

\$<sub>1</sub> #<sub>2</sub> +<sub>3</sub> K<sub>4</sub> **abort-command**

Default binding: ^G

This command is used interactively to abort out of any command that is waiting for input.

It can be used within a macro to sound a beep but, unless it is used with the !FORCE directive, it causes the macro to abort.

This command is unaffected by numeric arguments.

1\$ abort-command

2# abort\_command

3+ Commands:abortcommand

4K abort;abort-command

\$<sub>5</sub> #<sub>6</sub> +<sub>7</sub> K<sub>8</sub> **add-global-mode**

Default binding: M-M

Syntax:

add-global-mode *mode*

or:

add-global-mode *color*

This command causes the specified mode to be inherited by future (not yet created) buffers (These global modes can later be revoked by the delete-global-mode command). It can also be used to specify the foreground or background color for future windows.

This command does not modify the modes/colors of the current buffer/window. To do so, use the add-mode command.

This command is unaffected by numeric arguments.

5\$ add-global-mode

6# add\_global\_mode

7+ Commands:addglobalmode

8K mode;color;add-global-mode

\$9 #10 +11 K12 **add-mode**

Default binding: ^XM

Syntax:

add-mode *mode*

or:

add-mode *color*

This command adds the specified mode to the current buffer. It can also be used to specify the foreground or background color for the current window.

To set the default modes/colors for all future buffers/windows, use the add-global-mode command.

This command is unaffected by numeric arguments.

9\$ add-mode

10# add\_mode

11+ Commands:addmode

12^K mode;color;add-mode

\$<sub>13</sub> #<sub>14</sub> +<sub>15</sub> K<sub>16</sub> **append-file**

Default binding: ^X^A

Syntax:

append-file *file name*

Similar to write-file, this command writes out the current buffer to the named file, but rather than replacing its contents, it appends the buffer to the end of the existing text in the file. This does not change the filename of the current buffer. It is especially handy for building log files.

This command is unaffected by numeric arguments.

13\$ append-file command

14# append\_file

15+ Commands:appendfile

16<sup>K</sup> append;file;append-file

\$<sub>17</sub> #<sub>18</sub> +<sub>19</sub> K<sub>20</sub> **apropos**

Default binding: M-A

Syntax:

apropos *string*

This command builds a list of all the MicroEMACS commands and macros whose name contains the specified *string*. The list is stored in a buffer named "**Binding list**" and is displayed either in a popup buffer or in a regular window, depending on the value of the \$popflag variable.

Commands are listed first, followed by macros (macro names are enclosed in square brackets "[" and "]"). For each command or macro listed, the associated bindings are also listed.

This command is unaffected by numeric arguments.

17\$ apropos command

18# apropos

19+ Commands:apropos

20<sup>K</sup> apropos

\$<sub>21</sub> #<sub>22</sub> +<sub>23</sub> K<sub>24</sub> **backward-character**

Default bindings: ^B and FNB (left arrow)

Syntax:

*n* backward-character

This command moves the point backward by *n* characters. If *n* is a negative number, the point is moved forward. If no numeric arguments is specified, the point is moved backward by one character.

Note: end of lines count as one character.

If the move would take the point beyond the boundaries of the buffer, this command fails and the point is left at said boundary.

21\$ backward-character

22# backward\_character

23+ Commands:backwardcharacter

24<sup>K</sup> character;position;point;backward-character

\$<sub>25</sub> #<sub>26</sub> +<sub>27</sub> K<sub>28</sub> **begin-macro**

Default binding: ^X(

This command tells MicroEMACS to begin recording all keystrokes, commands and mouse clicks into the keyboard macro. MicroEMACS stops recording when the end-macro (^X) command is given.

The recording can be replayed by execute-macro (^XE).

This command is unaffected by numeric arguments.

Note: mouse clicks are recorded with the screen (row/column) position they occurred at.

25\$ begin-macro command  
26# begin\_macro  
27+ Commands:beginmacro  
28<sup>K</sup> begin-macro;macro

\$<sub>29</sub> #<sub>30</sub> +<sub>31</sub> K<sub>32</sub> **beginning-of-file**

Default binding: M-<

This command causes the point to move to the beginning of the buffer.

It is unaffected by numeric arguments.

29\$ beginning-of-file

30# beginning\_of\_file

31+ Commands:beginningoffile

32K beginning;position;point;beginning-of-file



\$<sub>33</sub> #<sub>34</sub> +<sub>35</sub> K<sub>36</sub> **beginning-of-line**

Default binding: ^A

This command causes the point to move to the beginning of the current line.

It is unaffected by numeric arguments.

33\$ beginning-of-line

34# beginning\_of\_line

35+ Commands:beginningoffline

36K position;point;beginning-of-line

\$<sub>37</sub> #<sub>38</sub> +<sub>39</sub> K<sub>40</sub> **bind-to-key**

Default binding: M-K

Syntax:

`bind-to-key command name keystroke`

This command associates a command with a *keystroke*, thus creating a binding. A keystroke can be bound only to one command or macro at a time, so when you rebind it, the previous binding is forgotten. On the other hand, a command can have more than one keystroke bound to it.

The *keystroke* is specified using the keystroke syntax or the mouse syntax.

This command cannot be used to specify the key binding for a macro. That is performed by the macro-to-key command.

This command is unaffected by numeric arguments.

37\$ bind-to-key command

38# bind\_to\_key

39+ Commands:bindtokey

40K bind-to-key;binding

\$<sub>41</sub> #<sub>42</sub> +<sub>43</sub> K<sub>44</sub> **bind-to-menu**

No default binding

Syntax:

`bind-to-menu command name menu name`

This command is available only under Microsoft Windows. It creates a menu item associated with the specified command. The *menu name* is specified using the menu name syntax.

If the *menu name* designates a menu item that already exists, the command fails.

If the *menu name* specifies menus that do not exist yet, they are created as part of the creation of the menu item.

This command cannot be used to bind a macro to a menu. That is performed by the macro-to-menu command.

This command is unaffected by numeric arguments.

41\$ bind-to-menu command

42# bind\_to\_menu

43+ Commands:bindtomenu

44K bind-to-menu;binding;menu

\$<sub>45</sub> #<sub>46</sub> +<sub>47</sub> K<sub>48</sub> **buffer-position**

Default binding: ^X=

This command displays, on the message line, the position of the point within the current window. It lists:

- The line (starting at 1), followed by the total number of lines in the buffer

- The column (starting at 0), followed by the length of the current line

- The character offset (starting at 0, newlines counting as a single character) from the beginning of the buffer, followed by the total number of character in the buffer

- The percentage of text before the point

- The hexadecimal value of the current character

This command is unaffected by numeric arguments.

45\$ buffer-position

46# buffer\_position

47+ Commands:bufferposition

48K position;point;buffer-position

\$<sub>49</sub> #<sub>50</sub> +<sub>51</sub> K<sub>52</sub> **cascade-screens**

No default binding

This command is available only under Microsoft Windows. It causes all non-iconic screens to be rearranged in a cascading scheme. If the current screen is maximized (see maximize-screen) at the time this command is invoked, it is restored to its non-maximized size first.

This command is unaffected by numeric arguments.

49\$ cascade-screens

50# cascade\_screens

51+ Commands:cascadescreens

52<sup>K</sup> MDI;screen;cascade-screens

\$<sub>53</sub> #<sub>54</sub> +<sub>55</sub> K<sub>56</sub> **case-region-lower**

Default binding: ^X^L

This command causes all the upper case characters in the region to be changed into their lower case counterpart.

The command fails if the mark is not defined in the current window.

This command is unaffected by numeric arguments.

53\$ case-region-lower

54# case\_region\_lower

55+ Commands:caseregionlower

56K case;region;case-region-lower

\$<sub>57</sub> #<sub>58</sub> +<sub>59</sub> K<sub>60</sub> **case-region-upper**

Default binding: ^X^U

This command causes all the lower case characters in the region to be changed into their upper case counterpart.

The command fails if the mark is not defined in the current window.

This command is unaffected by numeric arguments.

57\$ case-region-upper

58# case\_region\_upper

59+ Commands:caseregionupper

60K case;region;case-region-upper

\$<sub>61</sub> #<sub>62</sub> +<sub>63</sub> K<sub>64</sub> **case-word-capitalize**

Default binding: M-C

Syntax:

*n* case-word-capitalize

This command capitalizes *n* words after the point: it causes the first character of each word to be forced to upper case and the other characters to be forced to lower case. After the command has executed, the point is located just after the last processed word.

Note that since it starts by capitalizing the first letter after the point, this command would normally be issued with the cursor positioned in front of the first letter of the word you wish to capitalize. If you issue it in the middle of a word, you can end up with some strAnge looking text.

The command fails if the numeric argument is negative or if it goes beyond the end of the buffer. If *n* is null, nothing happens. If the numeric argument is not specified, only one word is affected.

61\$ case-word-capitalize

62# case\_word\_capitalize

63+ Commands:casewordcapitalize

64K case;word;case-word-capitalize



\$<sub>65</sub> #<sub>66</sub> +<sub>67</sub> K<sub>68</sub> **case-word-lower**

Default binding: M-L

Syntax:

*n* case-word-lower

This command forces to lower case *n* words after the point. After the command has executed, the point is located just after the last processed word.

Note that since it starts by processing the first letter after the point, this command would normally be issued with the cursor positioned in front of the first letter of the word you wish to make lower case.

The command fails if the numeric argument is negative or if it goes beyond the end of the buffer. If *n* is null, nothing happens. If the numeric argument is not specified, only one word is affected.

65\$ case-word-lower

66# case\_word\_lower

67+ Commands:casewordlower

68K case;word;case-word-lower

\$<sub>69</sub> #<sub>70</sub> +<sub>71</sub> K<sub>72</sub> **case-word-upper**

Default binding: M-U

Syntax:

*n* case-word-upper

This command forces to upper case *n* words after the point. After the command has executed, the point is located just after the last processed word.

Note that since it starts by processing the first letter after the point, this command would normally be issued with the cursor positioned in front of the first letter of the word you wish to make upper case.

The command fails if the numeric argument is negative or if it goes beyond the end of the buffer. If *n* is null, nothing happens. If the numeric argument is not specified, only one word is affected.

69\$ case-word-upper

70# case\_word\_upper

71+ Commands:casewordupper

72K case;word;case-word-upper

\$<sub>73</sub> #<sub>74</sub> +<sub>75</sub> K<sub>76</sub> **change-file-name**

Default binding: ^XN

Syntax:

change-file-name *file name*

This command lets you change the file name associated with the current buffer. It does not change the buffer name. The disk file is unaffected.

This command is unaffected by numeric arguments.

73\$ change-file-name command

74# change\_file\_name

75+ Commands:changefilename

76<sup>K</sup> change-file-name;file;name

`$77 #78 +79 K80` **change-screen-column**

No default binding.

Syntax:

`n` change-screen-column

This command modifies the offset of the current screen's left column on the desktop. The numeric argument `n` specifies that offset in number of characters. If `n` is not specified, it is taken as zero.

Using this command is equivalent to setting the \$orgcol variable.

If `n` is negative or if it is positive but would cause the right border of the screen to be moved off the desktop, the command fails.

Under Microsoft Windows, this command always resets `$orgcol` to zero and it has no other effect.

77\$ change-screen-column command

78# change\_screen\_column

79+ Commands:changescreencolumn

80K change-screen-column;screen

\$<sub>81</sub> #<sub>82</sub> +<sub>83</sub> K<sub>84</sub> **change-screen-row**

No default binding.

Syntax:

*n* change-screen-row

This command modifies the offset of the current screen's top row on the desktop. The numeric argument *n* specifies that offset in number of characters. If *n* is not specified, it is taken as zero.

Using this command is equivalent to setting the \$orgrow variable.

If *n* is negative or if it is positive but would cause the bottom border of the screen to be moved off the desktop, the command fails.

Under Microsoft Windows, this command always resets \$orgrow to zero and it has no other effect.

81\$ change-screen-row command

82# change\_screen\_row

83+ Commands:changescreenrow

84K change-screen-row;screen

\$85 #86 +87 K88 **change-screen-size**

No default binding.

Syntax:

*n* change-screen-size

This command modifies the height of the current screen, causing it to be *n* lines. If the numeric argument *n* is not specified, it is taken to be the height of the whole desktop.

As the height of the screen changes, the bottom window is resized to fit. If the height is decreased, windows that do not fit any more are eliminated, starting from the bottom one.

Using this command is equivalent to setting the \$pagelen variable.

If *n* is lower than 3 or if it is greater than the height of the desktop, the command fails.

Under Microsoft Windows:

The height of a screen does not include the message line.

If *n* is not specified, the command fails.

85\$ change-screen-size command

86# change\_screen\_size

87+ Commands:changescreensize

88K change-screen-size;screen

\$89 #90 +91 K92 **change-screen-width**

No default binding.

