

\$ + DCL Editor Commands

File Menu Commands

{bml j_bullet.bmp}New

{bml j_bullet.bmp}Open

{bml j_bullet.bmp}Close

{bml j_bullet.bmp}Save

{bml j_bullet.bmp}Save As

{bml j_bullet.bmp}Print

{bml j_bullet.bmp}Print Setup

{bml j_bullet.bmp}Make Exe

{bml j_bullet.bmp}Recent File

{bml j_bullet.bmp}Exit

Edit Menu Commands

{bml j_bullet.bmp}Undo

{bml j_bullet.bmp}Cut

{bml j_bullet.bmp}Copy

{bml j_bullet.bmp}Paste

{bml j_bullet.bmp}Select All

{bml j_bullet.bmp}Find

{bml j_bullet.bmp}Replace

{bml j_bullet.bmp}Move Text Left

{bml j_bullet.bmp}Move Text Right

View Menu Commands

{bml j_bullet.bmp}Toolbar

{bml j_bullet.bmp}Status Bar

Run Menu Commands

{bml j_bullet.bmp}Start Script

{bml j_bullet.bmp}End Script

{bml j_bullet.bmp}Arguments

Tools Menu Commands

{bml j_bullet.bmp}Debugger

{bml j_bullet.bmp}Dialog Editor

{bml j_bullet.bmp}Recorder

{bml j_bullet.bmp}Syntax Check

Window Menu Commands

{bml j_bullet.bmp}Cascade

{bml j_bullet.bmp}Tile

{bml j_bullet.bmp}Arrange Icons

{bml j_bullet.bmp}Current Windows

Help Menu Commands

{bml j_bullet.bmp}Help Contents

{bml j_bullet.bmp}Search for Help On

{bml j_bullet.bmp}How to Use Help

{bml j_bullet.bmp}About DCL

Shift + F1 Command

{bml j_bullet.bmp}Context Sensitive Help

Keys

{bml j_bullet.bmp}Text Editing Keys

#

\$++ New

Use the New command to open a window to create a new script.

Related Topic:

[{bml j_bullet.bmp}Creating a New Script](#)

#

\$++ Open

Use the Open command to open an existing file.

Related Topic:

{bml j_bullet.bmp}Opening an Existing File

#

\$++ Close

Use the Close command to close the current script.

#

\$⁺⁺ Save

Use the Save command to save the current new or existing script.

Related Topics:

[{bml j_bullet.bmp}Saving a New Script](#)

[{bml j_bullet.bmp}Saving an Existing File](#)

#

\$⁺⁺ Save As

Use the Save As command to save an existing script under a new file name.

Related Topic:

{bml j bullet.bmp}Saving an Existing File Under a New Name

#

\$++ Print

Use the Print command to print all or part of the current script.

Related Topic:

[{bml j_bullet.bmp}Printing a Script](#)

#

\$++ Print Setup

Use the Print Setup command to select the printer and set printing options.

Related Topic:

[{bml j_bullet.bmp}Setting Up for Printing](#)

#

\$++ Make Exe

Use the Make Exe command to save the current script as an executable file.

Related Topic:

{bml j bullet.bmp}Making an Executable from the Current Script

#

\$++ Recent File

To open one of the last four files you saved, click on the file listed in the File menu.

Related Topic:

{bml j_bullet.bmp}Opening a Recent File

#

\$++ Exit

Use the Exit command to exit the **DCL Editor**.

Related Topic:

{bml j_bullet.bmp}Exiting DCL Editor

#

\$++ Undo

Use the Undo command to reverse the latest editing command.

Related Topic:

{bml j_bullet.bmp}Editing Text

#

\$⁺ + Cut

Use the Cut command to remove the selected text from the current script and store it in the clipboard.

Related Topic:

{bml j_bullet.bmp}Editing Text

#

\$⁺ + Copy

Use the Copy command to copy the selected text from the current script to the Windows clipboard.

Related Topic:

[{bml j_bullet.bmp}Editing Text](#)

#

\$⁺ + Paste

Use the Paste command to paste the contents of the clipboard at the insertion point.

