

**SkoEd**

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| <b>COLLABORATORS</b> |
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|               |                         |                   |                  |
|---------------|-------------------------|-------------------|------------------|
|               | <i>TITLE :</i><br>SkoEd |                   |                  |
| <i>ACTION</i> | <i>NAME</i>             | <i>DATE</i>       | <i>SIGNATURE</i> |
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# Chapter 1

## SkoEd

### 1.1 MAIN

SkoEd V1.16  
A Programmer's Editor Revisited.  
Copyright (c) 1993-1995 David McPaul

Introduction  
Features  
Installation  
Starting SkoEd  
Configuring SkoEd  
Commands  
AREXX  
Examples  
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DISCLAIMER  
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AmigaGuide Documentation produced using AmigaGuide Writer by me :-)

SkoEd Icons and Gadgets created using IE by Peter Kiem.  
Additional Icons by Alessandro Ponzio

### 1.2 INTRODUCTION

Before getting into this wonderfull doco :-) a quick look at why I wrote SkoEd.

Why another editor? Hmm it is hard to say, but the more I look around at editors the more I think that an Editor is a very personal preference. Not just in the keymappings (After all most editors these days will remap keys) but also in how they look and how they operate. (I refuse to say look and feel only a lawyer would use such terms).

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Well, when I got my Amiga I found that there were no editors around that I really liked. Some were good and did quite a lot but they were not me. So I wrote SkoEd which is in many ways my personal preference. SkoEd is by no means the begin and end all of Editors; there are a number of areas which need improving. It is however at a stage that I feel can be released for general use.

## 1.3 FEATURES

Here is a list of what SkoEd can do.

- Remaps keystrokes to commands.
- Customisable.
- Multiple Files.
- Multiple Views of files.
- Can Set own Screen and Font or Clones Workbench.
- Reads, Writes and Converts IBM format files.
- A FAST Find/Replace.
- Column Blocks.
- Clipboard support.
- AutoSave after time limit expires.
- Folding.
- Match {[ ]}.
- Count number of braces {} in a file.
- Word Completion. (I like this one :-)
- Zoom/Explode of Views.
- Memory file to remember files previously loaded and cursor location.
- Unlimited Marks to allow you to go instantly to a marked location.
- Undelete n Deletes. (n is settable)
- Iconify.
- Script file bit is handled correctly (and is settable).
- AREXX
- User Configurable Gadget Strip
- And other, less obvious functions.

Here are the areas I wish to improve.

- A full macro language. (although with Arexx do I need this?)
- A full Undo as opposed to Undelete (and Redo).
- Repeat command.
- Allow user to create own menu strips.

## 1.4 INSTALLATION

SkoEd is for Workbench 2.0 and 3.0 only.

To Install SkoEd you may either:

Use the Installer Script supplied or,

Copy Skoed to somewhere in your path.

Copy Skoed.Config to the directory where SkoEd is located.

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Copy Skoed.Macro to the directory you work in.  
Copy Gadgets directory to the directory where SkoEd is located.  
Make a directory in ENV: called SkoEd.

Edit both Skoed.Config and Skoed.Macro to map the key to commands etc.  
Add the Assign SkoEd: <place where SkoEd is located> to user startup.

A note about the support files (Config & Macro) The following search order is performed - Current Directory, The Directory SkoEd was loaded from then "SKOED:". The way I work things is Config goes where SkoEd is located and Macro goes in my work directory. This way unchanging keymaps and commands are in SkoEd.Config and work specific commands are in SkoEd.Macro.

Additional support files are for the gadget strip. SkoEd looks for the gadgets using "<Search Path>Gadgets/#?.info". Any Icon located in that directory is checked for a COMMAND string and loaded into the gadget strip. The <Search Path> is the same as for the Config and Macro files.

These system libraries are needed in libs:

ReqTools.library  
IffParse.library

## 1.5 DISTRIBUTION

SKOED VERSION 1.16 is SHAREWARE

So you may,

Distribute the NON REGISTERED versions of SkoEd as much as you like.  
However no more than a nominal fee may be charged for distributing SkoEd.

If you use SkoEd on a regular basis then you should REGISTER.  
Registered users receive :

- The latest version,
- 1 free update and then,
- Notification of the next update.

Registration is only \$25.00 Australian (which is cheaper than you think considering most exchange rates :-)

Please send Registration fee to:

David McPaul,  
P.O. Box 2830,  
Canberra,  
A.C.T,  
AUSTRALIA,  
2601.

I prefer International Money Orders, Bankers Cheques or Cash.  
Personal cheques are just too difficult to get changed.

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Please include with your Registration:

Your Name (So I can personalise SkoEd for you)  
Your Address (So you can get SkoEd sent to you :-)  
Comments, thoughts, wish list etc or even just a hello.

Other programs available

- AmigaGuide Writer (AGWriter) (\$15)

## 1.6 Folding

Folding is a method whereby sections of code is hidden from the display. This makes the studying of code sections easier because you hide away code that you know is working or not relevant. SkoEd allows you to highlight the section of code that you do not wish to see and use the `Fold_Block` command to hide it away. `Unfold` reverses this process.

## 1.7 Gadgets

SkoEd now supports a user configurable gadget strip. To add a gadget to the strip just create an icon with a maximum height of 28 pixels and store it in "Gadgets/". Add a `COMMAND` tooltype and you are ready to go.

