default macro file name.

For further description of the MACRO program see: SINTRAN III REFERENCE MANUAL..

### 3.18. The X-FILE name (X) command.

This command is used to find the name of the last read file.

Pressing the character 'X' will give the following text in the screen home position:

FILE-NAME: <file name>

(See also description of the WRITE command, example 4.)

3.19. The MARK COLUMN 73 (K) command

This command will mark column 73 with dots. The dots will only appear on the screen and will not be a part of the editing buffer. This may be useful for users who are editing FORTRAN or COBOL programs, to see if their statements are not longer than 72 characters.

3.20. The List LINE NUMBERS (V) command

This command will list the line numbers on the right side of the screen.

3.21. The EXIT (E) command.

This command is used to exit from the PED-program, and return to the operating system (SINTRAN III).

#### 4. THE CONTROL KEY COMMANDS.

##### 4.1. DELETE part of or whole line (<ctrl>D + 'X').

This command is used to delete part of a line or a whole line. <ctrl>D is depressed first, and the next character ('X') then determines what actually will be deleted.

If 'X' is a character that can be found between the current cursor position and the rest of the line, all characters between the cursor position up to and including 'X' are deleted, and the line is contracted.

If 'X' is 'CR' or 'RETURN', then the rest of the line from the current cursor position is deleted. If the cursor is positioned on the first position of the line, the whole line is blanked out.

If the next character is another <ctrl>D, the whole line is deleted and the lines below are moved up one line.

##### 4.2. RESTORE line (<ctrl>Q).

This command will restore the last line deleted by the delete command (<ctrl>D). The deleted line is reinserted in to the text. This command may also be used to move a single line to another place in the text. First the line to be moved is deleted by <ctrl>D + <ctrl>D. Then the cursor is positioned to where the deleted line is to be inserted and then the <ctrl>Q command is given.

##### 4.3. INSERT line (<ctrl>L).

This command is used to give space for a new line between two already existing lines. Space is given BEFORE the line where the cursor is placed. The cursor is placed on the blank line.

##### 4.4. Set/Reset EXPAND mode (<ctrl>E).

This command is used to give room for extra characters in the text. The text '\*EXPAND\*' appears on the message line while the expand mode is active. Depressing <ctrl>E once more resets PED to normal mode. When inserting text, the cursor should be positioned under the character where the new text should be inserted, new text may then be written.

4.5. Set/Reset INSERT LINE mode (<ctrl>B).

This command is used to automatically give space for a new line when 'CR' is given after having typed in a line between existing text in the text buffer. The text '\*INSERT MODE\*' appears on the message line while this modus is active. Depressing <ctrl>B once more resets PED to normal mode. The INSERT LINE mode can be activated with the cursor at any position on the screen.

4.6. DELETE character (<ctrl>A or 'DEL').

This command is used to delete a single character. The cursor is first placed UNDER the character to be deleted, and when <ctrl>A or 'DEL' is depressed, the right part of the line is shifted one position to the left.

If the cursor is positioned at the end of the line, the last PREVIOUS character is deleted.

4.7. COPY character from previous line (<ctrl>C).

This command is used to copy one character from the previous line into the current line. The cursor will be moved one position to the right.

4.8. COPY character from NEXT line (<ctrl>N).

This command is used to copy one character from the next line into the current line. The cursor will be moved one position to the right.

4.9. COPY part of PREVIOUS line (<ctrl>P + 'X').

Depressing the CONTROL-key together with the character 'P' followed by another character 'X', will have the following effects:

If 'X' is a character on the previous line laying to the right of the current cursor position, the contents of the previous line is copied into the current line up to and including the character 'X'.

If 'X' is 'CR' (or 'RETURN') or another <ctrl>P, the rest of the previous line is copied.

4.10. TABULATE (<ctrl>T, <ctrl>I OR TAB).

Depressing the CONTROL-key together with the character 'T' or 'I' (which key to use depends on the terminal type) will move the cursor to the next tabulator position. The tabulator positions are set with the 'set TABULATOR (T) command', with the cursor in the screen home position.

Default tabulator setting is 8,14,30,40,50,60,70,80.