Related Topic:

[{bml j_bullet.bmp}Editing Text](#)

#

\$⁺⁺ Select All

Use the Select All command to select all of the text in the script for an editing operation.

Related Topics:

[{bml j_bullet.bmp}Editing Text](#)

[{bml j_bullet.bmp}Selecting Text](#)

#

\$++ Find

Use the Find command to search for a text string in the current script.

Related Topic:

[{bml j_bullet.bmp}Finding Text](#)

#

\$++ Replace

Use the Replace command to replace one text string with another in the current script.

Related Topic:

[{bml j_bullet.bmp}Replacing Text](#)

#

\$⁺⁺ Move Text Left

Use the Move Text Left command to shift the selected text one tab stop left.

Related Topics:

[{bml j_bullet.bmp}Editing Text](#)

[{bml j_bullet.bmp}Selecting Text](#)

#

\$++ Move Text Right

Use the Move Text Right command to shift the selected text one tab stop right.

Related Topics:

[{bml j_bullet.bmp}Editing Text](#)

[{bml j_bullet.bmp}Selecting Text](#)

#

\$⁺⁺ Toolbar

Use the Toolbar command to display the Toolbar in the **DCL Editor** window.

Related Topic:

[{bml j_bullet.bmp}Using the Toolbar](#)

#

\$++ Status Bar

Use the Status Bar command to display the Status Bar at the bottom of the **DCL Editor** window.

Related Topic:

{bml j_bullet.bmp}Using the Status Bar

#

\$++ Start Script

Use the Start Script command to run the current script.

Related Topic:

[{bml j_bullet.bmp}Running a Script](#)

#

\$++ End Script

Use the End Script command to stop the script that is currently running.

Related Topic:

[{bml j_bullet.bmp}Running a Script](#)

#

`$@` Arguments

Use the Arguments command to enter command-line arguments to be passed to the `main` subroutine of the script you are going to run.

Related Topic:

[{bml j_bullet.bmp}Running a Script](#)

#

\$++ Debugger

Use the Debugger command to start the **DCL Debugger**.

Related Topic:

[{bml j_bullet.bmp}Using the Debugger](#)

#

\$++ Dialog Editor

Use the Dialog Editor command to start the **DCL Dialog Editor**.

Related Topic:

{bml j_bullet.bmp}Using the Dialog Editor

#

\$++ Recorder

Use the Recorder command to begin capturing Windows events and that can be translated them into **DCL** statements and inserted in a script.

Related Topic:

{bml j_bullet.bmp}Recording a Macro

#

\$++ Syntax Check


Use the Syntax Check command to check the current script for syntax errors.

Related Topic:

[{bml j_bullet.bmp}Checking the Syntax](#)

#

xxx

 Cascade

Use the Cascade command to display the document windows in a stair-step arrangement.

Related Topic:

[Working with Document Windows](#)

#

\$⁺⁺ Tile

Use the Tile command to display the document windows in a tiled arrangement.

Related Topic:

{bml j bullet.bmp}Working with Document Windows

#

\$++ Arrange Icons

Use the Arrange Icons command to neatly arrange the icons at the bottom of the **DCL Editor** window.

Related Topic:

{bml j_bullet.bmp}Working with Document Windows

#

Current Windows

The names of the currently open scripts are displayed at the bottom of the Window menu.
To switch to another open script, choose the script name from the Window menu.

Related Topic:

[{bml j_bullet.bmp}Working with Document Windows](#)

#

\$++ Help Contents

Use the Help Contents command to display the Table of Contents for **DCL** Help.

Related Topic:

{bml j_bullet.bmp}Getting Help

#

\$++ Search for Help On

Use the Search for Help On command to search an index of **DCL** Help keywords.

Related Topic:

{bml j_bullet.bmp}Getting Help

#

\$++ How to Use Help


Use the How to Use Help command for information on how the use Microsoft Windows Help.

Related Topic:


[{bml j_bullet.bmp}Getting Help](#)

#

Context Sensitive Help

Choose the  button from the Toolbar or press Shift + F1 to display the context-sensitive help cursor then choose a menu command or Toolbar button for help specific to the command or button.