TOOLTYPES Used are:

- `COMMAND` - This is the command that will be executed by skoed when you press the gadget. Macros are also supported.  
e.g `COMMAND=Make;`  
or `COMMAND=ARexx(screxx:NextError.Rexx);`
- `TICK` - Add this tooltype if you want the command to be repeated while the gadget is activated. This tooltype overrides the `GADGETUP` tooltype.
- `GADGETUP` - Add this tooltype if you want the command to be executed when the gadget is released instead of selected. Does not function when `TICK` is present.
- `ORDER` - This tooltype controls the order of gadget placement. by giving each icon an `ORDER` of placement you can control which gadget goes where.  
e.g `ORDER=5`  
This makes the gadget the 5th gadget in the strip. Note if you do not supply an order it defaults to 0 and this may affect other gadget ordering.
- `GAP` - Use to determine the `GAP` between this gadget and the previous gadget.  
e.g `GAP=30`  
This leaves 30 pixels between this gadget and the
-

previous gadget default is 3.

## 1.8 EXECUTION

SkoEd only works with Workbench 2.0 and above.

SkoEd can be started via the CLI or the Workbench, when run from the CLI some parameters may be accepted. These may be seen by typing Skoed ?

```
Usage: Skoed [options] [filename]
options are :
+r - Use Reload file if available
-r - Don't use a Reload file if found
```

The filename specified in the command line will be loaded (names can be surrounded by double quotes ("") if the name contains spaces).

SkoEd will open it's own Public screen (SkoEd). The screens width, Height and Font will be cloned from the Workbench Screen & Screen font. If the font found is a non proportional font then topaz/8 will be used.

SkoEd can then be configured using the Set Font and Set Screen menu options. When you have decided on your preferred Screen and Font select Save Prefs.

## 1.9 CONFIGURATION

In order to use SkoEd with the keymappings you like, then you will need to change the SkoEd.Config/SkoEd.Macro files to contain the mappings you wish to use.

Each keymapping is of the format :

```
<Key Description> <Equals> <String>|<Command> <SemiColon> <Comment>
```

where

```
<Equals>          -> =
<SemiColon>       -> ;
<Comment>         -> Whatever you like.
<Key Description> -> {<Qualifier><Key><Key>}
<Command>         -> <CommandName>{<(><Parameters><)>}>
<CommandName>     -> A command from the command list.
<Parameters>      -> The parameters seperated by spaces that are to be
                    parsed by the command using ReadArgs.
<(>               -> (
<)>               -> )
<String>          -> Anything enclosed in Double Quotes e.g "fred"
<Qualifier>       -> A qualifier from the list below.
<Key>             -> The key you wish to map (Case is ignored)
```

Qualifiers are :

# - Shift key  
^ - Control key  
@ - Alt key  
& - Numeric Keypad  
!L - Left Amiga  
!R - Right Amiga

or you may also use

SHIFT - Shift key  
CTRL - Control key  
ALT - Alt key  
KEYPAD - Numeric Keypad  
LEFTAMIGA - Left Amiga  
RIGHTAMIGA - Right Amiga

Special Keys are :

\$Fn where  $0 \leq n \leq 9$  - Function keys  
RETURN - The Return Key  
UP - The up arrow key  
DOWN - The down arrow key  
LEFT - The left arrow key  
RIGHT - The right arrow key  
DEL - The Del key  
HELP - The Help key  
BACKSPACE - The Backspace key  
TAB - The Tab key  
ESC - The ESC key  
\  
- The next character is not a special character  
eg \# is the hash character not a Shift qualifier.

See also Examples and ARexx

Several variables may also be set in the configuration files. These are :

|         |  |
|---------|--|
| C_DIR   | - This string determines where to save the current file for compiling. Set to blank if you wish to use current directory.    |
| COMPILE | - This string is inserted before the filename and then that string is passed to System(). eg "SC" to use the SAS C compiler. |
| LINK    | - This string is passed to System when you call the Link command.  |
| MAKE    | - This string is passed to System when you call the Make command.  |
| EXECUTE | - This is the default string to use when you call the Run command.   |
| ERRORS  | - This is the default string to use when you call the Errors command.  |
| CLI     | - This is the default string to create a new CLI/Shell.  |
| INSERT  | - This boolean variable is set to TRUE if you want insert mode to be on at startup.  |
| INDENT  | - This boolean variable is set to TRUE if you want automatic   |

---

- indenting to be on.
- CAPTIVECRSR - This boolean variable is set to TRUE if you want Captive Cursor mode on at startup.
- MEMORY - This boolean variable is set to TRUE if you want to have SkoEd save memory files when you exit.
- BACKUPS - This boolean variable is set to TRUE if you want to have SkoEd create .BAK files when saving.
- TABSIZE - This numeric variable sets the size of a TAB character.
- AUTOTIME - This numeric variable sets the amount of time in minutes between autosaves of the most changed file.
- MAXUNDO - This numeric variable sets the maximum level of Undo you want.
- RELOAD - This boolean variable if set to TRUE in the config file will force a reload if a memory file is available.
- PRINTER - This string is passed to System() and is used to support printing.
- SAVETABS - This boolean variable is set to TRUE if you want SkoEd to save every TABSIZE spaces at the start of a line as a TAB character.
- LOADTABS - This boolean variable is set to TRUE if you want SkoEd to load TABS as TABS and NOT convert them to spaces.
- TABSSPACES - This boolean variable is set to TRUE if you want TAB command to output TABSIZE spaces or a TAB character.

## 1.10 AREXX

SkoEd now has an Arexx Port named "SKOED1". All commands are available to Arexx via this port. All commands in SkoEd are Case Sensistive and should therefor be enclosed in Quotes.

For example to put up the About requester in Skoed

```
ADDRESS SKOED1 "About"
```

Commands will either return 0 for success or 10 for failure.