Syntax:

*n* change-screen-width

This command modifies the width of the current screen, causing it to be *n* characters. If the numeric argument *n* is not specified, it is taken to be the width of the whole desktop.

Using this command is equivalent to setting the \$curwidth variable.

If *n* is lower than 10 or if it is greater than the width of the desktop, the command fails.

Under Microsoft Windows, if *n* is not specified, the command fails.

89\$ change-screen-width command

90# change\_screen\_width

91+ Commands:changescreenwidth

92K change-screen-width;screen

\$<sub>93</sub> #<sub>94</sub> +<sub>95</sub> K<sub>96</sub> **clear-and-redraw**

Default binding: ^L

Syntax:

clear-and-redraw

or:

*n* clear-and-redraw

This command performs two different functions, depending on the way it is invoked:

wether it is invoked with a numeric argument or not:

If the command is invoked without a numeric argument, it causes all screens to be completely repainted.

If the command is invoked with a numeric argument, it centers the line containing the point in the current window. The value of the numeric argument is irrelevant.

93\$ clear-and-redraw command

94# clear\_and\_redraw

95+ Commands:clearandredraw

96K clear-and-redraw;screen;window



`$97 #98 +99 K100` **clear-message-line**

No default binding.

This command erases the text (if any) displayed on the message line.

This command is unaffected by numeric arguments.

97\$ clear-message-line command

98# clear\_message\_line

99+ Commands:clearmessageline

100K clear-message-line

\$<sub>101</sub> #<sub>102</sub> +<sub>103</sub> K<sub>104</sub> **clip-region**

Default binding: FN^C (Control+Insert)

This command copies the contents of the current region into the clipboard, overwriting any previous clipboard data.

This command is unaffected by numeric arguments.

101\$ clip-region command  
102# clip\_region  
103+ Commands:clipregion  
104^K clip-region;clipboard

\$<sub>105</sub> #<sub>106</sub> +<sub>107</sub> K<sub>108</sub> **copy-region**

Default binding: M-W

This command copies the contents of the current region into the kill buffer.

This command is unaffected by numeric arguments.

105\$ copy-region command  
106# copy\_region  
107+ Commands:copyregion  
108K copy-region;region;kill

`$109 #110 +111 K112` **count-words**

Default binding: M-^C

This command displays, on the message line, the number of words in the current region, along with the number of characters, lines and the average number of characters per word.

This command is unaffected by numeric arguments.

109\$ count-words command

110# count\_words

111+ :countwords

112^K count-words;word

\$<sub>113</sub> #<sub>114</sub> +<sub>115</sub> K<sub>116</sub> **ctlx-prefix**

Default binding: ^X

This command is rarely used for execution in the macro language. Its main purpose is to be mentioned in a bind-to-key command, to redefine the **^X** prefix. For instance, the line:

```
bind-to-key ctlx-prefix FN1
```

redefines function key **F1** as the prefix to be used in all keystrokes that begin by "**^X-**". After this, keystrokes such as ^X^C would be actually typed by pressing and releasing the **F1** key and then pressing the **Control** key and the **C** key together.

113\$ ctlx-prefix command  
114# ctlx\_prefix  
115+ Commands:ctlxprefix  
116<sup>K</sup> ctlx-prefix;control x

`$117 #118 +119 K120 cut-region`

Default binding: S-FND (Shift+Delete)

This command deletes the contents of the current region after copying them into the clipboard, overwriting any previous clipboard data.

This command is unaffected by numeric arguments.

117\$ cut-region command  
118# cut\_region  
119+ Commands:cutregion  
120K cut-region

\$<sub>121</sub> #<sub>122</sub> +<sub>123</sub> K<sub>124</sub> **cycle-ring**

Default binding: ^XY

Syntax:

*n* cycle-ring

This command causes the kill ring to rotate by *n* positions. For instance, if the contents of the kill ring were K<sub>1</sub>, K<sub>2</sub> ... K<sub>14</sub>, K<sub>15</sub> and K<sub>16</sub>, the kill buffer would be K<sub>16</sub>. After a command:

2 cycle-ring

the kill buffer would be K<sub>14</sub> and the kill ring would now be ordered: K<sub>15</sub>, K<sub>16</sub>, K<sub>1</sub>, K<sub>2</sub> ... K<sub>14</sub>.

If no numeric arguments is specified, this command does not have any effect.

121\$ cycle-ring command

122# cycle\_ring

123+ Commands:cyclering

124^K cycle-ring;kill

`$125 #126 +127 K128 cycle-screens`

Default binding: A-C

This command takes the rearmost screen (actually, the last screen in the screen list) and moves it to the front.

This command is unaffected by numeric arguments.

125\$ cycle-screens command  
126# cycle\_screens  
127+ Commands:cyclescreens  
128<sup>K</sup> cycle-screens;screen



\$<sub>129</sub> #<sub>130</sub> +<sub>131</sub> K<sub>132</sub> **delete-blank-lines**

Default binding: ^X^O

If the point is on an empty line, this command deletes all the empty lines around (above and below) the current line. If the point is on a non empty line then this command deletes all of the empty lines immediately following that line.

This command is unaffected by numeric arguments.

129\$ delete-blank-lines command  
130# delete\_blank\_lines  
131+ Commands:deletelblanklines  
132K delete-blank-lines;delete;line

\$<sub>133</sub> #<sub>134</sub> +<sub>135</sub> K<sub>136</sub> **delete-buffer**

Default binding: ^XK

Syntax:

delete-buffer *buffer name*

This command attempts to discard the named buffer, reclaiming the memory it occupied. It will not allow the destruction of a buffer which is currently visible through any window on any screen.

This command is unaffected by numeric arguments.

133\$ delete-buffer command

134# delete\_buffer

135+ Commands:deletebuffer

136K delete-buffer;delete;buffer

\$<sub>137</sub> #<sub>138</sub> +<sub>139</sub> K<sub>140</sub> **delete-global-mode**

Default binding: M-^M

Syntax:

Syntax:

`delete-global-mode mode`

or:

`delete-global-mode color`

This command causes the specified mode to be removed from the ones inherited by future (not yet created) buffers (such global modes would have been set by the add-global-mode command). It can also be used to specify the foreground or background color for future windows.

This command does not modify the modes/colors of the current buffer/window. To do so, use the delete-mode command.

This command is unaffected by numeric arguments.

137\$ delete-global-mode command

138# delete\_global\_mode

139+ Commands:deleteglobalmode

140K delete-global-mode;mode;color

\$<sub>141</sub> #<sub>142</sub> +<sub>143</sub> K<sub>144</sub> **delete-kill-ring**

Default binding: M-^Y

This command empties the kill ring (this includes the current contents of the kill buffer) and reclaims the memory space it occupied.

This command is unaffected by numeric arguments.

141\$ delete-kill-ring command  
142# delete\_kill\_ring  
143+ Commands:deletetkillring  
144<sup>K</sup> delete-kill-ring;kill

\$<sub>145</sub> #<sub>146</sub> +<sub>147</sub> K<sub>148</sub> **delete-mode**

Default binding: ^X^M

Syntax:

`delete-mode mode`

or:

`delete-mode color`

This command removes the specified mode from the current buffer (these modes would have been set by the add-mode or add-global-mode commands). It can also be used to specify the foreground or background color for the current window.

To set the default modes/colors for all future buffers/windows, use the delete-global-mode command.

This command is unaffected by numeric arguments.

145\$ delete-mode command

146# delete\_mode

147+ Commands:deletemode

148K delete-mode;mode;color

\$<sub>149</sub> #<sub>150</sub> +<sub>151</sub> K<sub>152</sub> **delete-next-character**

Default binding: ^D

Syntax:

*n* delete-next-character

or:

delete-next-character

If *n* is positive, this command deletes, and stores into the kill buffer, *n* characters after the point. If *n* is negative, the *-n* characters preceding the point are deleted and stored into the kill buffer.

If no numeric argument is specified, the character following the point is deleted, but it is **not stored** into the kill buffer.

If an attempt to delete past the end or beginning of the buffer is made, the command fails.

Note that end of lines are counted as one character each for the purpose of deletion.

149\$ delete-next-character command

150# delete\_next\_character

151+ Commands:deletenextcharacter

152K delete-next-character;kill

\$<sub>153</sub> #<sub>154</sub> +<sub>155</sub> K<sub>156</sub> **delete-next-word**

Default binding: M-D

Syntax:

*n* delete-next-word

This command deletes the text from the point to the beginning of the next word, saving it into the kill buffer.

If a positive numeric argument is present, it specifies the number of words to be deleted. A null numeric argument is treaded as a 1. A negative numeric argument causes the command to fail.

153\$ delete-next-word command

154# delete\_next\_word

155+ Commands:deletenextword

156K delete-next-word;delete;kill;word

\$<sub>157</sub> #<sub>158</sub> +<sub>159</sub> K<sub>160</sub> **delete-other-windows**

Default binding: ^X1

This command deletes all other windows but the active one from the current screen. It does not discard or destroy any text, just stops looking at those buffers.

This command is unaffected by numeric arguments.

157\$ delete-other-windows command  
158# delete\_other\_windows  
159+ Commands:deleteotherwindows  
160K delete-other-windows;delete;window



\$<sub>161</sub> #<sub>162</sub> +<sub>163</sub> K<sub>164</sub> **delete-previous-character**

Default binding: ^H (Backspace key) and FND (Delete key)

Syntax:

*n* delete-previous-character

or:

delete-previous-character

If *n* is positive, this command deletes, and stores into the kill buffer, the *n* characters preceding the point. If *n* is negative, the *-n* characters following the point are deleted and stored into the kill buffer.

If no numeric argument is specified, the character preceding the point is deleted, but it is **not stored** into the kill buffer.

If an attempt to delete past the end or beginning of the buffer is made, the command fails.

Note that end of lines are counted as one character each for the purpose of deletion.

161\$ delete-previous-character command

162# delete\_previous\_character

163+ Commands:deletepreviouscharacter

164<sup>K</sup> delete-previous-character;kill

\$<sub>165</sub> #<sub>166</sub> +<sub>167</sub> K<sub>168</sub> **delete-previous-word**

Default binding: M-^H

Syntax:

*n* delete-previous-word

This command deletes the text from the point to the beginning of the previous word, saving it into the kill buffer.

If a positive numeric argument is present, it specifies the number of words to be deleted. A negative or null numeric argument causes the command to fail.

165\$ delete-previous-word command

166# delete\_previous\_word

167+ Commands:deletepreviousword

168<sup>K</sup> delete-previous-word;delete;kill;word

\$<sub>169</sub> #<sub>170</sub> +<sub>171</sub> K<sub>172</sub> **delete-screen**

Default binding: A-D

Syntax:

delete-screen *screen name*

This command deletes the named screen, providing it is not the active one. Note that buffers being displayed on that screen are not discarded.

This command is unaffected by numeric arguments.

169\$ delete-screen command

170# delete\_screen

171+ Commands:deletescreen

172<sup>K</sup> delete-screen;delete;screen

`$173 #174 +175 K176` **delete-window**

Default binding: `^X0`

This command removes the active window from the screen, giving its space to the window above (or, if there is none, the window below). It does not discard or destroy any text, just stops looking at that buffer.

If the window is alone on the screen, it cannot be removed and the command fails.

This command is unaffected by numeric arguments.

173\$ delete-window command  
174# delete\_window  
175+ Commands:deletewindow  
176K delete-window;delete;window

\$<sub>177</sub> #<sub>178</sub> +<sub>179</sub> K<sub>180</sub> **describe-bindings**

No default binding

This command creates a list of all commands and macros, each with all the keys which are currently bound to it. Commands are listed first, followed by the macros (macro names are surrounded by square brackets "[" and "]").

This command is unaffected by numeric arguments.

Note: The list is actually built in a special buffer named "**Binding list**". It is displayed as a popup buffer or in a normal window, depending on the value of the \$popflag variable.

177\$ describe-bindings command  
178# describe\_bindings  
179+ Commands:describbindings  
180K describe-bindings;binding

\$<sub>181</sub> #<sub>182</sub> +<sub>183</sub> K<sub>184</sub> **describe-functions**

No default binding.

This command creates a list of all the functions available in the MicroEMACS macro language..

This command is unaffected by numeric arguments.

Note: The list is actually built in a special buffer named "**Function list**". It is displayed as a popup buffer or in a normal window, depending on the value of the \$popflag variable.

181\$ describe-functions command

182# describe\_functions

183+ Commands:describefunctions

184K describe-functions;function

\$<sub>185</sub> #<sub>186</sub> +<sub>187</sub> K<sub>188</sub> **describe-key**

Default binding: ^X?

Syntax:

describe-key *keystroke*

This command displays the command or macro bound to the specified *keystroke* on the message line (macro names are surrounded by square brackets "**[**" and "**]**"). If the *keystroke* has no binding, the text "Not Bound" is displayed.