Related Topic:

 Getting Help

#

\$++ About DCL Editor

Use the About DCL command to display the version number and memory information.

Related Topic:

{bml j_bullet.bmp}Getting Help

#

\$\$ Document Window

This is the current document window. Use this window to create a new script or edit an existing one.

Related Topic:

[{bml j_bullet.bmp}Creating a New Script](#)

#

\$++ File Open dialog box

Use the File Open dialog box to open an existing file.

{bml open.shg}

Click on any item you want information about.

Related Topic:

{bml j_bullet.bmp}Opening an Existing File

#

\$++ File Save As dialog box

Use the Save As dialog box to save a new script or to save an existing file under a new name.

{bml save_as.shg}

Click on any item you want information about.

Related Topics:

{bml j_bullet.bmp}Saving a New Script

{bml j_bullet.bmp}Saving an Existing File Under a New Name

#

\$++ Print dialog box

Use the Print dialog box to all or part of the current script.

{bml print.shg}

Click on any item you want information about.

Related Topic:

{bml j_bullet.bmp}Printing a Script

#

 Print Setup dialog box

Use the Print Setup dialog box to select the printer and set printing options.


{bml printset.shg}

Click on any item you want information about.

Related Topic:

{bml j_bullet.bmp}Setting Up for Printing

#

 Make Executable dialog box

Use the Make Executable dialog box to save the current script as an executable file.

{bml make_exe.shg}

Click on any item you want information about.

Related Topic:

{bml j_bullet.bmp}Making an Executable from the Current Script

#

\$++ Find dialog box

Use the Find dialog box to search for a text string in the current script.

{bml find.shg}


Click on any item you want information about.

Related Topic:

{bml j_bullet.bmp}Finding Text

#

 Replace dialog box


 Find dialog box

Use the Replace command to replace one text string with another in the current script.

{bml replace.shg}

Click on any item you want information about.

Related Topic:

 Replacing Text

#

`$^+` Set Arguments dialog box

Use the Arguments dialog box to enter command-line arguments to be passed to the `main` subroutine of the script you are going to run.

{bml set_args.shg}

Click on any item you want information about.

Related Topic:

{bml j_bullet.bmp}Running a Script

#

\$++ Script Recorder Options dialog box

Use the Script Recorder Options dialog box to specify which script recording options you want to use and begin recording.

{bml rec_opt.shg}

Click on any item you want information about.

Related Topic:

{bml j_bullet.bmp}Recording a Macro

#

\$++ Insert Recording dialog box

Use the Insert Recording dialog box to insert the recorded events into the current script.

{bml ins_rec.shg}

Click on any item you want information about.

Related Topic:

{bml j_bullet.bmp}Recording a Macro

#

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\$ Title Bar

The title bar is located along the top of a window. It contains the name of the application and document.

To move the window, drag the title bar. Note: You can also move dialog boxes by dragging their title bars.

A title bar may contain the following elements:

{bml bullet.bmp}Application Control-menu button

{bml bullet.bmp}Document Control-menu button

{bml bullet.bmp}Maximize button

{bml bullet.bmp}Minimize button

{bml bullet.bmp}Name of the application

{bml bullet.bmp}Name of the document

{bml bullet.bmp}Restore button

#

\$\$ Scroll Bars

Displayed at the right and bottom edges of the document window. The scroll boxes inside the scroll bars indicate your vertical and horizontal location in the document. You can use the mouse to scroll to other parts of the document.

#

\$ Size command

Use this command to display a four-headed arrow so you can size the active window with the arrow keys.

After the pointer changes to the four-headed arrow:

1. Press one of the DIRECTION keys (left, right, up, or down arrow key) to move the pointer to the border you want to move.
2. Press a DIRECTION key to move the border.
3. Press ENTER when the window is the size you want.

Note: This command is unavailable if you maximize the window.

Mouse Shortcut: Drag the size bars at the corners or edges of the window.

#

`$` Move command

Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.