#### 4.11. BACK-TAB (<ctrl>Y OR (<ctrl>U).

Depressing the CONTROL-key together with the character 'Y' or 'U' (which key to use depends on the terminal type) will move the cursor back to the previous tabulator position. The tabulator positions are set with the 'set TABULATOR (T) command' with the cursor in the screen home position.

Default tabulator setting is 8,14,30,40,50,60,70,80.

#### 4.12. MOVE cursor to START of current line (<ctrl>R).

Depressing the CONTROL-key together with the character 'R' will move the cursor to the first position of the current line.

#### 4.13. MOVE cursor to FINAL of current line (<ctrl>F).

Depressing the CONTROL-key together with the character 'F' will move the cursor one position beyond the last occupied position in the line.

Ex: In a line with 56 characters pressing the <ctrl>F at any position within the line will move the cursor to position 57.

#### 4.14. Accept control character (<ctrl>O).

This command allows any edit or control character to be accepted as a normal character. Depressing the CONTROL-key together with the character 'O' will cause PED to accept a control character in the cursor position. If one wants to input the character 'ESC', the sequence should be: <ctrl>O+ 'DEL', which is translated to 'ESC' internally.

Control characters will appear at the screen as the character '&'. The value of the control character can be verified with the 'VERIFY' (<ctrl>V) command when the cursor is positioned under the '&'.  
<ctrl>O+ 'DEL' = 'ESC'

#### 4.15. VERIFY (<ctrl>V).

This command has two functions. The first is to set up an interval of lines which can be used by the INSERT or DELETE command. The second is to give information about the line in which the cursor is placed. Depressing the CONTROL-key together with the character 'V' will give, on the screen upper right corner, the following information about the cursor position:

<FROM> or <TO>	LINE	POS.	LENGTH	VALUE
	<nr>	<nr>	<nr>	<char>

where:

LINE <nr> is line-number.

POS. <nr> is position within line.

LENGTH <nr> is length of line.

VALUE <char> is the content of the position.

If the character '&' appears before another character as VALUE, it means that the character is a control character.

Each time this command is given, the word FROM or TO will precede the word LINE. This indicates that the line number is stored away and can later be used in the DELETE or INSERT command.

#### 4.16. Continue GET (<ctrl>G).

Depressing the CONTROL-key together with the character 'G' will continue the search for the string specified with the GET command.

(See description of the GET home command.)



## 5. ERROR MESSAGES.

### 5.1. Error Types.

Two different kinds of error messages exist: error messages from the file system and error messages from the text editor (PED).

### 5.2. File System Errors.

These error messages are described in the SINTRAN III User's Guide.

### 5.3. Text Editor Errors.

#### 5.3.1. WRITE FORGOTTEN ?

This message occurs when trying to exit from PED without first saving the edited buffer on a file. If the exit command is repeated, the exit will be accepted.

#### 5.3.2. \*NOT FOUND :

Indicates that, during a GET or a continued GET, the given string is not found in the rest of the buffer.

#### 5.3.3. \*INVALID INPUT :

Indicates that, during a command, unrecognized parameters occur.

#### 5.3.4. \*NOT POSSIBLE.

Occurs when a situation arises that the text editor cannot handle.

#### 5.3.5. \*MAX LINE LENGTH.

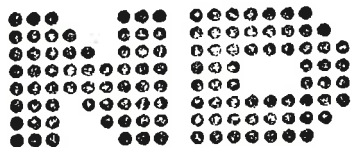
Indicates that the line is full (80 characters) and expand mode must be turned off if overwriting are to be permitted.

#### 5.3.6. THIS TERMINAL TYPE IS UNKNOWN.

Indicates that PED cannot be run from this terminal or that the terminal type setting is wrong.

5.3.7. - NO MORE BUFFER SPACE -

Indicates that the buffer contains 1450 lines, which is the maximum for this version of PED.



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## COMMENT AND EVALUATION SHEET

PED User's Guide

ND-60.121.02

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In order for this manual to develop to the point where it best suits your needs, we must have your comments, corrections, suggestions for additions, etc. Please write down your comments on this preaddressed form and mail it. Please be specific wherever possible.

FROM .....

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