When this command is used within a macro, the *keystroke* is specified using the MicroEMACS keystroke syntax or the mouse syntax(a ^G, for instance, is typed as a hat character "^" followed by the letter "**G**").

When this command is used interactively mode, it displays a prompt: ": describe-binding" and the *keystroke* is expected to be typed as if the actual bound command or macro was being invoked (a ^G, for instance, is typed by holding down the Control key and pressing the G key).

This command is unaffected by numeric arguments.

185\$ describe-key command

186# describe\_key

187+ Commands:describekey

188K describe-key;binding

\$<sub>189</sub> #<sub>190</sub> +<sub>191</sub> K<sub>192</sub> **describe-variables**

Default binding:

No default binding.

This command creates a list of all the variables and their value. Environmental variables are listed first, followed by user variables.

This command is unaffected by numeric arguments.

Note: The list is actually built in a special buffer named "**Variable list**". It is displayed as a popup buffer or in a normal window, depending on the value of the \$popflag variable.

189\$ describe-variables command

190# describe\_variables

191+ Commands:describevariables

192K describe-variables;variable



\$<sub>193</sub> #<sub>194</sub> +<sub>195</sub> K<sub>196</sub> **detab-line and detab-region**

Default binding: ^X^D

Syntax:

*n* detab-line

or:

detab-region

These two commands are synonyms. Both cause tab characters to be changed into the appropriate number of spaces in the affected lines (the spacing between tab stops is considered to be the value of the \$hardtab variable).

If a numeric arguments is specified, *n* lines, starting from the one containing the point, are affected. If *n* is null, the command modifies no line.

If no numeric argument is specified, all the lines belonging to the current region are affected. If no region is defined, the command modifies no line.

After this command has executed, the point is left at the beginning of the last affected line. The buffer is marked as modified, even if no modification actually took place.

193\$ detab-line and detab-region commands

194# detab\_line

195+ Commands:detabline

196K detab-line;detab-region;region;tabs

\$<sub>197</sub> #<sub>198</sub> +<sub>199</sub> K<sub>200</sub> **display**

Default binding: ^XG

Syntax:

`display variable`

This command displays the value of the specified variable on the message line. If *variable* is not an existing environmental variable or user variable, the command fails.

This command is unaffected by numeric arguments.

197\$ display command  
198# display  
199+ Commands:display  
200K display;variable

\$<sub>201</sub> #<sub>202</sub> +<sub>203</sub> K<sub>204</sub> **end-macro**

Default binding: ^X)

This command stops the recording of keystrokes, commands or mouse clicks into the keyboard macro.

The command fails if MicroEMACS is not currently in recording mode.

This command is unaffected by numeric arguments.

See also: begin-macro and execute-macro.

201\$ end-macro command  
202# end\_macro  
203+ Commands:endmacro  
204K end-macro;macro

\$<sub>205</sub> #<sub>206</sub> +<sub>207</sub> K<sub>208</sub> **end-of-file**

Default bindings: M-> and FN> (End key)

This command places the point at the end of the buffer.

This command is unaffected by numeric arguments.

205\$ end-of-file command  
206# end\_of\_file  
207+ Commands:endoffile  
208<sup>K</sup> end-of-file

\$<sub>209</sub> #<sub>210</sub> +<sub>211</sub> K<sub>212</sub> **end-of-line**

Default binding: ^E

This command places the point at the end of the current line.

This command is unaffected by numeric arguments.

209\$ end-of-line command  
210# end\_of\_line  
211+ Commands:endofline  
212K end-of-line

\$<sub>213</sub> #<sub>214</sub> +<sub>215</sub> K<sub>216</sub> **end-of-word**

No default binding.

Syntax:

*n* end-of-word

This command moves the point to the end of the  $n^{\text{th}}$  following word. If the point was located within a word before invoking the command, that word counts as the first one (thus, if  $n$  is 1, the point moves to the first character following the current word). If an attempt is made to move past the buffer's end, the command fails but the point is still moved to the end of the buffer.

If no numeric argument is specified, it is equivalent to  $n = 1$ .

If  $n$  is null, the command has no effect.

If  $n$  is negative, it causes the command to behave like previous-word (invoked with the numeric argument  $-n$ ).

213\$ end-of-word command

214# end\_of\_word

215+ Commands:endofword

216<sup>K</sup> end-of-word

\$<sub>217</sub> #<sub>218</sub> +<sub>219</sub> K<sub>220</sub> **entab-line and entab-region**

Default binding: ^X^E

Syntax:

*n* entab-line

or:

entab-region

These two commands are synonyms. Both cause space characters to be compressed into tab characters wherever possible in the affected lines (the spacing between tab stops is considered to be the value of the \$hardtab variable).

If a numeric arguments is specified, *n* lines, starting from the one containing the point, are affected. If *n* is null, the command modifies no line.

If no numeric argument is specified, all the lines belonging to the current region are affected. If no region is defined, the command modifies no line.

After this command has executed, the point is left at the beginning of the last affected line. The buffer is marked as modified, even if no modification actually took place.

217\$ entab-line and entab-region commands

218# entab\_line

219+ Commands:entabline

220K entab-line;entab-region;region;tabs

\$<sub>221</sub> #<sub>222</sub> +<sub>223</sub> K<sub>224</sub> **exchange-point-and-mark**

Default binding: ^X^X

Syntax:

*n* exchange-point-and-mark

This command swaps the point and the mark number *n*.

If no numeric argument is specified, it is equivalent to  $n = 0$ .

If mark*n* does not exist, the command fails.

221\$ exchange-point-and-mark command

222# exchange\_point\_and\_mark

223+ Commands:exchangepointandmark

224K exchange-point-and-mark;position;point;mark



\$<sub>225</sub> #<sub>226</sub> +<sub>227</sub> K<sub>228</sub> **execute-buffer**

No default binding.

Syntax:

*n* execute-buffer *buffer*

This command executes the macro language statements from the specified buffer.

The command fails if the *buffer* does not exist or if an executed macro statement (within the *buffer*) fails.

If a positive numeric argument is specified, the buffer is executed *n* times. If *n* is negative or null, the command has no effect.

225\$ execute-buffer command

226# execute\_buffer

227+ Commands:executebuffer

228K execute-buffer;macro

\$<sub>229</sub> #<sub>230</sub> +<sub>231</sub> K<sub>232</sub> **execute-command-line**

Default binding: M-^X

Syntax:

execute-command-line *command line*

This command executes the specified *command line* exactly as if it were part of a macro. This is mostly used interactively to invoke a command but prevent it from fetching its own arguments interactively.

This command is unaffected by numeric arguments (note that the *command line* itself may have its own numeric argument).

229\$ execute-command-line command  
230# execute\_command\_line  
231+ Commands:executecommandline  
232K execute-command-line;command

\$<sub>233</sub> #<sub>234</sub> +<sub>235</sub> K<sub>236</sub> **execute-file or source**

Default binding: M-^S

Syntax:

*n* execute-file *file*

or:

*n* source *file*

This command executes the macro language statements from the specified *file*, after reading it into an invisible buffer.

The *file* does not need to be a fully qualified path name: if it is a simple filename, it is searched along the path.

The command fails if the *file* cannot be found or if an executed macro statement (within the *file*) fails.

If a positive numeric argument is specified, the *file* is executed *n* times. If *n* is negative or null, the command has no effect.

233\$ execute-file and source commands

234# execute\_file

235+ Commands:executefile

236K execute-file;source;macro

\$<sub>237</sub> #<sub>238</sub> +<sub>239</sub> K<sub>240</sub> **execute-macro**

Default binding: ^XE

Syntax:

*n* execute-macro

This command replays the last recorded keyboard macro.

If a negative or null numeric argument is specified, the command does nothing. If a positive numeric argument is given, the recorded keyboard macro is played *n* times. If no numeric argument is given, the recorded macro is played once.

The command fails if MicroEMACS is currently in recording mode.

See also: begin-macro and end-macro.

237\$ execute-macro command

238# execute\_macro

239+ Commands:executemacro

240K execute-macro;execute;macro

\$<sup>241</sup> #<sup>242</sup> +<sup>243</sup> K<sup>244</sup> **execute-macro-*n***

Default binding (*n* from 1 to 9): S-FN*n*, for *n* = 10: S-FN0  
No default binding for *n* greater than 10.

Syntax:

*arg* execute-macro-*n*

MicroEMACS has 40 such commands (i.e. *n* can be a number from 1 to 40). Each causes the execution of the corresponding numbered macro (created by the store-macro command).

If a strictly positive numeric argument is specified, the macro is executed repetitively *arg* times. If *arg* is negative or null, nothing happens.

See also: execute-procedure

241\$ execute-macro-*n* command

242# execute\_macro\_*n*

243+ Commands:executemacron

244<sup>K</sup> execute-macro-*n*;macro

\$<sub>245</sub> #<sub>246</sub> +<sub>247</sub> K<sub>248</sub> **execute-named-command**

Default binding: M-X

Syntax:

*n* execute-named-command *command*

In interactive mode, this command causes a colon ":" to appear on the message line. You can then type the name of the command you want to execute and strike Enter. If you type a space or the meta key, MicroEMACS will attempt to complete the name for you. This interactive use provides access to commands that do not have a key binding.

When used within a macro, **execute-named-command** makes the named *command* behave as if it had been called interactively, thus causing it to prompt the user for any arguments it needs.

If a numeric argument is specified, it is simply transmitted to the named *command*.

245\$ execute-named-command command

246# execute\_named\_command

247+ Commands:executenamedcommand

248K execute-named-command;command

\$<sub>249</sub> #<sub>250</sub> +<sub>251</sub> K<sub>252</sub> **execute-procedure or run**

Default binding: M-^E

Syntax:

*n* execute-procedure *macro*

or:

*n* run *macro*

These two commands are synonyms. They both cause the execution of the named *macro* (created by the store-procedure command).

If a strictly positive numeric argument is specified, the *macro* is executed repetitively *n* times. If *n* is negative or null, nothing happens.

See also: execute-macro-*n*

249\$ execute-procedure or run commands

250# execute\_procedure

251+ Commands:executeprocedure

252K execute-procedure;run;macro

\$<sub>253</sub> #<sub>254</sub> +<sub>255</sub> K<sub>256</sub> **execute-program**

Default binding: ^X\$

Syntax:

execute-program *program*

or:

*n* execute-program *program*

This command spawns an external *program*, without an intervening shell.

The *program* argument is a string. Note that if it contains spaces (as would be necessary to specify command line options), the string should be quoted.

Under MS-Windows:

This command allows you to launch a Windows application from MicroEMACS. The current working directory where the application executes is set to the directory of the file in the current window (or, if that window is not associated to a filename, to the last visited directory).

If no numeric argument is specified, MicroEMACS and the launched application run independently. If a numeric argument is specified, MicroEMACS synchronizes with the application.

Note: Under MS-DOS, you cannot use this command to invoke built-in system commands (like DIR, for instance). Use shell-command instead.

253\$ execute-program command

254# execute\_program

255+ Commands:executeprogram

256K execute-program;execute;spawn



\$<sub>257</sub> #<sub>258</sub> +<sub>259</sub> K<sub>260</sub> **exit-emacs**

Default binding: ^X^C

Syntax:

*n* exit-emacs

This command terminates MicroEMACS.

If no numeric argument is specified and some buffers contain text that has been changed but not yet saved, you will be asked for a confirmation. If a numeric argument is specified, the command terminates MicroEMACS unconditionally.

257\$ exit-emacs command

258# exit\_emacs

259+ Commands:exitemacs

260<sup>K</sup> exit-emacs;exit;quit

\$<sub>261</sub> #<sub>262</sub> +<sub>263</sub> K<sub>264</sub> **fill-paragraph**

Default binding: M-Q

This command reformats the current paragraph, causing all of its text to be filled out to the current fill column (Which is 72 by default and is set with the set-fill-column command or the \$fillcol variable).

This command is unaffected by numeric arguments.

261\$ fill-paragraph command  
262# fill\_paragraph  
263+ Commands:fillparagraph  
264<sup>K</sup> fill-paragraph;fill;paragraph

\$<sub>265</sub> #<sub>266</sub> +<sub>267</sub> K<sub>268</sub> **filter-buffer**

Default binding: ^X#

Syntax:

filter-buffer *program*

This command spawns the external filter *program* (for instance: SORT or FIND) and feeds it the contents of the current buffer. The results replace the original text in the buffer.

Under Microsoft Windows, this command creates a DOS box and synchronizes with it.

This command is unaffected by numeric arguments.