Note: This command is unavailable if you maximize the window.

#

\$ Minimize command

Use this command to reduce the active window to an icon.

Shortcuts

Mouse: Click the minimize icon {bmc scmin.bmp} on the title bar.

#

\$ Maximize command

Use this command to enlarge the active window to fill the available space.

Shortcut

Mouse: Click the maximize icon {bmc scmax.bmp} on the title bar; or double-click the title bar.

#

^{\$}\$ Next Window

Use this command to switch to the next open document window. **DCL Editor** determines which window is next according to the order in which you opened the windows.

Shortcut Keys: CTRL+F6

#

^{\$}\$ Previous Window

Use this command to switch to the previous open document window. **DCL Editor** determines which window is previous according to the order in which you opened the windows.

Shortcut Keys: SHIFT+CTRL+F6

#

⌘ Close command

Use this command to close the active window or dialog box.

Double-clicking a Control-menu box is the same as choosing the Close command.

Shortcuts Keys:

CTRL+F4 closes a document window

ALT+F4 closes the application window or dialog box

#

\$ Restore command

Use this command to return the active window to its size and position before you chose the Maximize or Minimize command.

#

\$ Switch to command

Use this command to display a list of all open applications. Use this "Task List" to switch to or close an application on the list.

Shortcut: Keys: CTRL+ESC

Dialog Box Options

When you choose the Switch To command, you will be presented with a dialog box with the following options:

Task List: Select the application you want to switch to or close.

Switch To: Makes the selected application active.

End Task: Closes the selected application.

Cancel: Closes the Task List box.

Cascade: Arranges open applications so they overlap and you can see each title bar. This option does not affect applications reduced to icons.

Tile: Arranges open applications into windows that do not overlap. This option does not affect applications reduced to icons.

Arrange Icons: Arranges the icons of all minimized applications across the bottom of the screen.

#

\$ No Help Available

No help is available for this area of the window.

```
# DCL_Editor_Commands
$ DCL Editor Commands
+ EdMenus:000
# HID_FILE_NEW
$ New command (DCL Editor)
+ EdMenus:100
# HID_FILE_OPEN
$ Open command (DCL Editor)
+ EdMenus:105
# HID_FILE_CLOSE
$ Close command (DCL Editor)
+ EdMenus:110
# HID_FILE_SAVE
$ Save command (DCL Editor)
+ EdMenus:115
# HID_FILE_SAVE_AS
$ Save As command (DCL Editor)
+ EdMenus:120
# HID_FILE_PRINT
$ Print command (DCL Editor)
+ EdMenus:125
# HID_FILE_PRINT_SETUP
$ Print Setup command (DCL Editor)
+ EdMenus:130
# HID_FILE_MAKEEXE
$ Make Exe command (DCL Editor)
+ EdMenus:135
# HID_FILE_MRU_FILE1
$ Recent File command (DCL Editor)
+ EdMenus:140
# HID_APP_EXIT
$ Exit command (DCL Editor)
+ EdMenus:145
# HID_EDIT_UNDO
$ Undo command (DCL Editor)
+ EdMenus:160
# HID_EDIT_CUT
$ Cut command (DCL Editor)
+ EdMenus:165
# HID_EDIT_COPY
$ Copy command (DCL Editor)
+ EdMenus:170
# HID_EDIT_PASTE
$ Paste command (DCL Editor)
+ EdMenus:175
# HID_EDIT_SELECT_ALL
$ Select All command (DCL Editor)
+ EdMenus:180
# HID_EDIT_FIND
```