Some commands accept parameters (eg Load\_File) and parameters are passed as follows:

```
ADDRESS SKOED1 "Load_File(work:Skoed.doc) "
ADDRESS SKOED1 "Goto_Line(10) "
```

Basically everything between the () is passed to the routine as a single string and then ParseArgs is used to make sense of it.

The same method of parameter passing is used for parameter passing in SkoEd.Config.

See the example ARExx routines given for more clues on interfacing ARExx to SkoEd.

## 1.11 COMMANDS

## Movement Commands

Up  
Down  
Left  
Right  
Page\_Up  
Page\_Down  
StartOfFile  
EndOfFile  
StartOfLine  
EndOfLine  
Scroll\_Up  
Scroll\_Down  
Scroll\_Left  
Scroll\_Right  
Goto\_Line  
Goto\_Column  
UpUp  
DownDown

## Word Commands

Word\_Left  
Word\_Right  
Word\_End  
Word\_Delete  
Complete\_Word

## Fold Commands

Fold\_Line  
Unfold\_Line  
Fold\_Block  
Unfold  
Next\_Fold  
Prev\_Fold

## Mark Commands

Mark  
Unmark  
Next\_Mark  
Prev\_Mark  
Goto\_Mark

## Window Commands

Split\_Window  
Close\_Window  
Zoom  
Explode  
Refresh

## Miscellaneous Commands

## File/Buffer Commands

Load\_File  
Save\_File  
Print\_File  
Reload  
Kill\_Buffer  
Make\_Buffer  
Print\_Buffer  
Next\_Buffer  
Prev\_Buffer  
Goto\_Buffer  
Buffer\_Info

## Block Commands

Block\_Begin  
Block\_End  
Block\_Copy  
Block\_Delete  
Block\_Move  
StartOfBlock  
EndOfBlock  
Block\_Hide  
Block\_Clip  
Clip\_Block  
Block\_File  
File\_Block  
Block\_Mode  
Indent\_Block  
Unindent\_Block  
Undo

## String Commands

Find  
Replace  
Again  
Match  
Count\_Braces  
Str\_Size  
String

## CLI/Compiler Commands

Compile  
Link  
Run  
Make  
Errors  
New\_CLI

## Generic Editing Commands

Return

|             |           |
|-------------|-----------|
| None        | Backspace |
| Set_Var     | Tab       |
| Get_Var     | Del       |
| Set_Env     | Del_Line  |
| Set_Vars    | Del_EOL   |
| Auto_Save   | Del_SOL   |
| Iconify     | Exit      |
| Reconfigure |           |
| Msg         |           |
| ARexx       |           |
| SCRFRONT    |           |

## 1.12 String

COMMAND : String

PARAMETERS : STRING/A

DESCRIPTION: This command inserts the given string into the current insert position. Please note that any string may be inserted including control characters but not the NULL character.

## 1.13 SCRFRONT

COMMAND : SCRFRONT

PARAMETERS : NONE

DESCRIPTION: Brings the SkoEd Screen to the front.

## 1.14 UpUp

COMMAND : UpUp

PARAMETERS : NONE

DESCRIPTION: This command moves the Cursor up 1 line, scrolling if needed. This routine attempts to keep the Cursor 1 line below the topline so that the line above the Cursor is always visible.

## 1.15 DownDown

COMMAND : DownDown

PARAMETERS : NONE

DESCRIPTION: This command moves the Cursor Down 1 line, scrolling if needed.

---

This routine attempts to keep the Cursor 1 line above the bottomline so that the line below the Cursor is always visible.

## 1.16 StartOfBlock

COMMAND : StartOfBlock

PARAMETERS : NONE

DESCRIPTION: This command moves the Cursor to the start of the current Block.

## 1.17 EndOfBlock

COMMAND : EndOfBlock

PARAMETERS : NONE

DESCRIPTION: This command moves the Cursor to the end of the current Block.

## 1.18 Up

COMMAND : Up

PARAMETERS : NONE

DESCRIPTION: This moves the Cursor up 1 line, scrolling if needed.

See Also : Down Left Right Page\_Up Page\_Down

## 1.19 Down

COMMAND : Down

PARAMETERS : NONE

DESCRIPTION: This moves the Cursor Down 1 line, scrolling if needed.

See Also : Up Left Right Page\_Up Page\_Down

## 1.20 Left



COMMAND : Left

PARAMETERS : NONE

DESCRIPTION: This moves the Cursor Left 1 character. If the Start of a line is reached the the Cursor is move to the end of the line above.

See Also : Up Down Right Page\_Up Page\_Down

## 1.21 Right

COMMAND : Right

PARAMETERS : NONE

DESCRIPTION: This moves the Cursor Right 1 character until you reach the maximum length of the line (Currently 4096 chars).

See Also : Up Down Left Page\_Up Page\_Down

## 1.22 Page\_Up

COMMAND : Page\_Up

PARAMETERS : NONE

DESCRIPTION: Move Cursor up 1 page.

See Also : Up Down Left Right Page\_Down

## 1.23 Page\_Down

COMMAND : Page\_Down

PARAMETERS : NONE

DESCRIPTION: Move Cursor down 1 page.

See Also : Up Down Left Right Page\_Up

## 1.24 StartOfFile

COMMAND : StartOfFile

PARAMETERS : NONE

DESCRIPTION: Move to First Line, First Column of File.

See Also : EndOfFile

## 1.25 EndOfFile

COMMAND : EndOfFile

PARAMETERS : NONE

DESCRIPTION: Move to Last Line, End of the Line.

See Also : StartOfFile

## 1.26 StartOfLine

COMMAND : StartOfLine

PARAMETERS : NONE

DESCRIPTION: Move to the Start of Current Line.