265\$ filter-buffer command

266# filter\_buffer

267+ Commands:filterbuffer

268K filter-buffer;filter;buffer;execute;spawn;shell;DOS

\$<sub>269</sub> #<sub>270</sub> +<sub>271</sub> K<sub>272</sub> **find-file**

Default binding: ^X^F

Syntax:

find-file *file name*

If the named file is already loaded somewhere in the editor, this command brings its buffer up in the current window. Otherwise, the file is searched for on disk. If it is found, a new buffer is created and the contents of the file are read into it. If the file does not exist, a new empty buffer is created. In all cases, the buffer is brought up in the current window.

This command is unaffected by numeric arguments.

269\$ find-file command

270# find\_file

271+ Commands:findfile

272K find-file;file;open;read

\$<sub>273</sub> #<sub>274</sub> +<sub>275</sub> K<sub>276</sub> **find-screen**

Default binding: A-E

Syntax:

find-screen *screen name*

This command brings up the named screen. If the *screen name* does not exist, a new screen is created. On text systems, this screen is displayed on top of the others. On graphic systems, the OS window containing this screen is brought to the foreground.

This command is unaffected by numeric arguments.

273\$ find-screen command

274# find\_screen

275+ Commands:findscreen

276<sup>K</sup> find-screen;screen

\$<sub>277</sub> #<sub>278</sub> +<sub>279</sub> K<sub>280</sub> **forward-character**

Default binding: ^F and FNF (right arrow)

Syntax:

*n* forward-character

This command moves the point forward by *n* characters. If *n* is a negative number, the point is moved backward. If no numeric arguments is specified, the point is moved forward by one character.

Note: end of lines count as one character.

If the move would take the point beyond the boundaries of the buffer, this command fails and the point is left at said boundary.

277\$ forward-character command

278# forward\_character

279+ Commands:forwardcharacter

280K character;position;point;forward-character

\$<sub>281</sub> #<sub>282</sub> +<sub>283</sub> K<sub>284</sub> **goto-line**

Default binding: M-G

Syntax:

*n* goto-line

or

goto-line *n*

This command moves the point to the first character of line number *n* in the current buffer.

The command fails if *n* is lower than 1 or if the buffer is empty. If *n* is greater than the number of lines in the buffer, the point is simply positioned at the end of the buffer.

281\$ goto-line command

282# goto\_line

283+ Commands:gotoline

284K position;point;goto-line

\$<sub>285</sub> #<sub>286</sub> +<sub>287</sub> K<sub>288</sub> **goto-mark**

Default binding: M-^G

Syntax:

*n* goto-mark

This command moves the point to the location of the mark number *n*.

If no numeric arguments is specified, the mark number 0 is used.

If *n* is greater than 9, it is treated as the remainder of the division of *n* by 10.

285\$ goto-mark command

286# goto\_mark

287+ Commands:gotomark

288K position;mark;goto-mark



\$<sub>289</sub> #<sub>290</sub> +<sub>291</sub> K<sub>292</sub> **goto-matching-fence**

Default binding: M-^F

When the point is located on a fence character (curly brace, bracket, or parenthesis), this command will make it jump to the matching fence character.

If the point is not located on a fence character or there is no matching fence, a beep sounds and the command fails.

This command is unaffected by numeric arguments.

289\$ goto-matching-fence command

290# goto\_matching\_fence

291+ Commands:gotomatchingfence

292K goto-matching-fence;fence;brace;parenthesis;bracket

\$<sub>293</sub> #<sub>294</sub> +<sub>295</sub> K<sub>296</sub> **grow-window**

Default binding: ^X^ and ^XZ

Syntax:

*n* grow-window

If *n* is a positive number, this command increases the height of the current window by *n* lines. The window located immediately below the current window (or, if the current window is at the bottom of the screen, the window located immediately above it) shrinks by *n* lines. If that would cause the shrinking window to become too small to display any text, the command fails.

If the current screen contains only one window, the command fails.

If *n* is a negative number, this command acts as if the shrink-window command had been invoked with the corresponding positive number (*-n*).

If no numeric arguments is specified, the height of the window is increased by one line.

To change the size of the current window by specifying an absolute value, use the resize-window command.

293\$ grow-window command

294# grow\_window

295+ Commands:growwindow

296K grow-window;resize;window

\$<sub>297</sub> #<sub>298</sub> +<sub>299</sub> K<sub>300</sub> **handle-tab**

Default binding:  $\uparrow$  (Tab key)

Syntax:

$n$  handle-tab

or:

handle-tab

The behavior of this command depends on the numeric argument ( $n$ ) that is supplied to it:

With no argument, it simply inserts a single tab character or enough space characters (depending on its configuration...) to get to the next tab stop.

With an non-zero argument  $n$ , tabs stops are reset to every  $n^{\text{th}}$  column and **handle-tab** is reconfigured to insert space characters in sufficient number to get to the next tab stop. This also sets the \$softtab variable to  $n$ .

With an argument  $n$  of zero, **handle-tab** is reconfigured so that it inserts true tab characters (its default behavior) and the tab stop interval is reset to its default value of 8.

The distance which a true tab character moves the cursor is reflected by the value of the \$hardtab variable. Initially set to 8, this determines how far each tab stop is placed from the previous one.

297\$ handle-tab command  
298# handle\_tab  
299+ Commands:handletab  
300K tabs;handle-tab

\$<sub>301</sub> #<sub>302</sub> +<sub>303</sub> K<sub>304</sub> **help**

Default binding: M-?

This command brings up a window to display the contents of a text file named EMACS.HLP located on the path. This file usually contains a summary of the MicroEMACS commands and default key bindings.

The command fails if the EMACS.HLP file cannot be found.

This command is unaffected by numeric arguments.

301\$ help command

302# help

303+ Commands:help

304<sup>K</sup> help

`$305 #306 +307 K308` **help-engine**

No default binding.

Syntax:

`help-engine file key`

or:

`help-engine file`

This command invokes the MS Windows WinHelp application to display the specified help *file*. If a *key* is specified, the WinHelp application is instructed to search and display the first topic that matches that *key*. Otherwise, the first topic displayed is the help file's table of content.

This command is unaffected by numeric arguments.

This command is available only under the MS Windows version of MicroEMACS.

305\$ help-engine command  
306# help\_engine  
307+ Commands:helpengine  
308K help-engine;help

\$<sub>309</sub> #<sub>310</sub> +<sub>311</sub> K<sub>312</sub> **hunt-backward**

Default binding: A-R

Syntax:

*n* hunt-backward

If *n* is a positive number, this command searches backwards for the *n*th occurrence of the search string. That search string is the one that was used the last time a search-forward or search-reverse command was issued. The interpretation of the search string is dependant on whether MAGIC mode is set or not in the current buffer.

If a matching text is found in the buffer, the point is moved to the first character of that text. Otherwise, the command fails. The command also fails if there is no search string.

If *n* is a negative number, this command acts as if the hunt-forward command had been invoked with the corresponding positive number (*-n*).

If no numeric arguments is specified, or if the numeric argument is null, it is equivalent to *n* = 1.

309\$ hunt-backward command

310# hunt\_backward

311+ Commands:huntbackward

312<sup>K</sup> hunt-backward;search

\$<sub>313</sub> #<sub>314</sub> +<sub>315</sub> K<sub>316</sub> **hunt-forward**

Default binding: A-S

Syntax:

*n* hunt-forward

If *n* is a positive number, this command searches forward for the *n*th occurrence of the search string. That search string is the one that was used the last time a search-forward or search-reverse command was issued. The interpretation of the search string is dependant on whether MAGIC mode is set or not in the current buffer.

If a matching text is found in the buffer, the point is moved to the first character following that text. Otherwise, the command fails. The command also fails if there is no search string.

If *n* is a negative number, this command acts as if the hunt-backward command had been invoked with the corresponding positive number (*-n*).

If no numeric arguments is specified, or if the numeric argument is null, it is equivalent to *n* = 1.

313\$ hunt-forward command  
314# hunt\_forward  
315+ Commands:huntforward  
316<sup>K</sup> hunt-forward;search

\$<sub>317</sub> #<sub>318</sub> +<sub>319</sub> K<sub>320</sub> **i-shell**

Default binding: ^XC

This command spawns a command line shell.

Under MS Windows, this command launches a DOS box (a "shell box" under Windows NT). The current working directory where the shell starts is set to the directory of the file in the current window (or, if that window is not associated to a filename, to the last visited directory).

This command is unaffected by numeric arguments.

317\$ i-shell command  
318# i\_shell  
319+ Commands:ishell  
320<sup>K</sup> i-shell;spawn;DOS;shell



\$<sub>321</sub> #<sub>322</sub> +<sub>323</sub> K<sub>324</sub> **incremental-search**

Default binding: ^XS

This command is always interactive. It prompts the user for a search string but, unlike what happens with the search-forward command, the search happens and the display is updated as each new search character is typed.

While searching towards the end of the buffer, each successive character leaves the point at the end of the entire matched string. Typing a ^S causes the next occurrence of the string to be searched for (where the next occurrence does not overlap the current occurrence). A ^R changes the direction to a backwards search (as performed by a reverse-incremental-search command), pressing the meta key terminates the search and ^G aborts the operation. Pressing the Backspace key (or using ^H) backs up to the previous match of the string or, if the starting point is reached, it deletes the last character from the search string.

The characters composing the search string are always interpreted literally. MAGIC mode has no effect on incremental searches.

If the search fails, a beep sounds and the search stalls until the search string is edited back into something that exists (or until the operation is aborted).

This command is unaffected by numeric arguments.

321\$ incremental-search command  
322# incremental\_search  
323+ Commands:incrementalsearch  
324K incremental-search;search

\$<sub>325</sub> #<sub>326</sub> +<sub>327</sub> K<sub>328</sub> **indent-region**

Default binding: M-)

Syntax:

*n* indent-region

This command inserts *n* tab characters in front of each line within the current region.

If the numeric argument *n* is not specified, one tab is inserted per line.

If CMODE is set in the current buffer, lines that begin by a pound sign "#" are not modified (this is to keep C preprocessor directives flush to the left).

Note: the undent-region command can be used to undo the effect of this command.

325\$ indent-region command

326# indent\_region

327+ Commands:indentregion

328K indent-region;tabs;region

`$329 #330 +331 K332` **insert-clip**

Default binding: S-FNC (Shift + Insert)

Syntax:

`n insert-clip`

This command is only available under MS Windows. It inserts the contents of the Windows clipboard at the point.

If the numeric argument *n* is specified, *n* copies of the clipboard's contents are inserted.

329\$ insert-clip command  
330# insert\_clip  
331+ Commands:insertclip  
332K insert-clip

\$<sub>333</sub> #<sub>334</sub> +<sub>335</sub> K<sub>336</sub> **insert-file**

Default binding: ^X^I

Syntax:

insert-file *file*

This command inserts the contents of the specified *file* into the current buffer, at the point. After the insertion, the point remains at its original place if the \$yankflag variable is TRUE. Otherwise, the point is moved to the end of the inserted text.

This command is unaffected by numeric arguments.

333\$ insert-file command  
334# insert\_file  
335+ Commands:insertfile  
336^K insert-file;file;read

\$<sub>337</sub> #<sub>338</sub> +<sub>339</sub> K<sub>340</sub> **insert-space**

Default binding: ^C

Syntax:

*n* insert-space

This command inserts *n* space characters at the point. After the insertion, the point remains at its original place.

If the numeric argument *n* is not specified, a single space character is inserted.

337\$ insert-space command  
338# insert\_space  
339+ Commands:insertspace  
340K insert-space

\$<sub>341</sub> #<sub>342</sub> +<sub>343</sub> K<sub>344</sub> **insert-string**

No default binding.

Syntax:

*n* insert-string *string*

This command inserts the specified *string* at the point. After the insertion, the point is moved to the end of the inserted text.

If the numeric argument *n* is specified, *n* copies of the specified *string* are inserted (if *n* is negative, it is taken as *-n*). If *n* is 0, nothing happens.

341\$ insert-string command  
342# insert\_string  
343+ Commands:insertstring  
344K insert-string

\$<sup>345</sup> #<sup>346</sup> +<sup>347</sup> K<sup>348</sup> **kill-paragraph**

Default binding: M-^W

Syntax:

*n* kill-paragraph

This command deletes the current paragraph, leaving a copy of it in the kill buffer.

If a positive numeric argument *n* is specified, *n* paragraphs, starting with the current one, are deleted. If *n* is negative or null, nothing happens.

345\$ kill-paragraph command

346# kill\_paragraph

347+ Commands:killparagraph

348<sup>K</sup> kill-paragraph;delete;kill;paragraph

\$<sub>349</sub> #<sub>350</sub> +<sub>351</sub> K<sub>352</sub> **kill-region**

Default binding: ^W

This command deletes the characters belonging to the current region, leaving a copy of the deleted text in the kill buffer.

This command is unaffected by numeric arguments.