\$ Find command (DCL Editor)
+ EdMenus:185
HID_EDIT_REPLACE
\$ Replace command (DCL Editor)
+ EdMenus:190
HID_MOVE_TEXT_LEFT
\$ Move Text Left command (DCL Editor)
+ EdMenus:192
HID_MOVE_TEXT_RIGHT
\$ Move Text Right command (DCL Editor)
+ EdMenus:194
HID_VIEW_TOOLBAR
\$ Toolbar command (DCL Editor)
+ EdMenus:200
HID_VIEW_STATUS_BAR
\$ Status Bar command (DCL Editor)
+ EdMenus:205
HID_RUN_STARTSCRIPT
\$ Start Script command (DCL Editor)
+ EdMenus:250
HID_RUN_ENDSCRIPT
\$ End Script command (DCL Editor)
+ EdMenus:255
HID_RUN_ARGUMENTS
\$ Arguments command (DCL Editor)
+ EdMenus:260
HID_TOOLS_DEBUG
\$ Debugger command (DCL Editor)
+ EdMenus:300
HID_TOOLS_DIALOGEDITOR
\$ Dialog Editor command (DCL Editor)
+ EdMenus:310
HID_TOOLS_RECORDER
\$ Recorder command (DCL Editor)
+ EdMenus:320
HID_TOOLS_SYNTAXCHECK
\$ Syntax Check command (DCL Editor)
+ EdMenus:330
HID_WINDOW_CASCADE
\$ Cascade command (DCL Editor)
+ EdMenus:350
HID_WINDOW_TILE_HORZ
\$ Tile command (DCL Editor)
+ EdMenus:360
HID_WINDOW_ARRANGE
\$ Arrange Icons command (DCL Editor)
+ EdMenus:380
HID_WINDOW_ALL
\$ Current Windows command (DCL Editor)

- + EdMenus:385
- # HID_HELP_CONTENTS
- \$ Help Contents command (DCL Editor)
- + EdMenus:400
- # HID_HELP_SEARCH
- \$ Search for Help On command (DCL Editor)
- + EdMenus:410
- # HID_HELP_USING
- \$ How to Use Help command (DCL Editor)
- + EdMenus:420
- # HID_CONTEXT_HELP
- \$ Context Sensitive Help (DCL Editor)
- + EdMenus:430
- # HID_APP_ABOUT
- \$ About DCL Editor command
- + EdMenus:440
- # HID_DOCUMENT_WNDOW
- \$ Document Window command (DCL Editor)
- # HID_DLG_OPEN
- \$ File Open dialog box (DCL Editor)
- + EdDbx:100
- # HID_DLG_SAVEAS
- \$ File Save As dialog box (DCL Editor)
- + EdDbx:110
- # HID_DLG_PRINT
- \$ Print dialog box (DCL Editor)
- + EdDbx:120
- # HID_DLG_PRINTSETUP
- \$ Print Setup dialog box (DCL Editor)
- + EdDbx:130
- # HID_DLG_MAKEEXE
- \$ Make Executable dialog box (DCL Editor)
- + EdDbx:140
- # HID_DLG_FIND
- \$ Find dialog box (DCL Editor)
- + EdDbx:150
- # HID_DLG_REPLACE
- \$ Replace dialog box (DCL Editor)
- + EdDbx:160
- # HID_DLG_ARGUMENTS
- \$ Set Arguments dialog box (DCL Editor)
- + EdDbx:170
- # HID_DLG_RECORDOPTIONS
- \$ Script Recorder Options dialog box (DCL Editor)
- + EdDbx:180
- # HID_DLG_INSERTRECORD
- \$ Insert Recording dialog box (DCL Editor)
- + EdDbx:190
- # HID_HT_CAPTION

\$ Title Bar (DCL Editor)
scrollbars
\$ Scroll Bars (DCL Editor)
HID_SC_SIZE
\$ Size command (DCL Editor)
HID_SC_MOVE
\$ Move command (DCL Editor)
HID_SC_MINIMIZE
\$ Minimize command (DCL Editor)
HID_SC_MAXIMIZE
\$ Maximize command (DCL Editor)
HID_SC_NEXTWINDOW
\$ Next Window command (DCL Editor)
HID_SC_PREVWINDOW
\$ Previous Window command (DCL Editor)
HID_SC_CLOSE
\$ Close Window command (DCL Editor)
HID_SC_RESTORE
\$ Restore command (DCL Editor)
HID_SC_TASKLIST
\$ Switch To command (DCL Editor)
HID_HT_NOWHERE
\$ No Help Available (DCL Editor)