See Also : EndOfLine

## 1.27 EndOfLine

COMMAND : EndOfLine

PARAMETERS : NONE

DESCRIPTION: Move to End of Current Line.

See Also : StartOfLine

## 1.28 Scroll\_Up

COMMAND : Scroll\_Up

PARAMETERS : NONE

DESCRIPTION: Scroll File Up beneath the Cursor.

See Also : Scroll\_Down Scroll\_Left Scroll\_Right

---

## 1.29 Scroll\_Down

COMMAND : Scroll\_Down

PARAMETERS : NONE

DESCRIPTION: Scroll File Down beneath the Cursor.

See Also : Scroll\_Up Scroll\_Left Scroll\_Right

## 1.30 Scroll\_Left

COMMAND : Scroll\_Left

PARAMETERS : NONE

DESCRIPTION: Scroll File Left beneath the Cursor.

See Also : Scroll\_Up Scroll\_Down Scroll\_Right

## 1.31 Scroll\_Right

COMMAND : Scroll\_Right

PARAMETERS : NONE

DESCRIPTION: Scroll File Right beneath the Cursor.

See Also : Scroll\_Up Scroll\_Down Scroll\_Left

## 1.32 Word\_Left

COMMAND : Word\_Left

PARAMETERS : NONE

DESCRIPTION: Move the Cursor to the previous word if at the start of a word or move to the start of the current word.

See Also : Word\_Right Word\_End Word\_Delete Complete\_Word

## 1.33 Word\_Right

COMMAND : Word\_Right

PARAMETERS : NONE

DESCRIPTION: Move the Cursor to the start of the next word.

See Also : Word\_Left Word\_End Word\_Delete Complete\_Word

### 1.34 Word\_End

COMMAND : Word\_End

PARAMETERS : NONE

DESCRIPTION: Move the Cursor to the end of the current word.

See Also : Word\_Left Word\_Right Word\_Delete Complete\_Word

### 1.35 Goto\_Line

COMMAND : Goto\_Line

PARAMETERS : LINE/N

DESCRIPTION: Goto a line Number. If Line number is not given then display a Requester asking for a line number.

See Also : Goto\_Column Goto\_Buffer

### 1.36 Goto\_Column

COMMAND : Goto\_Column

PARAMETERS : COLUMN/N/A

DESCRIPTION: Goto the Column Number given.

See Also : Goto\_Line Goto\_Buffer

### 1.37 Next\_Buffer

COMMAND : Next\_Buffer

PARAMETERS : NONE

DESCRIPTION: Switch to the next buffer in the list.

See Also : Prev\_Buffer Goto\_Buffer Kill\_Buffer Make\_Buffer Print\_Buffer

---

### 1.38 Prev\_Buffer

COMMAND : Prev\_Buffer

PARAMETERS : NONE

DESCRIPTION: Switch to the previous buffer in the list.

See Also : Next\_Buffer Goto\_Buffer Kill\_Buffer Make\_Buffer Print\_Buffer

### 1.39 Goto\_Buffer

COMMAND : Goto\_Buffer

PARAMETERS : BUFFER

DESCRIPTION: Switch to the buffer given. If NO buffer given then show a requester listing all buffers and select a buffer to switch to.

See Also : Next\_Buffer Prev\_Buffer Kill\_Buffer Make\_Buffer Print\_Buffer

### 1.40 Next\_Fold

COMMAND : Next\_Fold

PARAMETERS : NONE

DESCRIPTION: Move to the Next Fold if any.

See Also : Fold\_Line Unfold Prev\_Fold Fold\_Block Unfold\_Line

### 1.41 Prev\_Fold

COMMAND : Prev\_Fold

PARAMETERS : NONE

DESCRIPTION: Move to the Previous Fold if any.

See Also : Fold\_Line Unfold Next\_Fold Fold\_Block Unfold\_Line

### 1.42 Next\_Mark

COMMAND : Next\_Mark

PARAMETERS : NONE

DESCRIPTION: Make the Next Mark the Current Mark.

See Also : Mark Unmark Prev\_Mark Goto\_Mark

### 1.43 Prev\_Mark

COMMAND : Prev\_Mark

PARAMETERS : NONE

DESCRIPTION: Make the previous Mark the Current Mark.

See Also : Mark Unmark Next\_Mark Goto\_Mark

### 1.44 Goto\_Mark

COMMAND : Goto\_Mark

PARAMETERS : MARKNUM/N

DESCRIPTION: If no parameter then  
                  move to the current Mark  
                  else  
                  move to mark number NUM.

See Also : Mark Unmark Next\_Mark Prev\_Mark

### 1.45 Match

COMMAND : Match

PARAMETERS : NONE

DESCRIPTION: Currently matches up {[ & ]}

See Also : Count\_Braces

### 1.46 Return

COMMAND : Return

PARAMETERS : NONE

DESCRIPTION: Splits the line at the Cursor position.

---

## 1.47 Backspace

COMMAND : Backspace

PARAMETERS : NONE

DESCRIPTION: Deletes the character to the left of the Cursor. If the Cursor is at the start of the line then Join the current line to the line above.

See Also : Del

## 1.48 Del

COMMAND : Del

PARAMETERS : NONE

DESCRIPTION: Deletes the character under the Cursor. If the Cursor is at the end of the line the join the line below to the current line.

See Also : Backspace

## 1.49 Del\_Line

COMMAND : Del\_Line

PARAMETERS : NONE

DESCRIPTION: Delete the current line.

See Also : Del\_EOL Del\_SOL Block\_Delete Undo

## 1.50 Word\_Delete

COMMAND : Word\_Delete

PARAMETERS : NONE

DESCRIPTION: Delete the Word beneath the Cursor.