349\$ kill-region command  
350# kill\_region  
351+ Commands:killregion  
352K kill-region;kill;region



\$<sub>353</sub> #<sub>354</sub> +<sub>355</sub> K<sub>356</sub> **kill-to-end-of-line**

Default binding: ^K

Syntax:

*n* kill-to-end-of-line

This command's deletes text, leaving a copy of it in the kill buffer. The text affected depends on the numeric arguments applied to the command:

If it is used without a numeric argument, kill-to-end-of-line truly behaves as its name indicates, deleting the text from the point to the end of the current line, but preserving the newline character, unless the point is located at the end of a line in which case the command just deletes the newline character.

If the numeric argument is 0, the command deletes the text from the start of the current line up to the point.

If the numeric argument *n* is positive, the command deletes text from the point forward until *n* newlines have been removed.

If the numeric argument *n* is negative, the command deletes text from the point backwards until *n* newlines have been removed and the beginning of a line has been reached.

353\$ kill-to-end-of-line command

354# kill\_to\_end\_of\_line

355+ Commands:killtoendofline

356^K kill-to-end-of-line;kill

\$<sub>357</sub> #<sub>358</sub> +<sub>359</sub> K<sub>360</sub> **list-buffers**

Default binding: ^X^B

Syntax:

list-buffers

or:

*n* list-buffers

This command creates a list of all the buffer with, for each buffer, the file it was read from, its size, and the active modes. The list is stored in a buffer named "**[Buffers]**" and is displayed in either a popup buffer or a regular window, depending on the value of the \$popflag variable.

Within the list, an at sign "@" in column one shows that a file has already been read into a buffer. A star "\*" in column two means that the contents of the buffer have been modified since the last time they were written to disk. A pound sign "#" in column three indicates the file was too large to read into memory and was truncated.

The modes are shown in columns 5 through 14, using a single letter code for each active mode:

<b>Code</b>	<b>Corresponding mode:</b>
W	<u>WRAP</u>
C	<u>CMODE</u>
E	<u>EXACT</u>
V	<u>VIEW</u>
O	<u>OVER</u>
M	<u>MAGIC</u>
Y	<u>CRYPT</u>
A	<u>ASAVE</u>
R	<u>REP</u>

Used without a numeric argument, list-buffers does not list invisible buffers. If a numeric argument is given, this command lists all buffers, including those hidden buffers used by MicroEMACS for internal data and macros storage.

357\$ list-buffers command  
358# list\_buffers  
359+ Commands:listbuffers  
360K list-buffers;buffer

\$<sub>361</sub> #<sub>362</sub> +<sub>363</sub> K<sub>364</sub> **list-screens**

Default binding: A-B

This command creates a list of all the screens with, for each screen, the names of the buffers visible in windows on that screen. The list is stored in a buffer named "**Screens**" and is displayed in either a popup buffer or a regular window, depending on the value of the \$popflag variable.

This command is unaffected by numeric arguments.

361\$ list-screens command  
362# list\_screens  
363+ Commands:listscreens  
364<sup>K</sup> list-screens;screen

\$<sub>365</sub> #<sub>366</sub> +<sub>367</sub> K<sub>368</sub> **macro-to-key**

Default binding: ^X^K

Syntax:

macro-to-key *macro name* *keystroke*

This command associates a macro with a *keystroke*, thus creating a binding. A keystroke can be bound only to one command or macro at a time, so when you rebind it, the previous binding is forgotten. On the other hand, a macro can have more than one keystroke bound to it.

This command cannot be used to specify the key binding for a command. That is performed by the bind-to-key command.

The *keystroke* is specified using the keystroke syntax or the mouse syntax.

This command is unaffected by numeric arguments.

365\$ macro-to-key command

366# macro\_to\_key

367+ Commands:macrotokey

368K macro-to-key;binding

\$<sub>369</sub> #<sub>370</sub> +<sub>371</sub> K<sub>372</sub> **macro-to-menu**

No default binding

Syntax:

macro-to-menu *macro name menu name*

This command is available only under Microsoft Windows. It creates a menu item associated with the specified macro. The *menu name* is specified using the menu name syntax.

If the *menu name* designates a menu item that already exists, the command fails.

If the *menu name* specifies menus that do not exist yet, they are created as part of the creation of the menu item.

This command cannot be used to bind a command to a menu. That is performed by the bind-to-menu command.

This command is unaffected by numeric arguments.

369\$ macro-to-menu command

370# macro\_to\_menu

371+ Commands:macrotomenu

372K macro-to-menu;binding;menu

`$373 #374 +375 K376` **maximize-screen**

No default binding.

This command is available only under Microsoft Windows. It causes the current screen to be enlarged so that it occupies all the available space on MicroEMACS's frame window. If the current screen is already maximized at the time this command is invoked, nothing happens.

This command is unaffected by numeric arguments.

To restore the current screen to the size and position it had before invoking this command, use the restore-screen command.

373\$ maximize-screen command

374# maximize\_screen

375+ Commands:maximizescreen

376K MDI;screen;maximize-screen

\$<sub>377</sub> #<sub>378</sub> +<sub>379</sub> K<sub>380</sub> **meta-prefix**

Default binding: `^[]` (Escape key)

This is a dummy command meant to be used in combination with the bind-to-key command in order to redefine the meta key.

For example, to define the F1 function key as being the meta key:

```
unbind-key ^[]  
bind-to-key meta-prefix FN1
```

377\$ meta-prefix command  
378# meta\_prefix  
379+ Commands:metaprefix  
380K meta-prefix

**\$<sub>381</sub> #<sub>382</sub> +<sub>383</sub> K<sub>384</sub> minimize-screen**

No default binding.

This command is available only under Microsoft Windows. It causes the current screen to be reduced to an icon. Unless there exists only one screen at the time this command is invoked another screen becomes the current one. If the screen being minimized was maximized (see maximize-screen), the screen becoming current is also maximized.

This command is unaffected by numeric arguments.

To restore the current screen to the size and position it had before invoking this command, use the restore-screen command.

381\$ minimize-screen command  
382# minimize\_screen  
383+ Commands:minimizescree  
384K MDI;screen;minimize-screen



\$<sub>385</sub> #<sub>386</sub> +<sub>387</sub> K<sub>388</sub> **mouse-move-down**

Default binding: MSa (Press on left mouse button)

This command is meant to be associated with a mouse action. It depends on the \$xpos and \$ypos variables to contain the coordinates of the mouse pointer. It makes the screen and window where the mouse was clicked the current ones. If the mouse pointer is within the text part of a window (as opposed to the mode line) the point is placed at that position in the text (or at the end of the line if the mouse pointer lies beyond the end of a line).

This command is unaffected by numeric arguments.

Note: Under the MS-Windows version of MicroEMACS, the selection of the current screen is performed by the press on the left mouse button, regardless of the button's binding. Mouse commands themselves cannot select the current screen.

See also: mouse-move-up

385\$ mouse-move-down command

386# mouse\_move\_down

387+ Commands:mousemovedown

388K mouse-move-down

\$<sub>389</sub> #<sub>390</sub> +<sub>391</sub> K<sub>392</sub> **mouse-move-up**

Default binding: MSb (Release of left mouse button)

This command is meant to be associated with a mouse action. It depends on the \$xpos and \$ypos variables to contain the coordinates of the mouse pointer. The actions performed by this command depend of where the previous mouse-move-down command was invoked:

If the mouse pointer was in the mode line part of a window and still is within that mode line, or if it was in the text part of the window and still is, the text in the window is scrolled as if it had been dragged by the mouse. Note that diagonal dragging is possible only if the \$diagflag variable is set to TRUE.

If the mouse pointer was on a mode line (except the bottom one), but has moved above or under it, the mode line is moved up or down as if it had been dragged by the mouse, thus resizing the affected windows.

Other cases produce no effect.

The command fails (putting FALSE in the \$status variable) if the position of the mouse pointer is the same as that for the last mouse-move-down command. This allows easy detection of lack of mouse movement when the command is used in a macro.

This command is unaffected by numeric arguments.

Note: Under the MS-Windows version of MicroEMACS, the top left and bottom right corners of a screen have no special meaning. Under other versions, mouse-move-up will move the screen if the mouse-move-down was done in the top left corner and resize the screen if mouse-move-down was done in the bottom right corner.

389\$ mouse-move-up command  
390# mouse\_move\_up  
391+ Commands:mousemoveup  
392K mouse-move-up

\$<sub>393</sub> #<sub>394</sub> +<sub>395</sub> K<sub>396</sub> **mouse-region-down and mouse-region-up**

Default binding: MSe (Press on right mouse button)  
and: MSf (Release of right mouse button)

These commands are meant to be associated with the two parts of a mouse click. Their rather complex behavior is dependant on where the last mouse action took place and is best described by the following topics:

Copying a Region

Killing a Region

Pasting Text

These commands are unaffected by numeric arguments.

393\$ mouse-region-down and mouse-region-up commands

394# mouse\_region\_down

395+ Commands:mouseregiondown

396K mouse-region-down;mouse-region-up

`$397 #398 +399 K400 mouse-resize-screen`

No default binding

This command is meant to be associated with a mouse action. It depends on the \$xpos and \$ypos variables to contain the coordinates of the mouse pointer. It modifies the size of the current screen, bringing its lower right corner to where the mouse was clicked.

This command is unaffected by numeric arguments.

397\$ mouse-resize-screen command  
398# mouse\_resize\_screen  
399+ Commands:mouserizescreen  
400K mouse-resize-screen;screen

\$<sub>401</sub> #<sub>402</sub> +<sub>403</sub> K<sub>404</sub> **move-window-down**

Default binding: ^X^N

Syntax:

*n* move-window-down

This command moves the window's view into its buffer down by *n* lines, causing the text visible in the window to scroll up. If the point scrolls out of view, it is repositioned on the first character of the line located at the center of the window.

If no numeric argument is specified, the text is scrolled by one line.

401\$ move-window-down command

402# move\_window\_down

403+ Commands:movewindowdown

404<sup>K</sup> move-window-down;scroll;window

\$<sub>405</sub> #<sub>406</sub> +<sub>407</sub> K<sub>408</sub> **move-window-up**

Default binding: ^X^P

Syntax:

*n* move-window-up

This command moves the window's view into its buffer up by *n* lines, causing the text visible in the window to scroll down. If the point scrolls out of view, it is repositioned on the first character of the line located at the center of the window.

If no numeric argument is specified, the text is scrolled by one line.

405\$ move-window-up command  
406# move\_window\_up  
407+ Commands:movewindowup  
408<sup>K</sup> move-window-upscroll>window

\$<sub>409</sub> #<sub>410</sub> +<sub>411</sub> K<sub>412</sub> **name-buffer**

Default binding: M-^N

Syntax:

name-buffer *name*

This command renames the current buffer, giving it the specified *name*. Note that when a buffer is associated with a file, changing the buffer's name has no effect on the file's name.

If a buffer bearing the specified *name* already exists, another argument is required, and so on until a unique name is supplied.

This command is unaffected by numeric arguments.

409\$ name-buffer command

410# name\_buffer

411+ Commands:namebuffer

412K name-buffer;buffer

\$<sub>413</sub> #<sub>414</sub> +<sub>415</sub> K<sub>416</sub> **narrow-to-region**

Default binding: ^X<

This command causes the text that does not belong to the current region to become inaccessible until the widen-from-region command is invoked. The mode line displays the symbol "<>" to indicate that the current window is associated with a narrowed buffer.

This command is unaffected by numeric arguments.

413\$ narrow-to-region command

414# narrow\_to\_region

415+ Commands:narrowtoregion

416K narrow-to-region;region;buffer;scope



\$<sub>417</sub> #<sub>418</sub> +<sub>419</sub> K<sub>420</sub> **newline**

Default binding: ^M (Return key)

Syntax:

*n* newline

This command inserts *n* newline characters at the point. If the numeric arguments is absent, it is taken as 1.

If *n* is equal to 1 and the buffer is in CMODE mode, C language indentation is performed:

If the new line is not empty (i.e. the point was not at the end of a line), no other action takes place.

The new line is indented at the same level as the closest preceding non blank line

If the newline was inserted right after an opening brace "{", the new line is further indented by one tab stop (as if the handle-tab command had been used).

If the buffer is in WRAP mode and the point is past the fill column, wrapping is performed on the last word of the current line before the newline character is inserted.

The command fails if *n* is negative.

417\$ newline command

418# newline

419+ Commands:newline

420K newline

\$<sub>421</sub> #<sub>422</sub> +<sub>423</sub> K<sub>424</sub> **newline-and-indent**

Default binding:  $\wedge$ ]

Syntax:

*n* newline-and-indent

This command inserts *n* newline characters at the point. If the numeric arguments *n* is absent, it is taken as 1.

The new line is indented with enough tab and space characters to match the indentation of the preceding line (the one where the point was when newline-and-indent was invoked).

The command fails if *n* is negative.