See Also : Word\_Left Word\_Right Word\_End Complete\_Word

## 1.51 Del\_EOL

COMMAND : Del\_EOL

PARAMETERS : NONE

DESCRIPTION: Delete all characters from Cursor until the End Of Line.

See Also : Del\_Line Del\_SOL Block\_Delete Undo

## 1.52 Del\_SOL

COMMAND : Del\_SOL

PARAMETERS : NONE

DESCRIPTION: Delete all characters from Cursor until the Start Of Line.

See Also : Del\_EOL Del\_Line Block\_Delete Undo

## 1.53 Block\_Begin

COMMAND : Block\_Begin

PARAMETERS : NONE

DESCRIPTION: Set the Start of a block to the Cursor position.

See Also : Block\_End Block\_Copy Block\_Delete Block\_Move  
Block\_Hide Block\_Mode Block\_Clip Clip\_Block Block\_File  
File\_Block Undo Indent\_Block Unindent\_Block

## 1.54 Block\_End

COMMAND : Block\_End

PARAMETERS : NONE

DESCRIPTION: Set the End of a block to the Cursor position.

See Also : Block\_Begin Block\_Copy Block\_Delete Block\_Move  
Block\_Hide Block\_Mode Block\_Clip Clip\_Block Block\_File  
File\_Block Undo Indent\_Block Unindent\_Block

## 1.55 Block\_Copy



COMMAND : Block\_Copy

PARAMETERS : NONE

DESCRIPTION: Copy a Block to the Cursor position.

See Also : Block\_Begin Block\_End Block\_Delete Block\_Move  
Block\_Hide Block\_Mode Block\_Clip Clip\_Block Block\_File  
File\_Block Undo Indent\_Block Unindent\_Block

## 1.56 Block\_Delete

COMMAND : Block\_Delete

PARAMETERS : NONE

DESCRIPTION: Delete the current Block.

See Also : Block\_Begin Block\_End Block\_Copy Block\_Move  
Block\_Hide Block\_Mode Block\_Clip Clip\_Block Block\_File  
File\_Block Undo Indent\_Block Unindent\_Block

## 1.57 Block\_Move

COMMAND : Block\_Move

PARAMETERS : NONE

DESCRIPTION: Move the current block to the Cursor position.

See Also : Block\_Begin Block\_End Block\_Copy Block\_Delete  
Block\_Hide Block\_Mode Block\_Clip Clip\_Block Block\_File  
File\_Block Undo Indent\_Block Unindent\_Block

## 1.58 Block\_Hide

COMMAND : Block\_Hide

PARAMETERS : NONE

DESCRIPTION: Turn off the block.

See Also : Block\_Begin Block\_End Block\_Copy Block\_Delete Block\_Move  
Block\_Mode Block\_Clip Clip\_Block Block\_File  
File\_Block Undo Indent\_Block Unindent\_Block

---

## 1.59 Block\_Clip

COMMAND : Block\_Clip

PARAMETERS : NONE

DESCRIPTION: Copy the Current block to the clipboard Unit 0

See Also : Block\_Begin Block\_End Block\_Copy Block\_Delete Block\_Move  
Block\_Hide Block\_Mode Clip\_Block Block\_File  
File\_Block Undo Indent\_Block Unindent\_Block

## 1.60 Clip\_Block

COMMAND : Clip\_Block

PARAMETERS : NONE

DESCRIPTION: Copy the contents of Clipboard Unit 0 to the Buffer and make it the current block.

See Also : Block\_Begin Block\_End Block\_Copy Block\_Delete Block\_Move  
Block\_Hide Block\_Mode Block\_Clip Block\_File  
File\_Block Undo Indent\_Block Unindent\_Block

## 1.61 Block\_File

COMMAND : Block\_File

PARAMETERS : NONE

DESCRIPTION: Copy the current block to a File.

See Also : Block\_Begin Block\_End Block\_Copy Block\_Delete Block\_Move  
Block\_Hide Block\_Mode Block\_Clip Clip\_Block  
File\_Block Undo Indent\_Block Unindent\_Block

## 1.62 File\_Block

COMMAND : File\_Block

PARAMETERS : NONE

DESCRIPTION: Copy a file into the current buffer and make it the current block.

See Also : Block\_Begin Block\_End Block\_Copy Block\_Delete Block\_Move  
Block\_Hide Block\_Mode Block\_Clip Clip\_Block Block\_File  
Undo Indent\_Block Unindent\_Block

---

## 1.63 Block\_Mode

COMMAND : Block\_Mode

PARAMETERS : NONE

DESCRIPTION: Switch between Normal Block Mode and Column Block Mode.

See Also : Block\_Begin Block\_End Block\_Copy Block\_Delete Block\_Move  
Block\_Hide Block\_Clip Clip\_Block Block\_File  
File\_Block Undo Indent\_Block Unindent\_Block

## 1.64 Indent\_Block

COMMAND : Indent\_Block

PARAMETERS : NONE

DESCRIPTION: Inserts 1 space before each fully highlighted line.

See Also : Block\_Begin Block\_End Block\_Copy Block\_Delete Block\_Move  
Block\_Hide Block\_Mode Block\_Clip Clip\_Block Block\_File  
File\_Block Undo Unindent\_Block

## 1.65 Unindent\_Block

COMMAND : Unindent\_Block

PARAMETERS : NONE

DESCRIPTION: Removes 1 space before each fully highlighted line.