421\$ newline-and-indent command

422# newline\_and\_indent

423+ Commands:newlineandindent

424K newline-and-indent;newline

\$<sub>425</sub> #<sub>426</sub> +<sub>427</sub> K<sub>428</sub> **next-buffer**

Default binding: ^XX

Syntax:

*n* next-buffer

This command causes the current window to display the  $n^{\text{th}}$  next buffer in the circular list of buffers kept by MicroEMACS. If the numeric arguments *n* is absent, it is taken as 1.

The command fails if *n* is not positive.

425\$ next-buffer command  
426# next\_buffer  
427+ Commands:nextbuffer  
428<sup>K</sup> next-buffer;buffer

\$<sub>429</sub> #<sub>430</sub> +<sub>431</sub> K<sub>432</sub> **next-line**

Default binding: ^N

Syntax:

*n* next-line

This command moves the point to the  $n^{\text{th}}$  next line. If the numeric arguments *n* is absent, it is taken as 1.

If *n* is negative, the point is moved to the  $n^{\text{th}}$  previous line. If *n* is 0, nothing happens.

When line move commands (**next-line** or previous-line) are used in a row, the point is kept at the same column it was at before the first of the line moves. If that column lies beyond the end of the current line the point is temporarily brought back to the end of that line.

The command fails if the point is already at the end of the buffer (or the beginning if *n* is negative).

429\$ next-line command

430# next\_line

431+ Commands:nextline

432K position;point;next-line

\$<sub>433</sub> #<sub>434</sub> +<sub>435</sub> K<sub>436</sub> **next-page**

Default bindings: ^V and FNV (Page Down key)

Syntax:

next-page

or:

*n* next-page

This command has two different behaviors, depending on the presence or absence of a numeric argument:

If no numeric argument is specified, the window's view into it's buffer is paged down. If the window contains more than 2 lines of text, the new view overlaps the previous one by two lines: the last two lines of text in the initial view are displayed at the top of the window.

If a positive numeric argument *n* is specified, the window's view into it's buffer is moved down by *n* lines, causing the text visible in the window to scroll up.

If a negative numeric argument *n* is specified, the window's view into it's buffer is moved up by *n* lines, causing the text visible in the window to scroll down, as if the previous-page command had been invoked, with a numeric argument of *-n*.

In all cases, even if a numeric argument of 0 is given, the point is moved to the first character at the top of the window.

433\$ next-page command

434# next\_page

435+ Commands:nextpage

436K position;next-page

\$<sub>437</sub> #<sub>438</sub> +<sub>439</sub> K<sub>440</sub> **next-paragraph**

Default binding: M-N

Syntax:

*n* next-paragraph

If used without a numeric arguments, this command moves the point just past the last character of the current paragraph or, if outside a paragraph, to the end of the next paragraph.

If this command is used with a positive numeric argument *n*, the point is moved to the *n*<sup>th</sup> next end of paragraph.

If *n* is negative, next-paragraph behaves as if the previous-paragraph command had been invoked with an argument of *-n*.

437\$ next-paragraph command

438# next\_paragraph

439+ Commands:nextparagraph

440K next-paragraph;position;point;paragraph

\$<sub>441</sub> #<sub>442</sub> +<sub>443</sub> K<sub>444</sub> **next-window**

Default binding: ^XO

Syntax:

*n* next-window

If used without a numeric arguments, this command makes the next window immediately below the current one the new current window. MicroEMACS updates the highlight of the mode line to indicate the new current window, and places the blinking cursor at the point within that window.

If this command is used with a positive numeric argument *n*, the *n*<sup>th</sup> window from the top of the screen is made the current one (window numbering starts at 1).

If *n* is negative, the *-n*<sup>th</sup> window from the bottom of the screen is made the current one.

The command fails if *n* (or *-n*) is greater than the number of windows in the screen.

441\$ next-window command  
442# next\_window  
443+ Commands:nextwindow  
444K next-window;window

\$<sub>445</sub> #<sub>446</sub> +<sub>447</sub> K<sub>448</sub> **next-word**

Default bindings: M-F and FN^E (Ctrl + Right arrow)

Syntax:

*n* next-word

This command moves the point to the first character of the  $n^{\text{th}}$  next word. If an attempt is made to move past the buffer's end, the command fails but the point is still moved to the end of the buffer.

If no numeric argument is specified, it is equivalent to  $n = 1$ .

If  $n$  is null, the command has no effect.

If  $n$  is negative, it causes the command to behave like previous-word (invoked with the numeric argument  $-n$ ).

445\$ next-word command

446# next\_word

447+ Commands:nextword

448K next-word;word;position;point



\$449 #450 +451 K452 **nop**

No default binding.

This command has no effect and is unaffected by numeric arguments. Its main purpose is to be the command pointed to by the \$bufhook, \$cmdhook, \$exbhook, \$readhook and \$writehook variables.

449\$ nop command  
450# nop  
451+ Commands:nop  
452K nop

\$<sub>453</sub> #<sub>454</sub> +<sub>455</sub> K<sub>456</sub> **open-line**

Default binding: ^O

Syntax:

*n* open-line

This command adds *n* newline characters after the point. If the numeric arguments is absent, it is taken as 1.

The command fails if *n* is negative.

453\$ open-line command  
454# open\_line  
455+ Commands:openline  
456K open-line;newline

\$<sub>457</sub> #<sub>458</sub> +<sub>459</sub> K<sub>460</sub> **overwrite-string**

No default binding.

Syntax:

`overwrite-string string`

This command replaces the characters from the point on with the characters from the specified *string*. If the overwriting would extend past the end of the line, the remaining characters from the *string* are simply added at the end of the line (the newline character is not overwritten).

This command is unaffected by numeric arguments.

457\$ overwrite-string command

458# overwrite\_string

459+ Commands:overwritestring

460K overwrite-string;OVER

\$<sub>461</sub> #<sub>462</sub> +<sub>463</sub> K<sub>464</sub> **pipe-command**

Default binding: ^X@

Syntax:

pipe-command *program*

This command uses the shell to execute a *program*, but rather than displaying what the program prints, it attempts to place it in a buffer named "command" to let you edit it and/or save it.

The *program* argument is a string. Note that if it contains spaces (as would be necessary to specify command line options), the string should be quoted.

The VIEW mode is set on the "command" buffer at completion of this command.

Under Microsoft Windows, this command launches the *program* within a DOS box and synchronizes with it. The current working directory where the *program* executes is set to the directory of the file in the current window (or, if that window is not associated to a filename, to the last visited directory).

This command is unaffected by numeric arguments.

461\$ pipe-command command

462# pipe\_command

463+ Commands:pipecommand

464K pipe-command;execute;spawn;DOS;shell;pipe

\$<sub>465</sub> #<sub>466</sub> +<sub>467</sub> K<sub>468</sub> **pop-buffer**

No default binding.

Syntax:

pop-buffer *buffer*

or:

*n* pop-buffer *buffer*

This command causes the specified buffer to be displayed as a popup in the current screen.

If a numeric arguments is present, the buffer is marked as being invisible (hidden from the next-buffer command).

465\$ pop-buffer command  
466# pop\_buffer  
467+ Commands:popbuffer  
468K pop-buffer;buffer

\$<sub>469</sub> #<sub>470</sub> +<sub>471</sub> K<sub>472</sub> **previous-line**

Default binding: ^P

Syntax:

*n* previous-line

This command moves the point to the  $n^{\text{th}}$  previous line. If the numeric arguments *n* is absent, it is taken as 1.

If *n* is negative, the point is moved to the  $n^{\text{th}}$  next line. If *n* is 0, nothing happens.

When line move commands (next-line or **previous-line**) are used in a row, the point is kept at the same column it was at before the first of the line moves. If that column lies beyond the end of the current line the point is temporarily brought back to the end of that line.

The command fails if the point is already at the beginning of the buffer (or the end if *n* is negative)

469\$ previous-line command

470# previous\_line

471+ Commands:previousline

472K position;point;previous-line

\$<sub>473</sub> #<sub>474</sub> +<sub>475</sub> K<sub>476</sub> **previous-page**

Default bindings: M-V and FNZ (Page Up key)

Syntax:

previous-page

or:

*n* previous-page

This command has two different behaviors, depending on the presence or absence of a numeric argument:

If no numeric argument is specified, the window's view into it's buffer is paged up. If the window contains more than 2 lines of text, the new view overlaps the previous one by two lines: the top two lines of text in the initial view are displayed at the bottom of the window.

If a positive numeric argument *n* is specified, the window's view into it's buffer is moved up by *n* lines, causing the text visible in the window to scroll down.

If a negative numeric argument *n* is specified, the window's view into it's buffer is moved down by *n* lines, causing the text visible in the window to scroll up, as if the next-page command had been invoked, with a numeric argument of *-n*.

In all cases, even if a numeric argument of 0 is given, the point is moved to the first character at the top of the window.

473\$ previous-page command  
474# previous\_page  
475+ Commands:previouspage  
476K position;previous-page

\$<sub>477</sub> #<sub>478</sub> +<sub>479</sub> K<sub>480</sub> **previous-paragraph**

Default binding: M-P

Syntax:

*n* previous-paragraph

If used without a numeric arguments, this command moves the point to the first character of the current paragraph or, if outside a paragraph, to the beginning of the previous paragraph.

If this command is used with a positive numeric argument *n*, the point is moved back to the *n*<sup>th</sup> beginning of paragraph.

If *n* is negative, next-paragraph behaves as if the next-paragraph command had been invoked with an argument of *-n*.

477\$ previous-paragraph command

478# previous\_paragraph

479+ Commands:previousparagraph

480K previous-paragraph;position;point;paragraph



\$<sub>481</sub> #<sub>482</sub> +<sub>483</sub> K<sub>484</sub> **previous-window**

Default binding: ^XP

Syntax:

*n* previous-window

If used without a numeric arguments, this command makes the window immediately above the current one the new current window. MicroEMACS updates the highlight of the mode line to indicate the new current window, and places the blinking cursor at the point within that window.

If this command is used with a positive numeric argument *n*, the *n*<sup>th</sup> window from the bottom of the screen is made the current one (window numbering starts at 1).

If *n* is negative, the *-n*<sup>th</sup> window from the top of the screen is made the current one.

The command fails if *n* (or *-n*) is greater than the number of windows in the screen.

481\$ previous-window command

482# previous\_window

483+ Commands:previouswindow

484K previous-window;window

\$<sub>485</sub> #<sub>486</sub> +<sub>487</sub> K<sub>488</sub> **previous-word**

Default bindings: M-B and FN^B (Ctrl + Left arrow)

Syntax:

*n* previous-word

This command moves the point to the beginning character of the  $n^{\text{th}}$  preceding word. If the point was located within a word before invoking the command, that word counts as the first one (thus, if  $n$  is 1, the point moves to the first character of the current word). If an attempt is made to move beyond the buffer's beginning, the command fails but the point is still moved to the beginning of the buffer.

If no numeric argument is specified, it is equivalent to  $n = 1$ .

If  $n$  is null, the command has no effect.

If  $n$  is negative, it causes the command to behave like next-word (invoked with the numeric argument  $-n$ ).

485\$ previous-word command

486# previous\_word

487+ Commands:previousword

488K previous-word;position;point;word

\$489 #490 +491 K492 **query-replace-string**

Default binding: M-^R

Syntax:

*n* query-replace-string *pattern* *replacement*

This command attempts to replace, from the point onward, each piece of text that matches the *pattern* string by the *replacement* string. The *pattern* string is interpreted literally, unless MAGIC mode is enabled in the current buffer.

Each time a match is found, you are queried and can answer by one of the following keystrokes:

- Y** replaces the current matching text
- N** skips the current match
- !** replaces the current matching text and all following matches without anymore queries.
- U** jumps back to the last performed replacement and undoes it
- ^G aborts the command, leaving the point at its current position
- .** (dot) aborts and moves the point back to where the command was originally issued
- ?** lists the above options

If no numeric arguments is specified, all the matching pieces of text are processed until the end of the buffer is reached. If a positive numeric argument is used, only the first *n* matches are taken into account. If *n* is negative, the command fails.

When this command is invoked interactively, the keystroke used to signal the end of the *pattern* or *replacement* string is specified by the \$stern variable (it is usually the Meta key). Also, both strings may have default values (which are stored in the \$search and \$replace variables). If you want to replace a string with nothing, and there is a non-empty default for the *replacement* string, striking ^K will override that default and enter an empty string instead.

Note: to perform global string replacements without interactive involvement, use the replace-string command.

489\$ query-replace-string command

490# query\_replace\_string

491+ Commands:queryreplacestring

492K query-replace-string;replace

\$<sub>493</sub> #<sub>494</sub> +<sub>495</sub> K<sub>496</sub> **quick-exit**

Default binding: M-Z

This command causes MicroEMACS to terminate, but only after having written all the changed buffers into their respective files.

This command is unaffected by numeric arguments.