See Also : Block\_Begin Block\_End Block\_Copy Block\_Delete Block\_Move  
Block\_Hide Block\_Mode Block\_Clip Clip\_Block Block\_File  
File\_Block Undo Indent\_Block

## 1.66 Undo

COMMAND : Undo

PARAMETERS : NONE

DESCRIPTION: Reverses the effects of Block\_Delete, Del\_Line & Word\_Delete.  
The Undo limit is set by MAXUNDO.

See Also : Block\_Begin Block\_End Block\_Copy Block\_Delete Block\_Move  
Block\_Hide Block\_Mode Block\_Clip Clip\_Block Block\_File  
File\_Block Indent\_Block Unindent\_Block

---

## 1.67 Split\_Window

COMMAND : Split\_Window

PARAMETERS : NONE

DESCRIPTION: Split the current window into 2 windows.

See Also : Close\_Window Zoom Explode Refresh

## 1.68 Close\_Window

COMMAND : Close\_Window

PARAMETERS : NONE

DESCRIPTION: Close the current window.

See Also : Split\_Window Zoom Explode Refresh

## 1.69 Zoom

COMMAND : Zoom

PARAMETERS : NONE

DESCRIPTION: Switch between Full sized window and current size of window.

See Also : Split\_Window Close\_Window Explode Refresh

## 1.70 Explode

COMMAND : Explode

PARAMETERS : NONE

DESCRIPTION: Make the current window full size.

See Also : Split\_Window Close\_Window Zoom Refresh

## 1.71 Refresh

COMMAND : Refresh

PARAMETERS : NONE

DESCRIPTION: Force a refresh of all windows.

---

See Also : Split\_Window Close\_Window Zoom Explode

## 1.72 Load\_File

COMMAND : Load\_File

PARAMETERS : NAME,OVER/S,NODUP/S

DESCRIPTION: Load a file into a Buffer.

NAME : The name of the file to load - Full path preferred.  
If not present then get a filename from the filerequester.  
OVER : If present the current buffer will be OVERWRITTEN.  
NODUP : If present the Buffer list will be searched and if the file  
requested is already in memory then the file will not be  
loaded.

See Also : Save\_File Print\_File Reload

## 1.73 Save\_File

COMMAND : Save\_File

PARAMETERS : NEW/S

DESCRIPTION: Save the current buffer. If the file is a temp file or parameter ↔  
NEW  
present then request a new filename.

See Also : Load\_File Print\_File Reload

## 1.74 Print\_File

COMMAND : Print\_File

PARAMETERS : NAME

DESCRIPTION: Print the given file. If no file given then prompt for a filename.  
Printing is accomplished by executing the PRINTER string with the  
filename appended.

See Also : Load\_File Save\_File Reload

## 1.75 Reload

COMMAND : Reload

PARAMETERS : NONE

DESCRIPTION: Read the Reload file (Skoed.Memory) and load all files contained in it.

See Also : Load\_File Save\_File Print\_File

## 1.76 Kill\_Buffer

COMMAND : Kill\_Buffer

PARAMETERS : NONE

DESCRIPTION: Free the current Buffer.

See Also : Next\_Buffer Prev\_Buffer Goto\_Buffer Make\_Buffer Print\_Buffer

## 1.77 Make\_Buffer

COMMAND : Make\_Buffer

PARAMETERS : NONE

DESCRIPTION: Create a new buffer named "Temp". Please note temp files are not saved and are not put into memory files.

See Also : Next\_Buffer Prev\_Buffer Goto\_Buffer Kill\_Buffer Print\_Buffer

## 1.78 Print\_Buffer

COMMAND : Print\_Buffer

PARAMETERS : BUFFER

DESCRIPTION: Print the buffer specified. If no buffer specified then select a buffer from the list. Printing is accomplished by saveing the ↔  
buffer  
to C\_DIR and then append the filename to the PRINTER string before  
executeing the PRINTER string.

See Also : Next\_Buffer Prev\_Buffer Goto\_Buffer Kill\_Buffer Make\_Buffer

## 1.79 Compile

COMMAND : Compile

PARAMETERS : NONE

DESCRIPTION: Save the current file to C\_DIR, Append the filename to the compile string and then Execute it.

See Also : Link Make Run Errors New\_CLI

## 1.80 Link

COMMAND : Link

PARAMETERS : NONE

DESCRIPTION: Execute the LINK string.

See Also : Compile Make Run Errors New\_CLI

## 1.81 Run

COMMAND : Run

PARAMETERS : COMMAND

DESCRIPTION: Execute the given command or (if no command given) display a requester asking for a EXECUTE string and then execute it.

See Also : Compile Make Link Errors New\_CLI

## 1.82 Make

COMMAND : Make

PARAMETERS : NONE

DESCRIPTION: Execute the MAKE string.

See Also : Compile Link Run Errors New\_CLI

## 1.83 Errors

COMMAND : Errors

PARAMETERS : NONE

DESCRIPTION: Execute the ERRORS string.

---

See Also : Compile Make Run Link New\_CLI

## 1.84 New\_CLI

COMMAND : New\_CLI

PARAMETERS : NONE

DESCRIPTION: Execute the NEWCLI string.

See Also : Compile Make Run Errors Link

## 1.85 Find

COMMAND : Find

PARAMETERS : FIND,CONT/S,NOCASE/S,ALLBUF/S

DESCRIPTION: Find a String.

The following options are available :

|              |                                  |          |
|--------------|----------------------------------|----------|
| No Care Case | : Case is ignored in search.     | (NOCASE) |
| All Buffers  | : Search all buffers for word.   | (ALLBUF) |
| Continuous   | : Count words instead of search. | (CONT)   |
|              | (Not yet implemented)            |          |

See Also : Replace Again

## 1.86 Replace

COMMAND : Replace

PARAMETERS : FIND,REPLACE,CONT/S,NOCASE/S,ALLBUF/S,QUERY/S

DESCRIPTION: Find and Replace a string.

The following options are available :

|              |                                |          |
|--------------|--------------------------------|----------|
| No Care Case | : Case is ignored in search.   | (NOCASE) |
| All Buffers  | : Search all buffers for word. | (ALLBUF) |
| Continuous   | : Replace all words.           | (CONT)   |
| Query        | : Ask before replacing.        | (QUERY)  |

See Also : Find Again

## 1.87 Again

---



COMMAND : Again

PARAMETERS : NONE

DESCRIPTION: Repeat previous Find or Replace command

See Also : Find Replace

## 1.88 Mark

COMMAND : Mark

PARAMETERS : MARKNUM/N

DESCRIPTION: Create a new mark at current position.  
An optional Number may be given as a parameter and will be assigned ↔  
to  
this mark. Parameter must be > 0.

See Also : Unmark Next\_Mark Prev\_Mark Goto\_Mark

## 1.89 Unmark

COMMAND : Unmark

PARAMETERS : NONE

DESCRIPTION: Remove the current Mark.

See Also : Mark Next\_Mark Prev\_Mark Goto\_Mark

## 1.90 Fold\_Line

COMMAND : Fold\_Line

PARAMETERS : NONE

DESCRIPTION: Fold the current line.

See Also : Unfold Next\_Fold Prev\_Fold Fold\_Block Unfold\_Line

## 1.91 Unfold\_Line

COMMAND : Unfold\_Line

PARAMETERS : NONE

DESCRIPTION: Unfold a line from a fold

See Also : Unfold Next\_Fold Prev\_Fold Fold\_Block Fold\_Line

## 1.92 Fold\_Block

COMMAND : Fold\_Block

PARAMETERS : NONE

DESCRIPTION: Fold an entire block

See Also : Unfold Next\_Fold Prev\_Fold Fold\_Line Unfold\_Line

## 1.93 Unfold

COMMAND : Unfold

PARAMETERS : NONE

DESCRIPTION: Unfold the entire fold

See Also : Next\_Fold Prev\_Fold Fold\_Block Unfold\_Line Fold\_Line

## 1.94 Str\_Size

COMMAND : Str\_Size

PARAMETERS : NONE

DESCRIPTION: Display the length of a string that the Cursor is in.  
- A number preceded by \ (eg \123) is considered 1 char.  
- A \ followed by a character is considered 1 char.

## 1.95 None

COMMAND : None

PARAMETERS : NONE

DESCRIPTION: Do Nothing. :-) Well actually this will force a refresh of the menu strip.

---

## 1.96 Set\_Var

COMMAND : Set\_Var

PARAMETERS : VAR/A,VALUE,TOGGLE/S

DESCRIPTION: Set an internal variable.

VAR is the variable name and must be one of :

- C\_DIR
- COMPILE
- LINK
- MAKE
- EXECUTE
- ERRORS
- CLI
- INSERT
- INDENT
- CAPTIVECRSR
- MEMORY
- BACKUPS
- TABSIZE
- AUTOTIME
- MAXUNDO
- RELOAD
- PRINTER
- SAVETABS
- LOADTABS
- TABSSPACES
- SCRIPT

VALUE is the value to set the variable to and may be :

- a BOOLEAN -> TRUE/FALSE
- a string -> "fred"
- a number -> 123

TOGGLE if present will toggle the value of a boolean variable

See Also : Get\_Var

## 1.97 Get\_Var

COMMAND : Get\_Var

PARAMETERS : VAR/A

DESCRIPTION: This command is for ARexx only and will retrieve the variable specified.

VAR is the variable whose value you wish to retrieve and must be one of :

- C\_DIR
- COMPILE
- LINK
- MAKE

EXECUTE  
ERRORS  
CLI  
INSERT  
INDENT  
CAPTIVECRSR  
MEMORY  
BACKUPS  
TABSIZ  
AUTOTIME  
MAXUNDO  
RELOAD  
PRINTER  
SAVETABS  
LOADTABS  
TABSSPACES  
SCRIPT  
CurrX  
CurrY  
LineNum  
MaxLines  
FileName  
FilePath  
CurrLine  
CurrWord

See Also : Set\_Var

## 1.98 Descriptions of Variables

Descriptions of variables are :

C\_DIR <String>

This string stores the directory to save the current buffer to when the compile command is used. Set this to "" if you want to save to the current directory.

COMPILE <String>

This is the string that will be executed by the compile command. the C\_DIR and the filename of the current buffer will be appended to this string.

LINK <String>

This is the string that will be executed by the link command.

MAKE <String>

This is the string that will be executed by the Make command.

EXECUTE <String>

This is the string that will be the default for the execute command.

ERRORS <String>

This is the string that will be executed by the Error command.

CLI <String>

---

This is the string that will be executed by the CLI command.

INSERT <Boolean>

This variable is set to TRUE for insert mode and FALSE for Overwrite mode.

INDENT <Boolean>

This variable is set to TRUE for Indent On and FALSE for No Indent.

CAPTIVECRSR <Boolean>

This variable is set to TRUE for a Captive Cursor and FALSE for a free Cursor.

MEMORY <Boolean>

This variable is set to TRUE if SkoEd is to save all files loaded to a Memory file on exit.

BACKUPS <Boolean>

This variable is set to TRUE if SkoEd is to rename the file being saved to <File>.bak before saving.

TABSIZE <Integer>

This variable is set to the number of spaces that a tab is defined as.