Note: to terminate MicroEMACS without saving the changed buffers, use the exit-emacs command.

493\$ quick-exit command  
494# quick\_exit  
495+ Commands:quickexit  
496K quick-exit;exit;quit

\$<sub>497</sub> #<sub>498</sub> +<sub>499</sub> K<sub>500</sub> **quote-character**

Default binding: ^Q

Syntax:

*n* quote

This command inserts literally the next character typed by the user at the point. Even the newline character can be inserted this way, but this causes it to lose its line-splitting meaning.

If a positive numeric arguments is specified, the quoted character is inserted *n* times. If *n* is negative, the command fails. If *n* is null, nothing is inserted, but the typing of a character is still required.

497\$ quote-character command  
498# quote\_character  
499+ Commands:quotecharacter  
500K quote-character

\$<sub>501</sub> #<sub>502</sub> +<sub>503</sub> K<sub>504</sub> **read-file**

Default binding: ^X^R

Syntax:

read-file file name

This command reads the named file into the current buffer, replacing the buffer's contents with the text from the file. The file name associated to the buffer is not changed, so you must make sure that replacing the text in the original file with that from the read one is what you are intending when you use this command.

This command is unaffected by numeric arguments.

501\$ read-file command  
502# read\_file  
503+ Commands:readfile  
504K read-file;read;file

\$<sub>505</sub> #<sub>506</sub> +<sub>507</sub> K<sub>508</sub> **redraw-display**

Default bindings: M-^L and M-!

Syntax:

*n* redraw-display

If a non zero numeric argument is specified, this command scrolls the text in the current window so that the current line is displayed as the  $n^{\text{th}}$  line from the top of the window if  $n$  is positive, or as the  $-n^{\text{th}}$  line from the bottom of the window if  $n$  is negative.

If no numeric argument is specified, or if  $n$  is zero, the current line is displayed at the center of the window.

505\$ redraw-display command

506# redraw\_display

507+ Commands:redrawdisplay

508K redraw-display>window

\$<sub>509</sub> #<sub>510</sub> +<sub>511</sub> K<sub>512</sub> **remove-mark**

Default binding: ^X (Ctrl+X Spacebar)

Syntax:

*n* remove-mark

This command eliminates the mark number *n*.

If no numeric argument is specified, it is equivalent to  $n = 0$ .

If mark*n* does not exist, nothing happens.

509\$ remove-mark command

510# remove\_mark

511+ Commands:removemark

512K remove-mark;mark



\$<sub>513</sub> #<sub>514</sub> +<sub>515</sub> K<sub>516</sub> **rename-screen**

No default binding.

Syntax:

rename-screen *new name*

This command changes the name of the current screen to the specified *new name*. If the *new name* is already in use, the command fails.

This command is unaffected by numeric arguments.

513\$ rename-screen command  
514# rename\_screen  
515+ Commands:renamescreen  
516K rename-screen;screen

\$517 #518 +519 K520 **replace-string**

Default binding: M-R

Syntax:

*n* replace-string *pattern* *replacement*

This command replaces, from the point onward, each piece of text that matches the *pattern* string by the *replacement* string. The *pattern* string is interpreted literally, unless MAGIC mode is enabled in the current buffer.

If no numeric arguments is specified, all the matching pieces of text are processed until the end of the buffer is reached. If a positive numeric argument is used, only the first *n* matches are processed. If *n* is negative, the command fails.

When this command is used interactively, the keystroke used to signal the end of the *pattern* or *replacement* string is specified by the \$term variable (it is usually the Meta key). Also, both strings may have default values (which are stored in the \$search and \$replace variables). If you want to replace a string with nothing, and there is a non-empty default for the *replacement* string, striking ^K will override that default and enter an empty string instead.

Note: to have more interactive control over the replacement process, use the query-replace-string command.

517\$ replace-string command  
518# replace\_string  
519+ Commands:replacestring  
520K replace-string;replace

\$<sub>521</sub> #<sub>522</sub> +<sub>523</sub> K<sub>524</sub> **resize-window**

Default binding: ^XW

Syntax:

*n* `resize-window`

If *n* is a positive number, this command changes the height of the current window so that it displays *n* lines of text. The window located immediately below the current window (or, if the current window is at the bottom of the screen, the window located immediately above it) shrinks accordingly. If that would cause the shrinking window to become too small to display any text, the command fails.

If the current screen contains only one window, or if *n* is a negative number, the command fails.

If no numeric arguments is specified, nothing happens.

To change the size of the current window by specifying a relative value, use the grow-window or the shrink-window command.

521\$ `resize-window` command

522# `resize_window`

523+ `Commands:resizewindow`

524K `resize-window;resize>window`

\$<sub>525</sub> #<sub>526</sub> +<sub>527</sub> K<sub>528</sub> **restore-screen**

No default binding.

This command is available only under Microsoft Windows. It causes the current screen to be restored to the size and position it had before it was maximized (see maximize-screen) or iconized.(see minimize-screen). If the current screen is neither maximized nor iconized this command has no effect.

This command is unaffected by numeric arguments.

525\$ restore-screen command  
526# restore\_screen  
527+ Commands:restorescreen  
528K restore-screen;screen

\$<sub>529</sub> #<sub>530</sub> +<sub>531</sub> K<sub>532</sub> **restore-window**

No default binding.

This command is only useful when there are multiple windows displayed on the current screen. It causes the window that was current the last time the save-window command was invoked to become the current window again.

If the window that was current the last time **save-window** was invoked no longer exists, or if the screen is not the same, this command fails.

This command is unaffected by numeric arguments.

529\$ restore-window command

530# restore\_window

531+ Commands:restorewindow

532K restore-window;save-window

\$<sub>533</sub> #<sub>534</sub> +<sub>535</sub> K<sub>536</sub> **reverse-incremental-search**

Default binding: ^XR

This command is always interactive. It prompts the user for a search string but, unlike what happens with the search-reverse command, the search happens and the display is updated as each new search character is typed.

While searching towards the beginning of the buffer, each successive character leaves the point at the beginning of the matched string. Typing a ^R causes the next occurrence of the string to be searched for (where the next occurrence does not overlap the current occurrence). A ^S changes the direction to a forward search (as performed by an incremental-search command), pressing the meta key terminates the search and ^G aborts the operation. Pressing the Backspace key (or using ^H) returns to the previous match of the string or, if the starting point is reached, it deletes the last character from the search string.

The characters composing the search string are always interpreted literally. MAGIC mode has no effect on incremental searches.

If the search fails, a beep sounds and the search stalls until the search string is edited back into something that exists (or until the operation is aborted).

This command is unaffected by numeric arguments.

533\$ reverse-incremental-search command

534# reverse\_incremental\_search

535+ Commands:reverseincrementalsearch

536K reverse-incremental-search;search

\$<sub>537</sub> #<sub>538</sub> +<sub>539</sub> K<sub>540</sub> **save-file**

Default binding: ^X^S

This command writes the contents of the current buffer to disk, if the buffer's contents have been changed since the last read or write operation or the last invocation of the unmark-buffer command.

If the current buffer does not have a file name associated to it (for instance if the buffer has never been subjected to a find-file, read-file, write-file or change-file-name command), the save-file command fails.

If the current buffer is narrowed, a confirmation is requested before writing the text to the file.

This command is unaffected by numeric arguments.

537\$ save-file command

538# save\_file

539+ Commands:savefile

540K save-file;save;file;write

`$541 #542 +543 K544 save-window`

No default binding.

This command saves a reference to the current window, so that the next time the restore-window command is invoked, that window becomes the current window again.

This command is unaffected by numeric arguments.

541\$ save-window command

542# save\_window

543+ Commands:savewindow

544K save-window;restore-window



\$<sub>545</sub> #<sub>546</sub> +<sub>547</sub> K<sub>548</sub> **scroll-next-down**

Default binding: M-^V

Syntax:

scroll-next-down

or:

*n* scroll-next-down

This command causes the equivalent of a next-page command to be performed on the window located just below the current one (or the top window if the current one is at the bottom of the screen).

If there is only one window displayed in the current screen, this command is equivalent to the next-page command.

545\$ scroll-next-down command

546# scroll\_next\_down

547+ Commands:scrollnextdown

548K scroll-next-down;next-page

\$<sub>549</sub> #<sub>550</sub> +<sub>551</sub> K<sub>552</sub> **scroll-next-up**

Default binding:

Syntax:

scroll-next-up

or:

*n* scroll-next-up

This command causes the equivalent of a previous-page command to be performed on the window located just below the current one (or the top window if the current one is at the bottom of the screen).

If there is only one window displayed in the current screen, this command is equivalent to the previous-page command.

549\$ scroll-next-up command

550# scroll\_next\_up

551+ Commands:scrollnextup

552K scroll-next-up;previous-page

**\$<sub>553</sub> #<sub>554</sub> +<sub>555</sub> K<sub>556</sub> search-forward**

Default binding: ^S

Syntax:

*n* search-forward *search string*

If *n* is a positive number, this command searches forward for the *n*th occurrence of the *search string*. The interpretation of the *search string* is dependant on whether MAGIC mode is set or not in the current buffer.

If a matching text is found in the buffer, the point is moved to the first character following that text. Otherwise, the command fails.

If *n* is a negative number, this command acts as if the search-reverse command had been invoked with the corresponding positive number (*-n*).

If no numeric arguments is specified, or if the numeric argument is null, it is equivalent to *n* = 1.

Note: the *search string* becomes the value of the \$search variable

553\$ search-forward command  
554# search\_forward  
555+ Commands:searchforward  
556K search-forward;search

\$<sub>557</sub> #<sub>558</sub> +<sub>559</sub> K<sub>560</sub> **search-reverse**

Default binding: ^R

Syntax:

*n* search-reverse *search string*

If *n* is a positive number, this command searches backwards for the *n*th occurrence of the *search string*. The interpretation of the *search string* is dependant on whether MAGIC mode is set or not in the current buffer.

If a matching text is found in the buffer, the point is moved to the first character of that text. Otherwise, the command fails.

If *n* is a negative number, this command acts as if the search-forward command had been invoked with the corresponding positive number (*-n*).

If no numeric arguments is specified, or if the numeric argument is null, it is equivalent to *n* = 1.

Note: the *search string* becomes the value of the \$search variable

557\$ search-reverse command  
558# search\_reverse  
559+ Commands:searchreverse  
560K search-reverse;search

\$<sub>561</sub> #<sub>562</sub> +<sub>563</sub> K<sub>564</sub> **select-buffer**

Default binding: ^XB

Syntax:

select-buffer *buffer*

or:

*n* select-buffer *buffer*

This command displays the named *buffer* in the current window. If that buffer does not yet exist, it is created.

If a numeric arguments is present, the buffer is marked as being invisible (hidden from the next-buffer command).

561\$ select-buffer command

562# select\_buffer

563+ Commands:selectbuffer

564^K select-buffer;buffer

\$<sub>565</sub> #<sub>566</sub> +<sub>567</sub> K<sub>568</sub> **set**

Default binding: ^X^A

Syntax:

*set variable value*

or:

*n set variable*

This command sets the value of the specified variable to *n* if a numeric arguments is present and to *value* otherwise.

The *variable* must be a user variable or an environmental variable . In the latter case, if the environmental variable does not exist, the command fails.

565\$ set command

566# set

567+ Commands:set

568<sup>K</sup> set;variable

\$<sub>569</sub> #<sub>570</sub> +<sub>571</sub> K<sub>572</sub> **set-encryption-key**

Default binding: M-E

Syntax:

set-encryption-key *key*

This command sets the current buffer's encryption key (used when the buffer is in CRYPT mode). The specified key can be up to 128 characters long. A length of at least 5 characters is recommended.

This command is unaffected by numeric arguments.

569\$ set-encryption-key command

570# set\_encryption\_key

571+ Commands:setencryptionkey

572K set-encryption-key;encryption

\$573 #574 +575 K576 **set-fill-column**

Default binding: ^XF

Syntax:

*n* set-fill-column

This command sets the fill column, (used by the fill-paragraph command) to *n*.

Note that this also sets the \$fillcol variable to *n*.

573\$ set-fill-column command

574# set\_fill\_column

575+ Commands:setfillcolumn

576K set-fill-column;fill



`$577 #578 +579 K580` **set-mark**

Default bindings: M- (Ctrl+X Spacebar) and M-.

Syntax:

`n set-mark`

This command sets the mark number *n* at the point.

If no numeric argument is specified, it is equivalent to  $n = 0$ .

577\$ set-mark command  
578# set\_mark  
579+ Commands:setmark  
580K set-mark;mark

\$<sub>581</sub> #<sub>582</sub> +<sub>583</sub> K<sub>584</sub> **shell-command**

Default binding: ^X!

Syntax:

shell-command *program*

or:

*n* shell-command *program*

This command uses the shell to execute the named *program*.