AUTOTIME <Integer>

This variable is the number of minutes before the AutoSave command is invoked. Setting this value to 0 will turn off AutoSave.

MAXUNDO <Integer>

This variable defines the maximum number of Undo commands that can be performed.

RELOAD <Boolean>

This variable is set to TRUE if you want SkoEd to automatically invoke the reload command upon startup.

PRINTER <String>

This is the string that will be executed by the print commands. A filename will be appended to this string.

SAVETABS <Boolean>

This variable is set to TRUE if you want leading spaces on a line to be converted to TABS when saving the file.

LOADTABS <Boolean>

This variable is set to TRUE if you want TABS to be converted to SPACES on loading a file. FALSE will leave TABS alone.

TABSPACES <Boolean>

This variable is set to FALSE if you want to insert a TAB character into your file. TRUE will convert the TAB to upto TABSIZE spaces.

SCRIPT <Boolean>

This variable is set to TRUE if the current file has the Script protection bit set. FALSE otherwise

CurrX <Integer> <Read Only>

This is the column position of the cursor. Ranges from 1 to 4096.

---

CurY <Integer> <Read Only>

This is the abs position of the cursor relative to the Top most visible line in the window. Ranges from 1 to WindowSize.

LineNum <Integer> <Read Only>

This is the current line number of the cursor.

MaxLines <Integer> <Read Only>

This is the number of lines in the file.

FileName <String>

This is the filename of the file.

FilePath <String>

This is the filepath of the file.

CurrLine <String> <Read Only>

This is the current line.

CurrWord <String> <Read Only>

This is the word beneath the Cursor.

## 1.99 Buffer\_Info

COMMAND : Buffer\_Info

PARAMETERS : NONE

DESCRIPTION: Give some hopefully usefull information about the current buffer.

Also allows you to :

convert the file from AMIGA -> IBM and back.

Set/Unset the Script bit.

Set/Unset the Read Only flag.

## 1.100 Set\_Env

COMMAND : Set\_Env

PARAMETERS : STRING/F

DESCRIPTION: Allow you to set a keymapping on the fly.

Basically parses a given string or requests a string and parses it. Parsing is done in the same manner as the Skoed.Config file is.

## 1.101 Set\_Vars

COMMAND : Set\_Vars

PARAMETERS : NONE

DESCRIPTION: Allow you to set various variables via a requester.

### 1.102 Count\_Braces

COMMAND : Count\_Braces

PARAMETERS : NONE

DESCRIPTION: Count all the { and } characters in the current buffer.

See Also : Match

### 1.103 Complete\_Word

COMMAND : Complete\_Word

PARAMETERS : NONE

DESCRIPTION: Attempt to complete the word that was started.  
This will only work if the word has been used previously in the file ↵  
.

See Also : Word\_Left Word\_Right Word\_End Word\_Delete

### 1.104 Auto\_Save

COMMAND : Auto\_Save

PARAMETERS : NONE

DESCRIPTION: Save the file that has had the most changes as <File>.Auto

### 1.105 Tab

COMMAND : Tab

PARAMETERS : NONE

DESCRIPTION: Insert/Overwrite with TABSIZE spaces.

---

## 1.106 Exit

COMMAND : Exit

PARAMETERS : NONE

DESCRIPTION: Exit SkoEd.

## 1.107 Iconify

COMMAND : Iconify

PARAMETERS : NONE

DESCRIPTION: Closes the SkoEd screen and window and open up a small window on WorkBench. Use Right mouse button to UnIconify.

## 1.108 Reconfigure

COMMAND : Reconfigure

PARAMETERS : NONE

DESCRIPTION: This removes all configuration details and reloads them from the SkoEd.Config and SkoEd.Macro files.

## 1.109 Msg

COMMAND : Msg

PARAMETERS : MESSAGE/F

DESCRIPTION: Puts the message given onto the message line.

## 1.110 ARexx Command

COMMAND : ARexx

PARAMETERS : COMMAND/A

DESCRIPTION: Execute an ARexx script given in COMMAND.

Note: the script is executed Asynchronously. SkoEd will continue to accept input from the user even if ARexx is giving commands. ↵

However

I believe under the current implementation if ARexx begins communicating with SkoEd then User commands are held until ARexx has finished but don't bet on it.



## 1.111 EXAMPLES

Some Examples of configuring keys.

`^Y = Del_Line;` This will delete the current line.

`CTRL Y=Del_Line;`

^ Note the space

`^Q = Exit;` Exit Skoed

`$F1 = "Hello";` Output the string "Hello" when Function key 1 is pressed.

`&RETURN = Return;` Make the enter key on the numeric keypad the same as Return key.

`^UP = Page_Up;`

`$F5 = Zoom;`

`^$F5 = Explode;`

`^KB = Block_Begin;`

`!LP = Prev_Buffer;`

Note that `^>` is incorrect as the shift key needs to be down to get `>`. You should use `^#>` or `#^>` or `SHIFT CTRL >`.

SkoEd sets the following keys automatically :

`RETURN = Return;`

`&RETURN = Return;`

`UP = Up;`

`DOWN = Down;`

`LEFT = Left;`

`RIGHT = Right;`

`DEL = Del;`

`BACKSPACE = Backspace;`

`TAB = Tab;`

Some examples of setting variables in Config files.

`COMPILE = "cc";`

`CLI = "AShell";`

`MEMORY = FALSE;`

`BACKUPS = TRUE;`

`TABSIZE = 4;`

`MAXUNDO = 10;`

Have a look at the config and macro files given with this distribution for more examples. A lot of it is test configs that I use so there is a fair range of key and variable configurations.

## 1.112 DISCLAIMER

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