The *program* argument is a string. Note that if it contains spaces (as would be necessary to specify command line options), the string should be quoted.

Under MS-Windows:

This command launches the *program* within a DOS box. The current working directory where the *program* executes is set to the directory of the file in the current window (or, if that window is not associated to a filename, to the last visited directory).

If no numeric argument is specified, MicroEMACS and the launched *program* run independently. If a numeric argument is specified, MicroEMACS synchronizes with the *program*.

Note: Under MS-Windows 3.x, you cannot use this command to launch a Windows application. Use execute-program instead.

581\$ shell-command command

582# shell\_command

583+ Commands:shellcommand

584^K shell-command;execute;spawn;shell;DOS

\$<sub>585</sub> #<sub>586</sub> +<sub>587</sub> K<sub>588</sub> **show-files**

No default binding

Syntax:

```
show-files sturname
```

This command creates a list of all the files matching the specified *sturname*. The *sturname* can contain a directory specification.

For instance, under MS-Windows, the command:

```
show-files "C:\WINDOWS\*.INI"
```

will create a list of all the files ending by ".INI" in the directory "C:\WINDOWS".

MicroEMACS appends a star "\*" to the end of the specified *sturname*, and appends a dot-star ".\*" if the *sturname* does not contain a dot character. Thus:

```
show-files "C:\WINDOWS\A"
```

is equivalent to specifying:

```
show-files "C:\WINDOWS\A*.*"
```

This command is unaffected by numeric arguments.

Note: The list is actually built in a special buffer named "**File List**". It is displayed as a popup buffer or in a normal window, depending on the value of the \$popflag variable.

585\$ show-files command

586# show\_files

587+ Commands:showfiles

588K show-files;file

\$589 #590 +591 K592 **shrink-window**

Default binding: ^X^Z

Syntax:

*n* shrink-window

If *n* is a positive number, this command decreases the height of the current window by *n* lines. The window located immediately below the current window (or, if the current window is at the bottom of the screen, the window located immediately above it) grows by *n* lines. If the decrease of height would cause the current window to become too small to display any text, the command fails.

If the current screen contains only one window, the command fails.

If *n* is a negative number, this command acts as if the grow-window command had been invoked with the corresponding positive number (*-n*).

If no numeric arguments is specified, the height of the window is decreased by one line.

To change the size of the current window by specifying an absolute value, use the resize-window command.

589\$ shrink-window command

590# shrink\_window

591+ Commands:shrinkwindow

592K shrink-window;resize;window

\$593 #594 +595 K596 **split-current-window**

Default binding: ^X2

Syntax:

*n* split-current-window

This command splits the current window into two windows. Both windows view the current buffer at the current point.

If a numeric arguments is present and not equal to 1, the lower of the two windows becomes current. If  $n = 1$ , the upper window becomes current.

If no numeric argument is present, the upper window is selected as current if the point was in the upper half of the split window, otherwise, the lower window is selected.

The command fails if it would result in a window too small to display any line of text.

To rid the screen of extraneous windows, use the delete-window or the delete-other-windows commands.

593\$ split-current-window command

594# split\_current\_window

595+ Commands:splitcurrentwindow

596K split-current-window;window

\$<sub>597</sub> #<sub>598</sub> +<sub>599</sub> K<sub>600</sub> **store-macro**

No default binding

Syntax:

```
n store-macro
  contents
  of
  macro
!endm
```

This command stores the commands and directives that follow it, up to the next !ENDM directive, into a "numbered macro". That macro can be invoked later by the execute-macro-*n* command.

A numeric arguments must be specified and it must be a number from 1 to 40. Otherwise, the command fails.

597\$ store-macro command  
598# store\_macro  
599+ Commands:storemacro  
600K store-macro;macro

\$<sub>601</sub> #<sub>602</sub> +<sub>603</sub> K<sub>604</sub> **store-procedure**

No default binding

Syntax:

```
store-procedure name
  contents
  of
  macro
!endm
```

or:

```
n store-procedure
  contents
  of
  macro
!endm
```

If no numeric arguments is specified, this command stores the commands and directives that follow it, up to the next !ENDM directive, into a "named macro" or "procedure". That procedure can be invoked later by the run or execute-procedure command, with the argument *name*.

If a numeric argument is specified, this command is equivalent to store-macro.

601\$ store-procedure command

602# store\_procedure

603+ Commands:storeprocedure

604<sup>K</sup> store-procedure;macro

\$605 #606 +607 K608 **tile-screens**

No default binding

Syntax:

*n* tile-screens

This command is available only under Microsoft Windows. It causes all non-iconic screens to be rearranged in a tiled scheme. If the current screen is maximized (see maximize-screen) at the time this command is invoked, it is restored to its non-maximized size first.

If a numeric arguments is present and equals 1, the screens are tiled vertically (i.e. on top of each other). Otherwise, the screens are tiled horizontally (i.e. side by side). However, if there are too many screens to tile (more than 3), the argument is ignored and a mix of vertical and horizontal tiling is used.

605\$ tile-screens command  
606# tile\_screens  
607+ Commands:tilescreens  
608<sup>K</sup> tile-screens;MDI;screen



\$<sub>609</sub> #<sub>610</sub> +<sub>611</sub> K<sub>612</sub> **transpose-characters**

Default binding: ^T

This command swaps the character that is before the point and the character that is at the point, unless the point is at the end of a line, in which case the two last characters of the line are swapped around.

This command fails if the point is located at the beginning of a line.

This command is unaffected by numeric arguments.

609\$ transpose-characters command  
610# transpose\_characters  
611+ Commands:transposecharacters  
612K transpose-characters

\$<sub>613</sub> #<sub>614</sub> +<sub>615</sub> K<sub>616</sub> **trim-region or trim-lines**

Default binding: ^X^T

Syntax:

trim-region

or:

*n* trim-lines

These two command are synonymous. They cause all the trailing space and tab characters between the column position of the point and the end of the processed lines to be deleted.

If a numeric arguments is present, *n* lines, starting from the current one, are processed.

If no numeric argument is present, the lines processed are the ones that belong to the current region.

613\$ trim-region and trim-line commands

614# trim\_region

615+ Commands:trimregion

616K trim-region;trim-line;region

\$<sub>617</sub> #<sub>618</sub> +<sub>619</sub> K<sub>620</sub> **unbind-key**

Default binding: M-^K

Syntax:

unbind-key *keystroke*

This command removes the association between a *keystroke* and a macro or a command, thus destroying a binding.

The *keystroke* is specified using the keystroke syntax or the mouse syntax.

This command is unaffected by numeric arguments.

617\$ unbind-key command

618# unbind\_key

619+ Commands:unbindkey

620<sup>K</sup> unbind-key;binding

\$<sup>621</sup> #<sup>622</sup> +<sup>623</sup> K<sup>624</sup> **unbind-menu**

No default binding

Syntax:

unbind-menu *menu name*

This command is available only under Microsoft Windows. It destroys a menu item. The *menu name* is specified using the menu name syntax.

If the *menu name* designates a menu item that does not exist, the command fails.

If the *menu name* specifies a menu (that itself contains menu items), all the menu hierarchy under it is destroyed.

This command is unaffected by numeric arguments.

621\$ unbind-menu command

622# unbind\_menu

623+ Commands:unbindmenu

624K unbind-menu;binding;menu

\$<sub>625</sub> #<sub>626</sub> +<sub>627</sub> K<sub>628</sub> **undent-region**

Default binding: M-(

Syntax:

*n* undent-region

This command deletes the first *n* tab characters in front of each line within the current region.

If the numeric argument *n* is not specified, the first tab of each line is deleted.

Note: this command is often used to undo the effect of an indent-region command.

625\$ undent-region command  
626# undent\_region  
627+ Commands:undentregion  
628K undent-region;tabs;region

\$<sub>629</sub> #<sub>630</sub> +<sub>631</sub> K<sub>632</sub> **universal-argument**

Default binding: ^U

This is a dummy command meant to be used in combination with the bind-to-key command in order to redefine the universal argument key.

To define the F1 function key as being the universal argument key:

```
bind-to-key universal-argument FN1
```

Pressing the universal argument key causes a numeric argument of 4 to be generated. If digits (and the minus sign) are entered following the universal argument, they are interpreted to compose a numeric argument, much as if the meta key had been pressed. Also, each further action on the universal argument key multiplies the existing numeric argument by 4.

629\$ universal-argument command  
630# universal\_argument  
631+ Commands:universalargument  
632K universal-argument;argument

\$<sub>633</sub> #<sub>634</sub> +<sub>635</sub> K<sub>636</sub> **unmark-buffer**

Default binding: M-~

This command clears the change flag of the current buffer. This causes MicroEMACS to forget that the buffer's contents have changed since they were last made equivalent to the contents of a disk file (by append-file, find-file, read-file, save-file, view-file or write-file).

This command is unaffected by numeric arguments.

Note: the change flag of the current buffer can also be accessed via the \$cbflags variable.

633\$ unmark-buffer command  
634# unmark\_buffer  
635+ Commands:unmarkbuffer  
636K unmark-buffer;buffer

`$637 #638 +639 K640 update-screen`

No default binding

This command immediately updates all elements of the MicroEMACS display during the execution of a macro. It has no visible effect when used interactively.

This command is unaffected by numeric arguments.

637\$ update-screen command  
638# update\_screen  
639+ Commands:updatescreen  
640K update-screen;display



\$<sub>641</sub> #<sub>642</sub> +<sub>643</sub> K<sub>644</sub> **view-file**

Default binding:

Syntax:

find-file *file name*

If the named file is already loaded somewhere in the editor, this command brings its buffer up in the current window. Otherwise, the file is searched for on disk. If it is found, a new buffer is created and the contents of the file are read into it. If the file does not exist, a new empty buffer is created. In all cases, the buffer is brought up in the current window, in VIEW mode.

This command is unaffected by numeric arguments.

641\$ view-file command

642# view\_file

643+ Commands:viewfile

644K view-file;file;open;read;VIEW

\$<sup>645</sup> #<sup>646</sup> +<sup>647</sup> K<sup>648</sup> **widen-from-region**

Default binding: ^X>

This command causes all the invisible text in the narrowed buffer becomes accessible and visible again.

This command is unaffected by numeric arguments.

645\$ widen-from-region command

646# widen\_from\_region

647+ Commands:widenfromregion

648K widen-from-region;region;buffer;scope

\$<sub>649</sub> #<sub>650</sub> +<sub>651</sub> K<sub>652</sub> **wrap-word**

No default binding

This command replaces by a newline the first group of space or tab characters preceding the point on the current line. The point is left where it was when the command was invoked.

If no space or tab character is found before the point, a new line is created after the current one and the point is moved to it.

This command is unaffected by numeric arguments.

Note: the \$wraphook variable (which points to the command or macro use to perform line wrapping in WRAP mode) is set to wrap-word by default.

649\$ wrap-word command  
650# wrap\_word  
651+ Commands:wrapword  
652K wrap-word;word

\$<sub>653</sub> #<sub>654</sub> +<sub>655</sub> K<sub>656</sub> **write-file**

Default binding: ^X^W

Syntax:

write-file *file name*

This command writes the contents of the current buffer to disk, using the specified *file name*. This file name becomes the one associated with the buffer (indicated by the \$cfname variable).

This command is unaffected by numeric arguments.

653\$ write-file command

654# write\_file

655+ Commands:writefile

656^K write-file;file;write;save

\$<sub>657</sub> #<sub>658</sub> +<sub>659</sub> K<sub>660</sub> **write-message** or **print**

No default binding

Syntax:

`print message`

or:

`write-message message`

This command causes the specified *message* to appear on the message line.

This command is unaffected by numeric arguments.

657\$ write-message and print commands

658# write\_message

659+ Commands:writemessage

660K write-message;print;message

\$<sub>661</sub> #<sub>662</sub> +<sub>663</sub> K<sub>664</sub> **yank**

Default binding: ^Y

Syntax:

*n* yank

This command inserts the contents of the kill buffer at the point. If a numeric arguments is present, the command is repeated *n* times.

If *n* is negative, the command fails.

The placement of the point after the execution of this command is determined by the value of the \$yankflag variable.

661\$ yank command

662# yank

663+ Commands:yank

664<sup>K</sup> yank;kill

\$<sub>665</sub> #<sub>666</sub> +<sub>667</sub> K<sub>668</sub> **yank-pop**

Default binding: M-Y

Syntax:

*n* yank-pop

This command cycles the kill ring *n* times (as done by the cycle-ring command) and inserts the contents of the kill buffer at the point. If the previous command was yank or yank-pop, the text inserted by that command is deleted before the new text is inserted.

If no numeric argument is specified, it is equivalent to  $n = 1$ .

The placement of the point after the execution of this command is determined by the value of the \$yankflag variable.

665\$ yank-pop command

666# yank\_pop

667+ Commands:yankpop

668K yank-pop;yank;kill